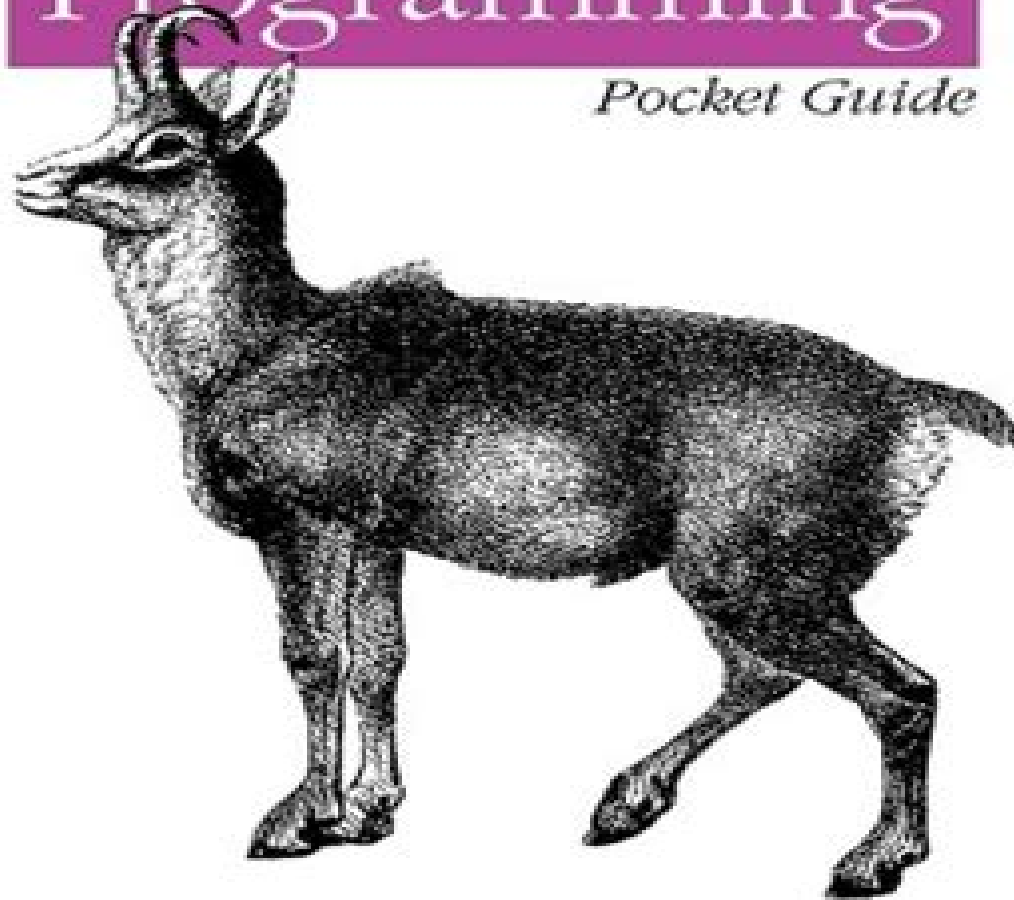


*Team-Based Software Development*

# Extreme Programming

*Pocket Guide*



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*chromatic*  
*Foreword by Ward Cunningham*

