Extreme Programming Myths & Realities

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Areyou really using

Extreme Programming

What is Extreme Programming ???

Something new ? Hacking? Chaos? Uncontrollable? Extreme? Bad for Management? Structured Anarchy 2 7 JIA Unplannable High-Risk? The Death of QS?

...a development process for hackers ?

... chaotic ?

... not more than structured anarchy ?



... not more than structured anarchy ?

Extreme Programming is ...

>...a highly disciplined development method

> For example:

- Test-Driven Development
- User stories are implemented in prioritized order

... uncontrollable ?

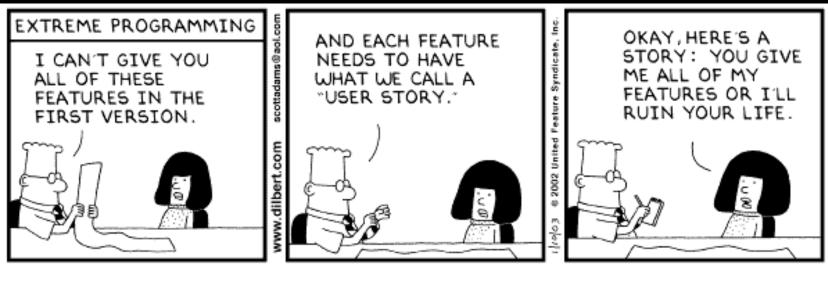
... unplannable ?

... bad for management ?

management?

- > ... meets every deadline!
- > ... gives feedback about the progress in short cycles
- > Supportive Practices:
 - Planning Game
 - On-Site Customer
 - Tracking

Planning Game



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Planning Game

- > Customer writes stories
- > Developers estimate stories
- > Customer prioritizes and chooses stories
- > Developers realize the stories in exactly that order

On-Site Customer

- > This is clearly one of the most problematic practices of XP
 - Customer should be available for questions and feedback
 - e. g. on-phone customer
 - frequent meetings

... high risk?



Extreme Programming is ...

- > ... risk-minimizing
- > Do first things first
 - Spike Solutions for potential problems
 - Simple Design
 - Refactoring
 - Continuous integration
 - Collective ownership

Simple Design

- > Design for today, not for tomorrow - often discussed practice
- > Evolve the design !!!
 - It works !!!

"It's easy to have a complicated idea. It's very very hard to have a simple idea."

- Carver Mead

Refactoring

- > Keeps the software soft !!!
- > This makes evolvable design possible
- > Works even for larger restructurings

Continuous Integration

- > Move forward in small steps
- > Share code with the team immediately
- > Keep the system running

Small Releases

- > Work in short iterations
- > Release often to the customer
 - Value for the customer
 - Feedback for the team

"Complex systems that work evolved from simple systems that worked"

- Grady Booch

Collective Ownership

- > Collective Ownership means that everybody inside the team is responsible
- > Collective Ownership does not mean "No" Ownership !!!

Pair Programming



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Pair Programming

- > Reviewing is good
- > Pair-Programming is reviewing all the time

"Don't be afraid of pair programming: You're not as good as you think you are, but You're not as bad as you fear."

- Ron Jeffries

... the death of QS?

... the end of professional testing?

... the death cros? ... the end of projessional testing ?

Extreme Programming is ...

- >...definitely not the death of QS !!!
 >...definitely not the end of
 professional testing !!!
- > INSTEAD:
 - XP demands a close collaboration between these groups
 - Let them work in one team

... new ?



Extreme Programming is ...

- > ... not new because no single practice is new
- > It is a set of proven techniques
- > But: The key new concept is the combination of them in that way XP promotes

... fixed ?



Extreme Programming is ...

- > ... a starting point !!!
- > Tuning and adapting the process is a central idea

"Start stupid and evolve " — Kent Beck

Tuning Workshops

- > Think about your development process after every iteration
- > Adapt and change your development process as necessary

... only useful for small teams?

... unscalable to larger teams?

Is Extreme Programming... ... only us wh ic tab to larger teams? ۲

Team Size

- > The standard XP process fits only for small teams
- > But: XP can be adapted to fit the needs of large teams and large organizations

XP for large teams

- > Jutta Eckstein did an XP project with more than 150 people
 - Take a look at her book for more information on that

everything?



- > Can be used for various kinds of projects
- > There are many different adaptations to many different situations
- > But: If the team resists in old habits and old culture ...

Extreme Programming

It is all about

feedback and change "Our highest priority is to satisfy the customer through early and continuous delivery of valuable software"

> Principles behind the Agile Manifesto http://www.agilealliance.org/

Embrace

the Change

Thank you for your attention





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