XP, TDD, and SCRUM
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eXtreme Programming

XP values
- Communication
- Simplicity (KISS)
- Feedback
- Courage

XP twelve practices
- Planning Game
- Small Releases
- Metaphor
- Simple Design
- Testing
- Refactoring

XP practices cont.
- Pair programming
- Collective ownership
- Continuous integration
- Forty hour weeks
- On-site customer
- Coding standards

XP phases
- Exploration
- Commitment
- Steering
TDD
- Write test first
  - No test – No functionality

SCRUM
- Backlog
- Burn down diagram
- Sprint
- Product owner
- Scrum team
- Scrum meeting
- Demo after sprint