

fraber- consulting

The reality behind
Extreme Programming
– the client side

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Frank Bergmann is available
as a freelance consultant.

- Problems with IT Projects
- Where is the Problem?
- The problem according to Alan Cooper
- Measures
- Extreme Programming
- Links

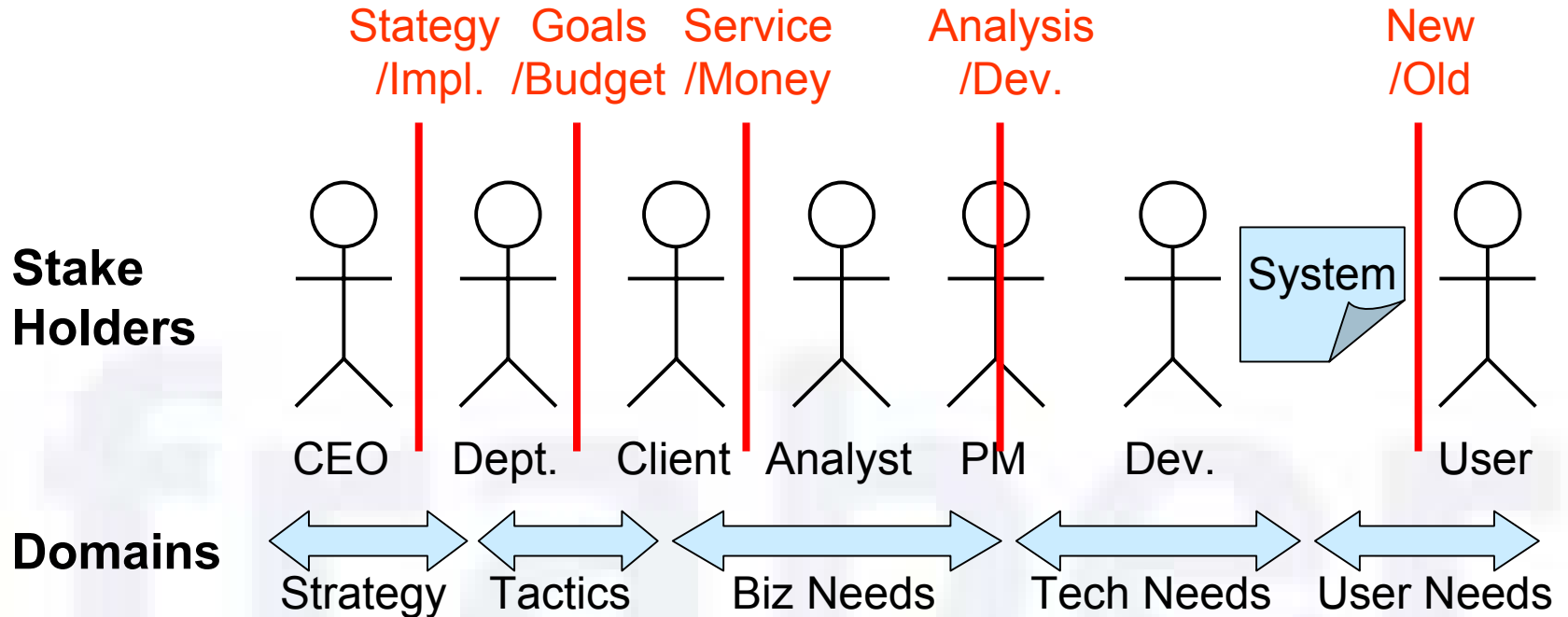
Problems with IT Projects

Some Statistics

- Only 20% in time and budget
- 40% never become operative
- Deviations up to 200% normal

=> Disastrous situation

Where is the Problem?



The Problem According to Alan Cooper*

- „It`s my experience that neither users nor customers can articulate what it is they want, nor can they evaluate it when they see it.“

