

EXTREME PROGRAMMING

Overview

CxOne is a lightweight, adaptable, flexible process infrastructure that can be used on a variety of projects. This CxOne process flow discusses how to use CxOne resources to run project using Extreme Programming.

Background

Extreme Programming (nicknamed “XP”) is a methodology for building software originally designed to work on in-house information systems projects with 2-10 developers. XP is based on longstanding industry best practices, including evolutionary prototyping, short release cycles, and active end-user involvement in requirements definition. XP’s contribution is that it has bundled and packaged a specific set of practices to form a methodology. The specific practices were chosen based on the belief that they are mutually supportive.

With XP the system is developed in increments so that it can quickly be modified in response to end-user and customer feedback. Most evolutionary-prototyping efforts begin by prototyping the user interface and evolving the completed system from that, but prototyping can start with any high-risk area.

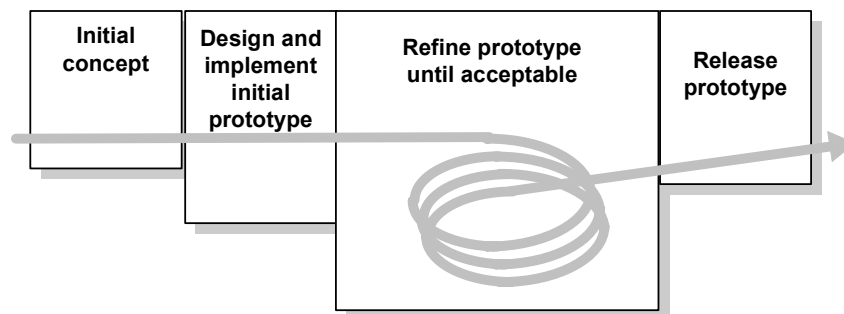


Figure 1: Evolutionary Prototyping Lifecycle

How to Use

CxOne checklists, templates, and guides may be used to support projects using Extreme Programming. This document contains a mapping of the relevant CxOne documents on the basis of the activities within Extreme Programming.

CxOne Materials Guide

Figure 2 outlines the workflow for a software project as run using Extreme Programming. CxOne materials are then mapped to each workflow.

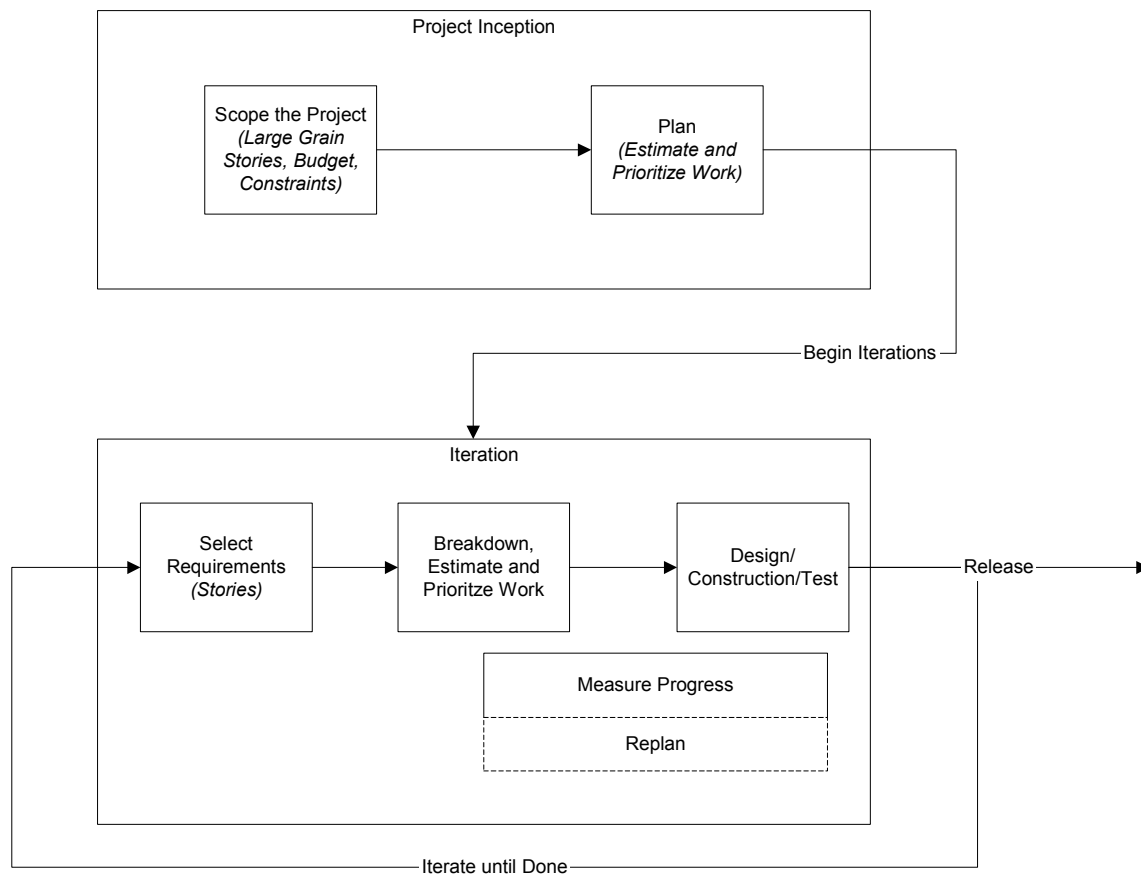


Figure 2: Extreme Programming Lifecycle

The following CxOne materials support each stage.

Project Inception

Activity	CxOne Materials
Project Management	Lite Project Plan Project Charter Scheduling and Estimation checklists
Requirements	Use Case Templates and Checklists Best Practice – Joint Application Development
Business Case	Project Charter

Iterations

Activity	CxOne Materials
Project Management	Scheduling and Estimation checklists
Requirements	Best Practice – Requirements Scrubbing
Design	Design Templates and Checklists Best Practice - Design for Change
Construction	Construction Templates, Checklists, and Standards Best Practice – Collaborative Construction Best Practice – Daily Build and Smoke Test
Test	Test Case Checklists Best Practice – Construction Testing
Software Release	Release Sign-Off Template Release Checklist
Process Improvement	Software Project Log Template and Checklist Software Project History Template and Checklist