# Extreme Programming Pocket

**Rachel Sandford**



## **Extreme Programming Pocket :**

**Extreme Programming Pocket Guide** Chromatic, 2003-07-24 Extreme Programming XP is a radical new approach to software development that has been accepted quickly because its core practices the need for constant testing programming in pairs inviting customer input and the communal ownership of code resonate with developers everywhere Although many developers feel that XP is rooted in commonsense its vastly different approach can bring challenges frustrations and constant demands on your patience Unless you've got unlimited time and who does these days you can't always stop to thumb through hundreds of pages to find the piece of information you need The Extreme Programming Pocket Guide is the answer Concise and easy to use this handy pocket guide to XP is a must have quick reference for anyone implementing a test driven development environment The Extreme Programming Pocket Guide covers XP assumptions principles events artifacts roles and resources and more It concisely explains the relationships between the XP practices If you want to adopt XP in stages the Extreme Programming Pocket Guide will help you choose what to apply and when You'll be surprised at how much practical information is crammed into this slim volume O'Reilly's Pocket Guides have become a favorite among developers everywhere By providing a wealth of important details in a concise well organized format these handy books deliver just what you need to complete the task at hand When you've reached a sticking point in your work and need to get to a solution quickly the new Extreme Programming Pocket Guide is the book you'll want to have beside your keyboard *Agile Processes in Software Engineering and Extreme Programming* Alberto Sillitti, Orit Hazzan, Emily Bache, Xavier Albaladejo, 2011-05-03 This book contains the refereed proceedings of the 12th International Conference on Agile Software Development XP 2011 held in Madrid Spain in May 2011 The year 2011 marked the 10th anniversary of the Agile Manifesto In this spirit the XP conference continued its fine tradition of promoting agility by disseminating new research results in a timely manner and by bringing together researchers and practitioners for a fruitful mutual exchange of experiences As introduced for XP 2010 there were again two different program committees one for research papers and one for experience reports Regarding the research papers 11 out of 56 submissions were accepted as full papers and as far as the experience reports were concerned the respective number was 4 out of 17 submissions In addition to these papers this volume also includes the short research papers the abstracts of the posters the position papers of the PhD symposium and the abstracts of the workshops

**Extreme Programming und Software-Qualität** Sven Sörensen, 2007 Studienarbeit aus dem Jahr 2004 im Fachbereich Informatik Programmierung Note 1,3 Fachhochschule Wedel Veranstaltung Seminarreihe Softwareentwicklung und Qualität 20 Quellen im Literaturverzeichnis Sprache Deutsch Abstract Was ist unter eXtreme Programming zu verstehen Springen dabei Entwickler mit hängenden Augenringen ohne soziale Kontakte und einem Laptop vor den Bauch geschnallt Bungee Oder handelt es sich beim XP um hacking as usual ein fröhliches Cowboy Hacking schick verpackt hinter einem provokanten avantgardistisch anmutenden Terminus Die Antwort ist einfach die Antwort ist Nein XP ist ein strenges sehr viel Disziplin

erforderndes Vorgehensmodell für die Softwareentwicklung was durch aktuelle Probleme im Bereich der Softwareentwicklung motiviert frischen Wind in die Diskussion über den grundsätzlichen Ablauf eines Entwurfsprozesses bringen konnte Keine Frage XP ist anders Das X aber steht nicht etwa für extremes Verhalten oder extremes Loslassen vom Herkömmlichen Es steht auch nicht für extremes Risiko oder extremen Erfolg Das X steht für die extreme Intensität die dieses Verfahren von seinen Partizipanten verlangt extreme Identifikation mit den Werten und ein möglichst extremes Umsetzen der operativen durch das XP geforderten Instrumente Extrem bezieht sich auf Disziplin und fordert Teamfähigkeit und Kompetenz viel mehr als der Titel auf den ersten Blick zu suggerieren vermag Was genau man hinter XP zu verstehen hat und wo genau dessen Einflüsse auf die Qualität vom Endprodukt der Software vermutet werden können das ist Aufgabe und primäres Ziel dieser Auseinandersetzung Dem Leser soll bewusst werden wo sowohl die Befürworter als auch die Widersacher des XPs argumentativ ansetzen wenn es um die Verteidigung respektive dem Angriff von bzw gegen XP geht Es liegt hierbei sicherlich keine vollständige Abhandlung über XP vor das meiner Meinung nach Wichtigste wird hier erörtert Um darüber hinaus das X

