

Divide Task



Español



Entries

- Story Tasks version X
- Story Task version X Developer Y



Exit

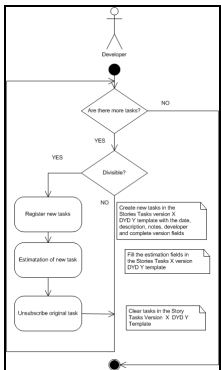
- Story Tasks version X
- Story Task version X Developer Y



Solution



Process



Development time

- ♦ To acquire the necessary knowledge to develop the software product:
- ♦ To create the Product Pattern: 45 minutes.
- ♦ To apply the Product Pattern: .



Explanatory video

- None



Related Patterns

- Estimate Task Pattern



Quality Controllers

- None



Templates

Tareas_Historias_Ver_X.doc
Tareas_Historias_Ver_X_DyD_Y.doc



Examples

- None



Support Tools

- It will be necessary a text editor such as [OpenOffice Writer](#) o [Microsoft Word](#).
- As well as a tool [Visual Paradigm for UML](#) for performing the exposed diagrams.

Initial Context

This product can be used in any project in which, due to the result of the estimation of a task which cannot be completed in time, this should be divided into several simpler to allow timely completion.

Result Context

Developers get new tasks as a result of the separation of other more costly in time.

Problem

Developers should be able to estimate each task and divide tasks requiring more than a few days to be implemented or group them.

Restrictions (*Forces*)

- **Characteristics of organizations:** This pattern can be used in existing projects in any company.
- **Type of system to be developed:** This product can be used in projects in which user requirements are changing.
- **Type of Customer:** It must exist or be achieved, the target area development business being involved in achieving it.
- **Heuristics of use:** If you need urgent application or dispose of some of its functionality.

Roles

- Developers (2-12)

Lessons Learned

- The programmer must divide a task whose estimation exceeds a certain number of days.
- Developers divide tasks if the estimation of some of them overcomes a few days.
- In the output document Stories Task version X new tasks resulting from the division of those with the field in question are added marking the end of the document, eliminating the latter tasks.
- In the output document Stories Task version X Developer Y the new tasks resulting from the division are added to the end of the document, eliminating the latter.

Capability Level

- Not applicable.

Basic Knowledge and Skills

Knowledge

- Knowledge of coding standard that defines the shared code ownership and the rules for writing and documenting code and communication between different pieces of code developed by different teams. Programmers have to follow them so that the code in the system look like if it had been written by one person.
- Knowledge of the common vision of how the program works in which the activities take place.

Abilities

- Ability to work in group. All on an XP computer contribute in any way they can.
- Predicting what will be completed by the deadline, and determining what to do next.
- Programming capability in pairs. Besides to generate better code and tests, used to communicate knowledge through teams.

Information Resources

- Álvarez, José R. y Arias Manuel. Método Extreme programming. Recuperado el 2010-03-05 de <http://www.ia.uned.es/ia/asignaturas/adms/GuiaDidADMS/node61.html>
 - Anaya Villegas, Adrian. A proposito de programación extrema XP (extreme Programming). Recuperado el 2010-02-10 de <http://www.monografias.com>
 - Beck, K. (2000), Una explicación de la programación extrema. Aceptar el cambio. Ed. Addison Wesley.
 - De Seta, Leonardo. Una introducción a Extreme Programming. Recuperado el 2010-03-02 de <http://www.dosideas.com/noticias/metodologias/822-una-introduccion-a-extreme-programming.html>
 - Extreme Programming: A gentle introduction. Recuperado el 2010-03-15 de <http://www.extremeprogramming.org/>
 - Joskowicz, José. Reglas y prácticas en Xtreme Programming. Recuperado el 2010-03-15 de <http://iie.fing.edu.uy/~josej/docs/XP%20-%20Jose%20Joskowicz.pdf>
 - Letelier, Patricio y Panadés M^ª Carmen. Metodologías Ágiles en el desarrollo de software: extreme programming. Recuperado el 2010-03-15 de <http://www.willydev.net/descargas/masyxp.pdf>
 - Newkirk, James y Martin, Robert C. (2001), La programación Extrema en la Práctica. Ed Addison Wesley.
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