Join Task

Español

Entries

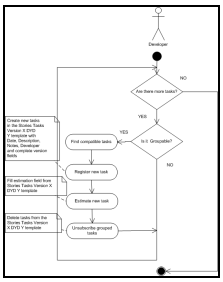
- Story Tasks version X
- Story Task version X Developer Y

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

- Not applicable

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 need a text editor such as OpenOffice Writer o Microsoft Word.
- As well as a tool Visual Paradigm for UMLfor performing exposed diagrams.

Initial Context

This product can be used in any project that due to the result of the estimation of a task, that is observed which can be completed in a few hours and also can be grouped with other/s task, it is done.

If the task in question is too simple and takes very little time realize it will be necessary to combine it with another.

Result Context

Developers get new tasks as a result of the grouping of simple tasks.

Problem

Developers must be able to estimate each task, and grouping them, and if possible its implementation in a few hours and they are complementary.

Restrictions (*Forces*)

- **Characteristics of organizations:** This pattern can be used in existing projects in any company.
- **System Type to develop** 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 for use:**:If you need urgent application or dispose of some of its functionality.

Roles

- Trainer (1)
- Developers (2-12)

Lessons Learned

- In the input document Story Task version X Developer Y the field indicating that the task is simply should be marked.
- In the output document Story Tasks version X new tasks resulting from the union of those with the field in question are added marking the end of the document, eliminating the latter tasks.
- In the input document Story Task version X Developer Y the new tasks resulting from the union are added to the end of the document, eliminating the latter.
- Developers group tasks if the estimation and its characteristics allows it.
- The programmer must group a set of tasks compatible among themselves and whose estimations do not exceed a few hours.

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 the 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. Addisson 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 Mª 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 Addisson Wesley.