

# XP - EXTREME PROGRAMMING

# ESSENTIAL PRACTICES

- This course presents the streamlined software development practices that define the eXtreme Programming methodology.
- You will be provided with a pragmatic insight into the rules and practices of XP and how, when taken to the extreme, your developments can benefit.
- The technical explanation of XP is combined with interactive workshop sessions, exercises and examples to emphasise its practical application.
- This course is a one-day formal training session designed for qualified/practicing software engineers, team leaders and software managers and can be tailored to meet specific requirements.

## Introduction:

- Focus of XP
- XP Workflow

## Managing XP Developments:

- Scope control 🖱
- Release planning 🖱
- Development iterations
- Project velocity
- Groupware development

## Designing with XP:

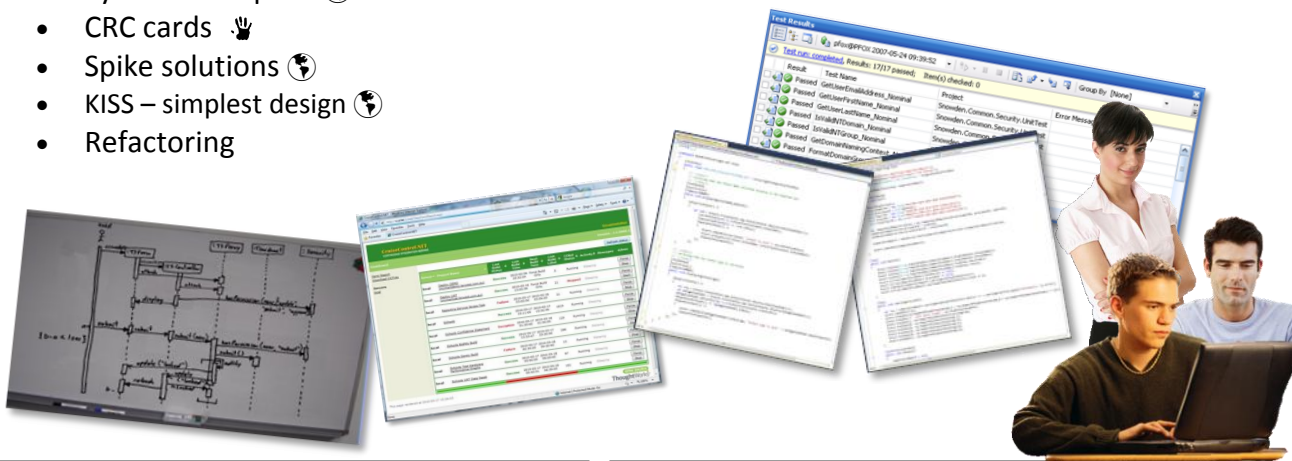
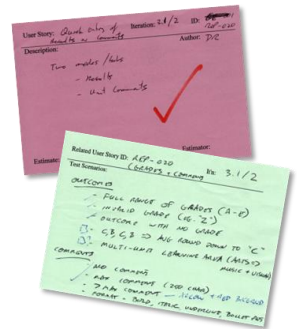
- System metaphor 🌐
- CRC cards 🖱
- Spike solutions 🌐
- KISS – simplest design 🌐
- Refactoring

## Testing with XP:

- Automated testing 🖱
- Test frameworks
- The test-release cycle
- Acceptance tests

## Coding with XP:

- Customer involvement
- Pair programming
- Sequential & continuous integration
- Collective code ownership
- Optimise last



## Practical Sessions:



Real-world case studies are reviewed to give further insight into the applied use of key techniques and mechanisms



Hands-on workshop exercises are undertaken for these topics to gain a more practical appreciation.



*"Much better grasp of automated testing and XP practices"*  
Rob Lawson, Snr Software Engineer – PDC Consultants



*"Provides clarification of concepts evolving in our company. This will help our growth/expansion problems, absolutely."* Tim Edwards, Principal Engineer - Seeing Machines

