



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