Applying the lessons of eXtreme Programming

Pete McBreen
Consultant, Canada

eXtreme Programming is a new, low ceremony, very high discipline software development methodology. This tutorial is for people who want to find out more about eXtreme Programming, not to adopt extreme Programming, but to apply the lessons of eXtreme Programming within the context of their current development process. Managing the incremental, iterative development processes needed by modern software systems is not easy, so it is useful to see what lessons can be learned from the process that has taken incremental development to extremes. Extreme Programming projects manage to be successful with a 3 week delivery cycle, incrementally gathering requirements and adding fully tested, useful system features every increment.

Pete McBreen is a course designer, teacher, and project lead in object technology. He is responsible for ensuring that project teams make effective use of Object technology on projects including project startup, methodology and tool selection, mentoring, process improvement, system design and quality assurance. With over 15 years of industry experience, he has been successfully using and teaching OO techniques since 1989.