III YEAR/ V SEMESTER

Topic: Extreme Programming (XP)

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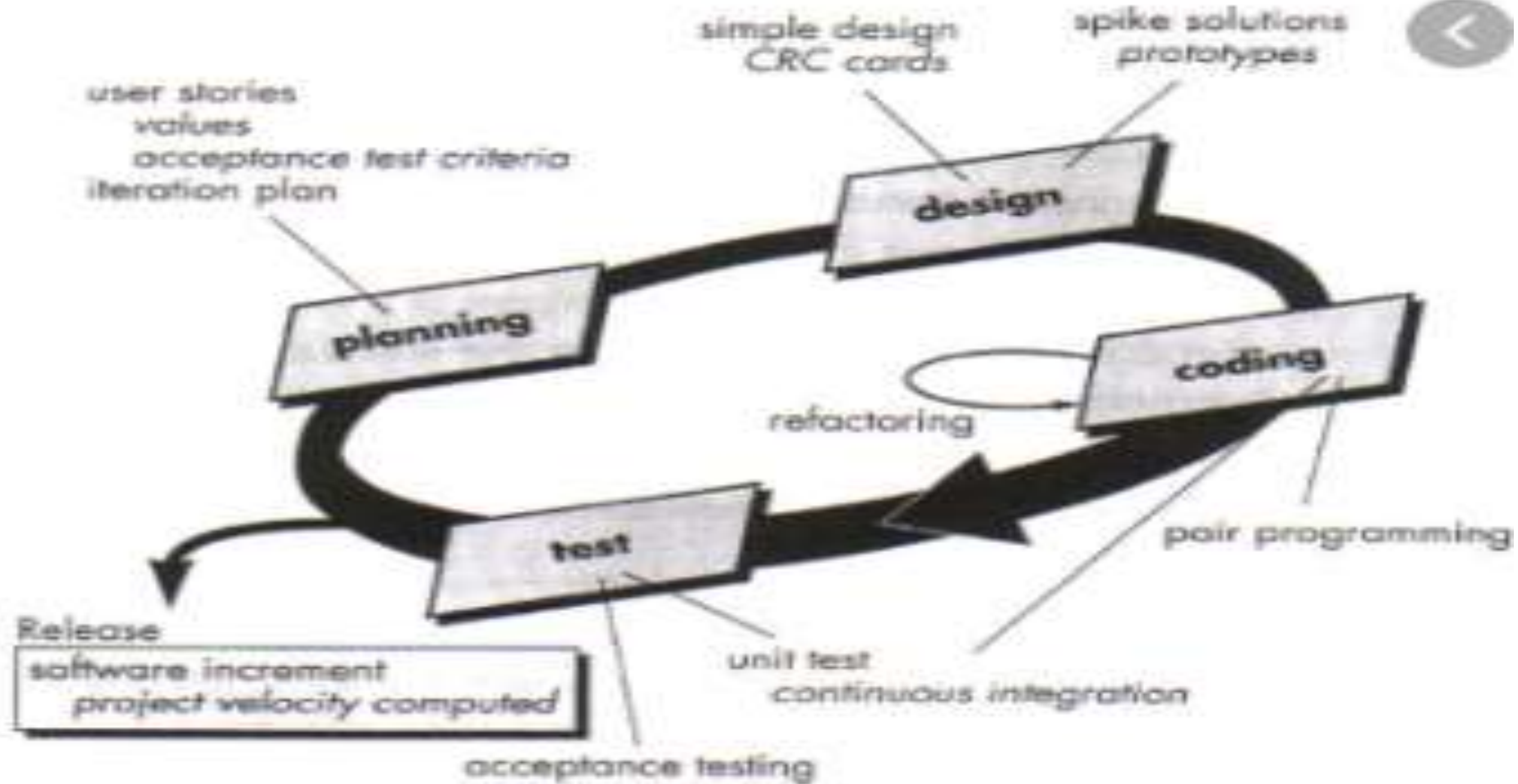
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Extreme Programming (Xp)

- Xp is most commonly used Agile process model
- Xp is a lightweight, efficient ,low risk ,flexible, predictable, scientific to develop the software
- Small to medium sized team that works under vague and rapidly changing environment

The five Xp values are :

- Communication
- Simplicity
- Courage
- Respect

Fig. Extreme Programming Process

The five Xp values

- **Communication :** The goal is to give all developers a shared view of system which matches the view held by the customer

- **Simplicity:** Xp encourage starting with the simplest solution ,extra functionality can be added in future if needed

- **Feedback :** From customer to team

- **Courage :** It enables developers to feel comfortable, with refactoring their code when necessary

- **Respect** : Include respect for others as well as self respect

Extreme Programming (Xp)

XP Processes:

Planning :

- Begins with creations of user stories
- Agile team access each story and assign coast
- Stories /requirements are grouped for deliverable increments
- A commitment is made on delivery date

Design :

- Encourage the use of CRC cards
- For difficult design problems , suggest the creation 'spike solution'-a design prototype
- Encourage refactoring –an iterative refinement of internal program

Extreme Programming (Xp)

XP Processes:

Coding :

- Recommends the construction of test case before coding commence (test driven development)

- Encourage pair programming

Testing

- All unit test are executed daily

- Acceptance test are defined by the customer and executed to assess customer visibility functionalities