

# An Introduction to Extreme Programming

One or Two Day Seminar\*

## Seminar Description

Extreme Programming is the best known and most widely used of the agile methods. The practices that comprise XP have been clearly stated for some years, and a variety of case studies have been published discussing the implementation of those practices. Although the core set of XP “practices” is well known, they have evolved over time, and many new practices have been suggested as additions. The XP practices have been practiced in some form for decades – the “extreme” modifier is Beck’s indication that XP is a set of good practices carried to an extreme implementation. This seminar discusses each of the original core set of XP practices, their antecedents, and the additional practices proposed. Both pros and cons are discussed, along with the interdependencies between various XP practices. Reasons an XP practice might be either poorly implemented or not implemented at all will be explored.

## Who Should Attend

- Project managers who will be piloting XP
- Process experts who are studying the contributions of the XP community
- Software professionals who desire to use the best software engineering practices available

## Course Prerequisites

There are no pre-requisites for this seminar. “Agile Methods and Process Discipline” is recommended.

## Course Objectives

After completing this seminar, participants should be able to:

- Understand the basics of agile methods and where they are most appropriate
- Describe the core set of XP practices
- Discuss variant XP practices
- Discuss the genesis of the core XP practices
- Discuss new XP practices proposed
- Evaluate the tradeoffs and relationships for XP practices

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\* This seminar can be delivered over either one or two days. Longer seminars involve more case studies, exercises, and role plays, as well as a more in-depth study of the material. Shorter forms of this material can be presented also.

## **Module Description**

### Module 1 – The Agile Alliance

- The Agile Manifesto
- Principles of agile software development
- Success factors for agile projects

### Module 2 – Extreme Programming Practices

- The core XP practices
- Variant XP practices
- New XP practices

### Module 3 – Relationships Between XP Practices

- XP management practices
- XP design practices
- XP code and test practices

### Module 4 – Implementing the XP Practices

- XP practices that are rarely implemented
- Case studies of XP implementation

## **Activities and Exercises**

Activities and exercises include case studies, situational analyses, role playing, and interactive lecturing.