
Held: Tuesday, March 16, 2010

Summary: We consider the Extreme Programming (XP) software development process.

Related Pages:
- EBoard.

Notes:
- Reading for Thursday: The rest of the XP book.
- Sorry for the confusion in last week’s class.
- EC for Thursday’s CS Extra: Drupal.
- EC for Friday’s CS Table: TBD.

Overview:
- Project Discussion: UML Diagrams.
- About XP.

UML for the Project

Each group will post their UML on a whiteboard.
- We’ll discuss commonalities and differences.
- We’ll settle on one overall design.

Some questions
- Can the creates move, or are they fixed in one place? (I used “Fauna” and “Flora” to distinguish the two kinds of creatures in my model.)
- When there are conflicting rules for a space, how do you resolve those conflicts?

Extreme Programming Basics

Disclaimer: The presentation of XP changed significantly between the first and second edition of this book. My view of XP was clearly shaped more by the first edition.
Who is the audience for this book?
What is the primary thesis?
What are the values at the center of XP?
What did you see as the more important principles of XP?
What did you see as the more important practices of XP?
What does the book tell you about software development practices in general (not just in terms of XP)?