

This 1-day XP Overview course takes students through a basic understanding of the eXtreme programming (XP) methodology. There are currently numerous books and other sources of misinformation available on this hot process, which makes getting a firm grasp on just what XP (and isn't) is difficult. This course will set you straight. We discuss XP principles and practices, and use exercises to demonstrate how planning works in XP. We discuss how to introduce XP into your organization and how to make it succeed for you. We also discuss XP and its relation to other XP methods, such as Scrum. We'll help you understand how you might mesh XP with these other methods.

Course Objectives:

- A thorough grasp on Agile principles and values.
- Deep understanding of Agile project management and evolutionary design.
- Master customer practices such as storytelling and story testing.
- Master development tools and build practical skills in automated micro-testing, code smells, refactoring, test-driven development and continuous integration.
- Strategies to integrate these practices into your process and team environment.

Audience: Technical managers, development managers and software developers.

Prerequisites: A basic understanding of the software development lifecycle is recommended.

Number of Days: 1 day

<p>1</p>	<p>Introduction to XP XP Overview XP Mini-Simulation Evolutionary Design</p>	<p>System Metaphor Sustainable Pace</p>
<p>2</p>	<p>XP Planning Practices Chartering Understanding User Stories Agile Planning Release Planning Iteration Planning Test-Driven Development Pairing</p>	
<p>3</p>	<p>XP Continuous Practices Continuous Integration Design Improvement Small Releases</p>	
<p>4</p>	<p>XP Technical Practices Establishing Coding Standards Collective Code Ownership Simple Design</p>	