**Agile Processes in Software Engineering and Extreme Programming** Giulio Concas, Ernesto Damiani, Marco Scotto, Giancarlo Succi, 2007-07-03 This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming XP 2007 held in Como Italy in June 2007 It covers managing agile processes extending agile methodologies teaching and introducing agile methodologies methods and tools empirical studies and methodology issue

**The Art of Lean Software Development** Curt Hibbs, Steve Jewett, Mike Sullivan, 2009-01-15 This succinct book explains how you can apply the practices of Lean software development to dramatically increase productivity and quality Based on techniques that revolutionized Japanese manufacturing Lean principles are being applied successfully to product design engineering the supply chain and now software development With The Art of Lean Software Development you will learn how to adopt Lean practices one at a time rather than taking on the entire methodology at once As you master each practice you will see significant measurable results With this book you will Understand Lean's origins from Japanese industries and how it applies to software development Learn the Lean software development principles and the five most important practices in detail Distinguish between the Lean and Agile methodologies and understand their similarities and differences Determine which Lean principles you should adopt first and how you can gradually incorporate more of the methodology into your process Review hands on practices including descriptions benefits trade offs and roadblocks Learn how to sell these principles to management The Art of Lean Software Development is ideal for busy people who want to improve the development process but can't afford the disruption of a sudden and complete transformation The Lean approach has been yielding dramatic results for decades and with this book you can make incremental changes that will produce immediate benefits This book presents Lean practices in a clear and concise manner so readers are motivated to make their software more reliable and less costly to maintain I recommend it to anyone looking

for an easy to follow guide to transform how the developer views the process of writing good software Bryan Wells Boeing Intelligence Security Systems Mission System If you're new to Lean software development and you're not quite sure where to start this book will help get your development process going in the right direction one step at a time John McClenning software development lead Aclara *The Art of Agile Development* James Shore, Shane Warden, 2008 For those considering Extreme Programming this book provides no nonsense advice on agile planning development delivery and management taken from the authors many years of experience While plenty of books address the what and why of agile development very few offer the information users can apply directly **Extreme Programming Adventures in C#** Ron Jeffries, 2004 Apply what you know about extreme programming and object oriented design to learning C and the Microsoft .NET Framework on the fly Written by a leader in extreme programming this book covers both high level concepts and practical coding applications

Extreme Programming Explained Kent Beck, Cynthia Andres, 2004-11-17 Accountability Transparency Responsibility These are not words that are often applied to software development In this completely revised introduction to Extreme Programming XP Kent Beck describes how to improve your software development by integrating these highly desirable concepts into your daily development process The first edition of Extreme Programming Explained is a classic It won awards for its then radical ideas for improving small team development such as having developers write automated tests for their own code and having the whole team plan weekly Much has changed in five years This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on Five core values consistent with excellence in software development Eleven principles for putting those values into action Thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization you will find in these pages a wealth of ideas to challenge inspire and encourage you and your team members to substantially improve your software development You will discover how to Involve the whole team XP style Increase technical collaboration through pair programming and continuous integration Reduce defects through developer testing Align business and technical decisions through weekly and quarterly planning Improve teamwork by setting up an informative shared workspace You will also find many other concrete ideas for improvement all based on a philosophy that emphasizes simultaneously increasing the humanity and effectiveness of software development Every team can improve Every team can begin improving today Improvement is possible beyond what we can currently imagine Extreme Programming Explained Second Edition offers ideas to fuel your improvement for years to come **Unit Test Frameworks** Paul Hamill, 2004-11-02 Unit test frameworks are a key element of popular development methodologies such as eXtreme Programming XP and Agile Development But unit testing has moved far beyond eXtreme Programming it is now common in many different types of application development Unit tests help ensure low level code correctness reduce software development cycle time improve

