

XP:Extreme Programming (English)



Related Products Patterns

- Assign Task Pattern
- Sort by Risk Pattern
- Sort by Value Pattern
- Design Pattern
- Divide Story Pattern
- Divide Task Pattern
- Writing Test Cases Pattern
- Writing Story Pattern
- Writing Functional Tests Pattern
- Set Scope Version Pattern
- Set Balance Pattern
- Set Load Factor Pattern
- Set Speed Pattern
- Estimate Story Pattern
- Estimate Task Pattern
- Generate Code Pattern
- Integrate Pattern
- Modify Test Cases Pattern
- Modify Integration Pattern
- Integration Test Pattern
- Functional Test Story Pattern
- Unit Testing Pattern
- Recovery Tasks Pattern
- Register Progress Pattern
- Change Story in Tasks Pattern
- Join Task Pattern



Related Methods and Models

- None



Examples

- None



Explanatory Video

- Not applicable.



Description

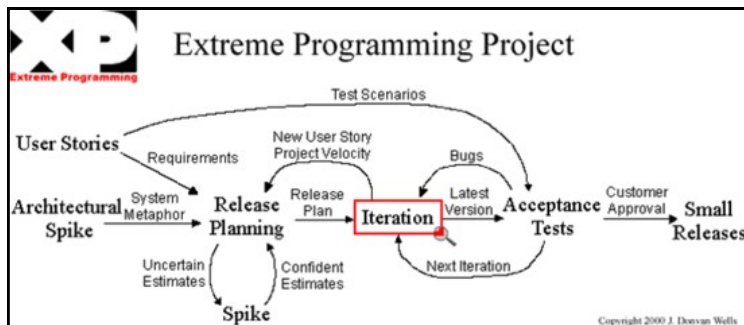
XP is a so-called agile development methodologies of software most successful of recent times. The methodology proposed in XP is designed to deliver software that customers need at the moment they need it.

It is based primarily on simplicity, communication and permanent interaction with the client (constant checking requirements) and the "pair-programming", which is the programming technique by couples where one of the programmers writes code and the other test it.

XP fostering values are:

- Communication
- Ease
- Feedback
- Courage

The model of an XP project is shown in the following image:





Restrictions (*Forces*)

- **Type of Organization:** SMEs, Large Companies.
- **System Type:** It applies to all types of systems.
- **Programming Paradigm:** OO (Object Oriented).



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>
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 - 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://ie.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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