XP - eXtreme Programming

ESSENTIAL PRACTICES

- **T**his 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
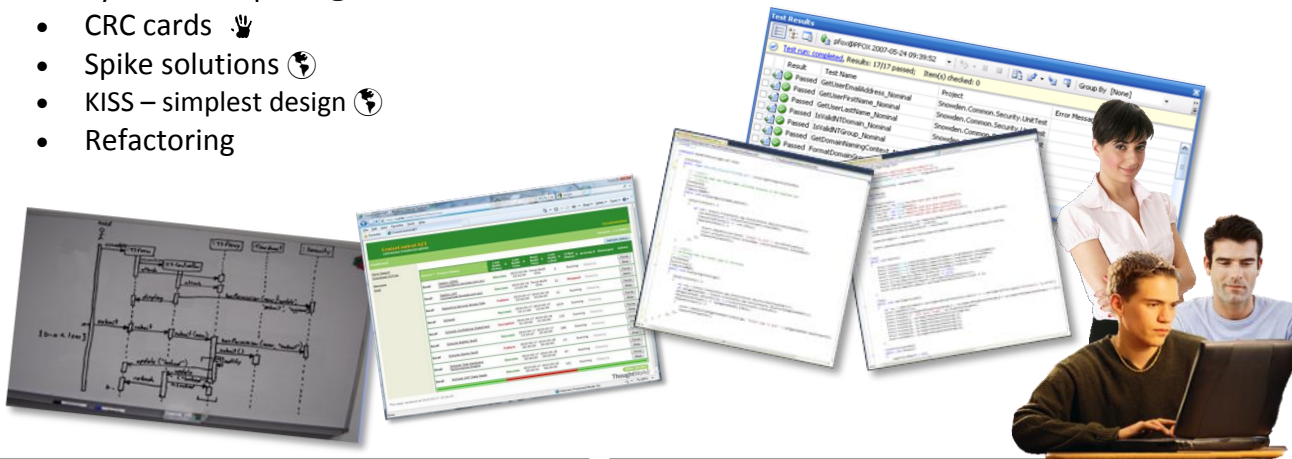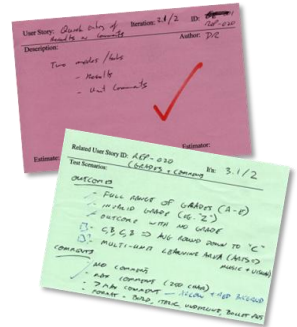
Designing with XP:
- System metaphor 🌐
- CRC cards ✋
- Spike solutions 🌐
- KISS – simplest design 🌐
- Refactoring

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