developer productivity and produce more robust software Until now there was little documentation available on unit testing and most sources addressed specific frameworks and specific languages rather than explaining the use of unit testing as a language independent standalone development methodology This invaluable new book covers the theory and background of unit test frameworks offers step by step instruction in basic unit test development provides useful code examples in both Java and C and includes details on some of the most commonly used frameworks today from the XUnit family including JUnit for Java CppUnit for C and NUnit for NET Unit Test Frameworks includes clear concise and detailed descriptions of The theory and design of unit test frameworks Examples of unit tests and frameworks Different types of unit tests Popular unit test frameworks And more It also includes the complete source code for CppUnit for C and NUnit for NET *AspectJ Cookbook* Russ Miles,2005 This hands on book shows readers why and how common Java development problems can be solved by using new Aspect oriented programming AOP techniques With a wide variety of code recipes for solving day to day design and coding problems using AOP s unique approach AspectJ Cookbook demonstrates that AOP is more than just a concept

*Agile Foundation Courseware - English* Nader Rad,2020-08-01 This Courseware package consist out of two publications Agile Foundation Courseware English and you are adviced to obtain the publication Agile for responsive organizations A Pocket Guide This courseware is for the Agile Foundation certification by the Agile Consortium and follows the Certify to Inspire philosophy enabling continuous learning and an adaptive mindset in an Agile world and corporate environment This courseware has been reviewed by Agile Consortium board members and been accredited by Van Haren Learning Solutions This Courseware provides a didactic journey in Agile including teasers energizers and many little assignments There is also a reference to free online Agile literature and to the online Agile Foundation demo exam The main modules of this exam are o What is Agile o Agile Culture and Leadership o Scrum o Methods and frameworks o Agile way of working o Value and Continuous delivery o Empiricism and improvement Modules of this course ware o What is Agile o Fundamental systems to Agile XP Crystal Scrum DSDM o Philosophizing o Scaling o Kanban o Lean Startup About the Agile Foundation Certification The Agile Foundation certificate is intended for those who are relatively new to the concept of Agile and would like to discover what it exactly entails The idea behind this exam is that you are serious about delving into the Agility concept and related practices How you decide to do that will be up to you You can read books articles or blogs You can also watch videos listen to podcasts attend events or observe others who are working with Agile in practice Or another possibility is to follow a course in Agile The Agile Foundation Exam is an independent exam meaning it is not tied to a specific method If you have the Agile Foundation certificate you will have demonstrated you understand what Agile means and that you can identify the methods and concepts most commonly used in Agile organizations Reflections on the Teaching of Programming Jens Bennedsen,Michael E. Caspersen,Michael Kölling,2008-05-20 This state of the art survey reflecting on the teaching of programming has been written by a group of primarily Scandinavian researchers and educators with special interest and

experience in the subject of programming The 14 chapters contributed by 24 authors present practical experience gathered in the process of teaching programming and associated with computing education research work Special emphasis is placed on practical advice and concrete suggestions The authors are all members of the Scandinavian Pedagogy of Programming Network SPoP and bring together a diverse body of experiences from the Nordic countries The 14 chapters of the book have been carefully written and edited to present 4 coherent units on issues in introductory programming courses object oriented programming teaching software engineering issues and assessment Each of these individual parts has its own detailed introduction The topics addressed span a wide range of problems and solutions associated with the teaching of programming such as introductory programming courses exposition of the programming process apprentice based learning functional programming first problem based learning the use of on line tutorials object oriented programming and Java the BlueJ environment to introduce programming model driven programming as opposed to the prevailing language driven approach teaching software engineering testing extreme programming frameworks feedback and assessment active learning technology based individual feedback and mini project programming exams

*Introduction to Software Project Management* Adolfo Villafiorita, 2016-04-19 Although software development is one of the most complex activities carried out by man sound development processes and proper project management can help ensure your software projects are delivered on time and under budget Providing the know how to manage software projects effectively *Introduction to Software Project Management* supplies an acces

