

Class 16: Extreme Programming (2): A Philosophy of XP

Held: Thursday, March 18, 2010

Summary: We explore XP through some hands-on experiments.

Related Pages:

- EBoard.

Notes:

- In honor of heck week, our focus will be on lighter activities.
- Reminder: By Thursday of the week after break, spend 12 hours implementing some part of the life stories.
- EC for today's CS extra.
- EC for tomorrow's CS table.

Overview:

- Project architecture, revisited.
- An XP game.
- XP applied: A game of life.

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