

# eXtreme Programming: Hits and Myths

## **Duration**

1/2 day

## **Instructor**

SPC staff

## **Class Limit**

20 students

## **Prerequisite**

None

## **Price**

On-site:

Please contact SPC  
for pricing (contact  
information on page 2)

Public Training:

\$295 (1/2 day)

\*Discount available for  
early registration

## **Materials Provided**

- Student manual containing the course slides
- Student handouts with class exercises and class studies

Every once in a while an idea comes up that takes the industry by storm, and it can be some time before the dust settles and we see how much lasting impact there really was. The latest in this long line of ideas is eXtreme Programming, an approach to software development that is a radical departure from the huge, heavyweight defined processes that are the norm.

With controversial practices such as pair programming, constant refactoring and a 40-hour workweek, we are already seeing the camps forming for and against XP, and already hearing stories of huge successes and abysmal failures.

This half-day seminar provides attendees with an understanding of what eXtreme Programming is all about, from an objective viewpoint. This will allow attendees to make informed decisions about whether eXtreme Programming is right for their organization and projects, how it can fit into their current approach, and how to tailor eXtreme to optimize their experience, through a series of practice sessions, exercises, and group discussions.

## **Intended Audience**

This seminar will be useful to software engineers, managers, testers, user representatives, and anyone else who would be interested in an introduction to this eXtreme approach and an understanding of whether it may benefit their team in developing software applications.



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# eXtreme Programming

## Outline

### Introduction to eXtreme Programming

- Introduction to seminar, objectives, participant expectations
- EXtreme Programming background and history
- Goals of XP: simplicity, communication, testing, aggressiveness
- XP in the context of the rest of the industry
- The key components of eXtreme Programming

### Details of the critical eXtreme Programming practices

- Controlling eXtreme projects
- Relationships between the key eXtreme Components (don't throw out the baby with the bathwater)
- Implementation of eXtreme Projects: prerequisites for success
- eXtreme Supporting Players

### Throughout the session, you will have hands-on Practice Sessions and discussions

- The Planning Game: moving away from Command and Control planning
- Project Velocity (the primary XP planning measure): even eXtreme can go awry
- Your drivers for looking at eXtreme Programming
- To eXtreme or not to eXtreme: tradeoffs in determining whether XP is a good fit for your projects

### Summary and Wrap-up

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For more information on this or other SPC Springboard courses, please visit [www.spcspringboard.com](http://www.spcspringboard.com) or e-mail SPC at [info@spc.ca](mailto:info@spc.ca)

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