

B345 Internet Science and Technology

Week 6 lecture 2

Today's Lecture Learning Objective

- Understand the basis of eXtreme Programming (XP).
- Learn when and how to use XP as a software development methodology.

See <http://www.xprogramming.com/images/circles.jpg>

See <http://www.extremeprogramming.org/map/project.html>

See

<http://www.karneim.com/XP/PlanningGame/PlanningGameFlowChart.gif>

Planning Game Variables

- In release planning, management dictate 3 of the 4 variables
 - Scope
 - Resources
 - Time
 - Quality
- Development team decides (adapts) on the fourth.

See <http://www.extremeprogramming.org/map/iteration.html>

See <http://www.extremeprogramming.org/map/development.html>

See <http://www.extremeprogramming.org/map/code.html>

See <http://www.extremeprogramming.org/map/loops.html>

When to use XP?

- Constant requirements change.
- Small teams.
- Developers, managers and customers able to work very closely together.
- Testable requirements and design.

Further Reading

- www.extremeprogramming.com
- www.xprogramming.com/xpmag/whatisxp.htm