**Introduction to Agile Methods** Sondra Ashmore Ph.D., Kristin Runyan, 2014-06-23 A Thorough Introduction to the Agile Framework and Methodologies That Are Used Worldwide Organizations of all shapes and sizes are embracing Agile methodologies as a way to transform their products customer satisfaction and employee engagement Many people with varying levels of work experience are interested in understanding the architecture and nuances of Agile but it is difficult to know where to start Numerous practitioner books are available but there has never been a single source for unbiased information about Agile methodologies until now *Introduction to Agile Methods* is the place to start for students and professionals who want to understand Agile and become conversant with Agile values principles framework and processes Authors Sondra Ashmore and Kristin Runyan use academic research and their own experiences with numerous Agile implementations to present a clear description of the essential concepts They address all key roles and the entire development life cycle including common roadblocks that must be overcome to be successful Through the authors realistic use cases practical examples and thought provoking interviews with pioneering practitioners complex concepts are made relatable No matter what your role or level of experience this book provides a foundational understanding that can be used to start or enhance any Agile effort Coverage includes How Agile compares with the Waterfall method and when to use each Why Agile demands a cultural transformation and how that looks to each participant Comparing various Agile methodologies including Scrum Kanban Extreme Programming XP Crystal Feature Driven Development FDD Lean and DSDM

Understanding the roles within Agile and how they work together to create superior results Agile approaches to requirements gathering planning estimating tracking reporting testing quality and integration Extending Agile beyond IT

Open Source for the Enterprise Dan Woods,Gautam Guliani,2005-07-27 This book provides something far more valuable than either the cheerleading or the fear mongering one hears about open source The authors are Dan Woods former CTO of TheStreet com and a consultant and author of several books about IT and Gautam Guliani Director of Software Architecture at Kaplan Test Prep Admissions Each has used open source software for some 15 years at IT departments large and small They have collected the wisdom of a host of experts from IT departments open source communities and software companies Open Source for the Enterprise provides a top to bottom view not only of the technology but of the skills required to manage it and the organizational issues that must be addressed      *Software Design and Development: Concepts, Methodologies, Tools, and Applications* Management Association, Information Resources,2013-07-31 Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions Software Design and Development Concepts Methodologies Tools and Applications brings together the best practices of theory and implementation in the development of software systems This reference source is essential for researchers engineers practitioners and scholars seeking the latest knowledge on the techniques applications and methodologies for the design and development of software systems      *Learning Red Hat Enterprise Linux and Fedora* Bill McCarty,2004 Explains how to install and configure Linux how to run productivity tools how to burn CDs and synchronize a PalmPilot how to set up software how to configure a network and how to use the system administration tools      *Adapting Configuration Management for Agile Teams* Mario E. Moreira,2010-04-15 Adapting Configuration Management for Agile Teams provides very tangible approaches on how Configuration Management with its practices and infrastructure can be adapted and managed in order to directly benefit agile teams Written by Mario E Moreira author of Software Configuration Management Implementation Roadmap columnist for CM Crossroads online community and writer for the Agile Journal this unique book provides concrete guidance on tailoring CM for Agile projects without sacrificing the principles of Configuration Management      **Exploring the JDS Linux Desktop** Tom Adelstein,Sam Hiser,2004 Accompanying disc contains a version of JDS Linux Desktop which can be run directly from the disc without installation      *TeX, XML, and Digital Typography* Apostolos Syropoulos,Karl Berry,Yannis Haralambous,Baden Hughes,Steven Peter,John Plaice,2004-08-11 This book constitutes the refereed proceedings of the International Conference on TEX XML and Digital Typography held jointly with the 25th Annual Meeting of the TEX User Group TUG 2004 in Xanthi Greece in August September 2004 The 21 revised full papers presented were carefully reviewed and selected for inclusion in the book The papers reflect the state of the art of digital typography using TEX or its offsprings Besides typesetting issues the papers deal with topics like multilingual document preparation XML document processing and generation complex bibliographic databases and automatic conversion



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