

Extreme Programming Pocket Guide

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Extreme Programming Pocket Guide

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The Extreme Programming Pocket Guide is the answer. Concise and easy to use, this handy pocket guide to XP is a must-have quick reference for anyone implementing a test-driven development environment. The Extreme Programming Pocket Guide covers XP assumptions, principles, events,

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artifacts, roles, and resources, and more. It concisely explains ...

Extreme Programming Pocket Guide - O'Reilly Media

Extreme Programming (XP) is a radical new approach to software development that has been accepted quickly because its core practices--the need for constant testing, programming in pairs, inviting customer input, and the communal ownership of code--resonate with developers everywhere.

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Chapter 13. The Bullpen Effective teamwork requires a working environment conducive to collaboration. A good team can be productive in mediocre facilities, but they'll be excellent with good facilities. This ... - Selection from Extreme Programming Pocket Guide [Book]

13. The Bullpen - Extreme Programming Pocket Guide [Book]

Get Extreme Programming Pocket Guide now with O'Reilly online learning. O'Reilly members experience live online training, plus books, videos, and digital content from 200+ publishers. Start your free trial. Chapter 11. Story Cards. The customer's most important tool is the story card.

11. Story Cards - Extreme Programming Pocket Guide [Book]

Although Extreme Programming specifies particular practices for your team to follow, it does not really establish specific roles for the people on your team. Depending on which source you read, there is either no guidance, or there is a description of how roles typically found in more traditional

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projects behave on Extreme Programming projects.

What is Extreme Programming (XP)? | Agile Alliance

This new pocket guide serves as a clear-cut introduction to Extreme Programming by summarizing the goals, rules, and general philosophy of XP in a short, concise manner, allowing programmers to Read more...

Extreme programming pocket guide (Book, 2003) [WorldCat.org]

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Extreme Programming techniques favor rapid disseminating project information among members of a development team. The goal is to give all developers a shared view of the system which matches the view held by the users of the system. Extreme Programming favors a metaphor, collaboration of users and pro-

Extreme Programming - Technische Universität München

Chromatic and Diaz, T. Apandi (Ed.) (2003). Extreme Programming Pocket Guide. Sebastopol, CA: O'Reilly & Associates. Goldratt, E.M. (2002). De zwakste schakel.

Resources - Projectmanagement-training.net

Extreme Programming is one of the Agile software development methodologies. It provides values and principles to guide the team behavior. The team is expected to self-organize. Extreme Programming provides specific core practices where – Each practice is simple and self-complete. Combination of practices produces more complex and emergent ...

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Extreme Programming - Quick Guide - Tutorialspoint

Extreme Programming Pocket Guide: Team-Based Software Development. O'Reilly Media. Furthermore the following websites are important references: www.extremeprogramming.org; XPF Certification. If you successfully pass the XPF exam, you will receive the XPF certificate, as well as a XPF badge that you can use to highlight your XP knowledge.

Extreme Programming Foundation (XPF) Certification ...

Extreme Programming (XP) is a process of Agile Development. Rather than a set of static processes, XP serves as an ethos created to increase productivity, and ensure the production of high-quality code.

Extreme Programming (XP): You Wouldn't Believe It Came ...

Extreme Programming Explained: Embrace Change 2nd edition. This is an advanced book on XP. How to change XP to fit your specific project and values. Pocket Guide. Test Driven Development is the art of creating code by writing the test first. A book of good advice for working with code that has no unit tests and resists testing.

More XP Information - Extreme programming

Extreme Values. These five fundamental values provide the foundation on which the entirety of the Extreme Programming paradigm is built, allowing the people involved in the project to feel confident in the direction the project is taking and to understand their personal feedback and insight is as necessary and welcome as anyone else.

Extreme Programming: What Is It And How Do You Use It?

Extreme Programming (xp): A Gentle Introduction. Planning Extreme Programming . I have just

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finished reading the book : Planning Extreme Programming (The XP Series) and I have to say I found it brilliant. Kent Beck, Martin Fowler. Extreme Programming Pocket Guide . Currently affiliated. You hold in your hands a draft of Planning Extreme ...

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Extreme Programming (xp): A Gentle Introduction. The first Extreme Programming project was started March 6, 1996. Extreme Programming is one of several popular Agile Processes. It has already been proven to be very successful at many companies of all different sizes and industries world wide.

Extreme Programming: A Gentle Introduction.

The Extreme Programming Pocket Guide is the answer. Concise and easy to use, this handy pocket guide to XP is a must-have quick reference for anyone implementing a test-driven development environment. The Extreme Programming Pocket Guide covers XP assumptions, principles, events, artifacts, roles, and resources, and more.

Learning UML 2.0: A Pragmatic Introduction to UML by Russ ...

Extreme programming (XP) is a software development methodology which is intended to improve software quality and responsiveness to changing customer requirements. As a type of agile software development, it advocates frequent "releases" in short development cycles, which is intended to improve productivity and introduce checkpoints at which new customer requirements can be adopted.