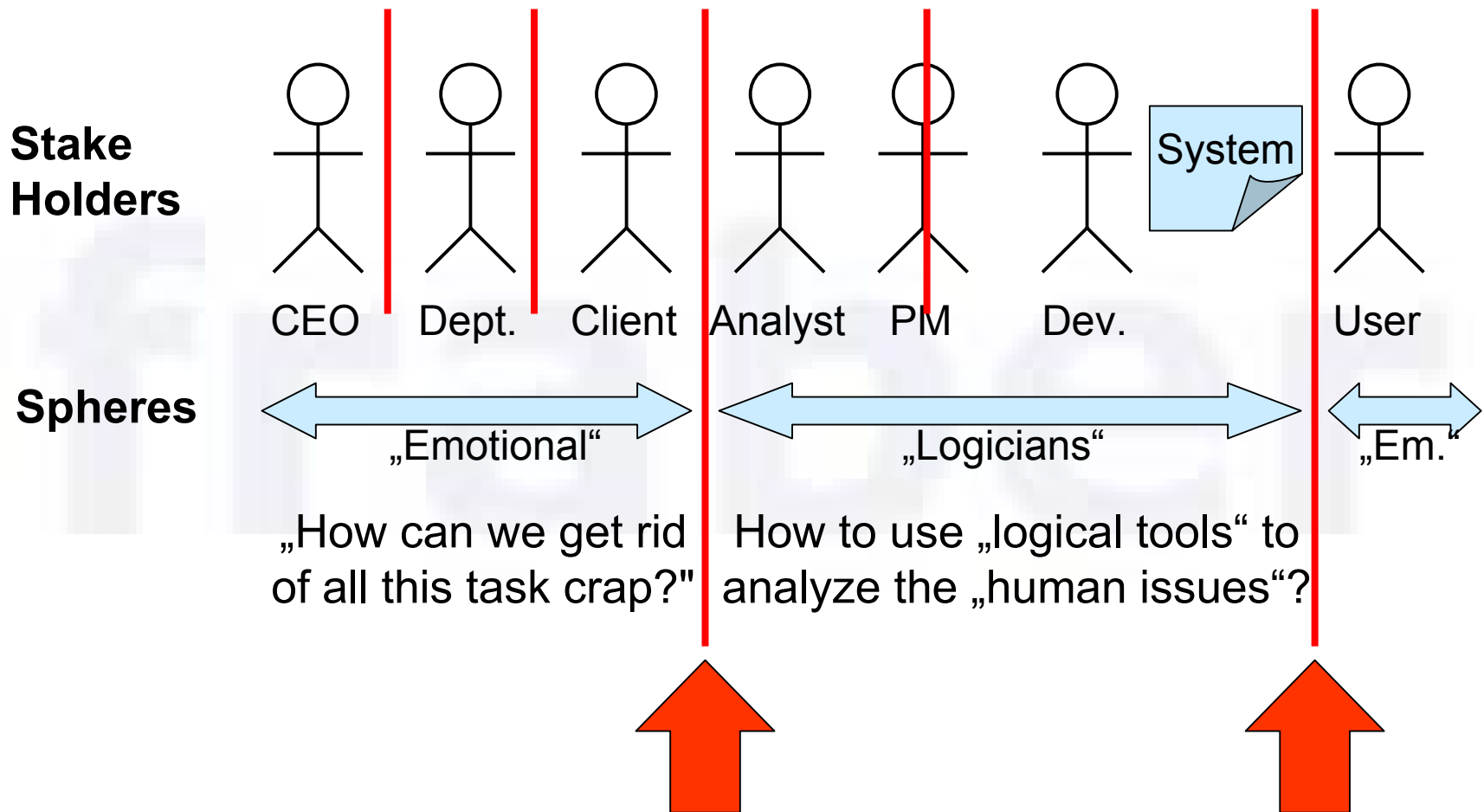
* http://www.fawcette.com/interviews/beck_cooper/

The Problem According to Alan Cooper*

- „We have a significant organizational problem, but we can't fix it.“
- „Essentially, the crap rolls downhill and ends up rolling right into the programmers lap.“

* http://www.fawcette.com/interviews/beck_cooper/

The Problem According to Alan Cooper*

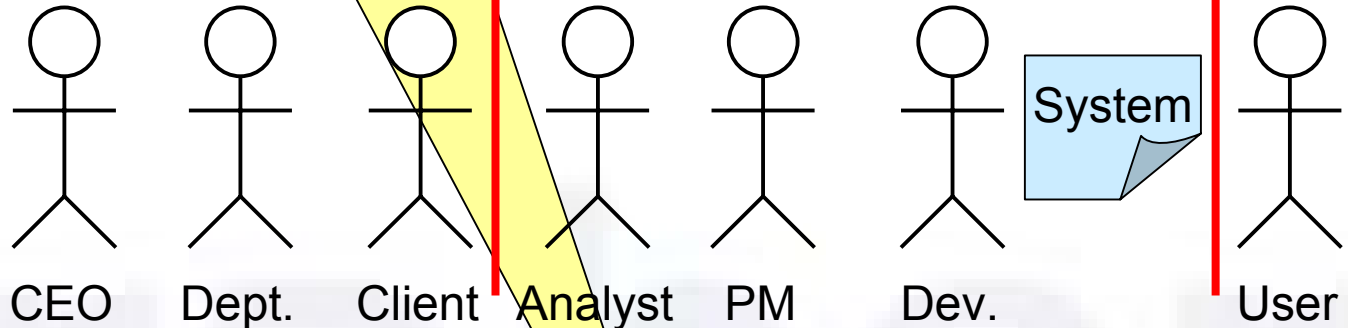


Approach 1: Overlapping Profiles

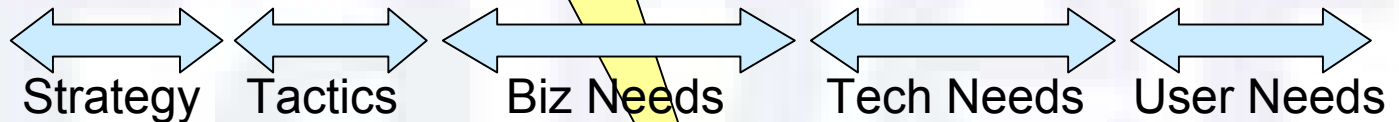
The PM is the only
conflict mediator

Separate Profiles: The normality

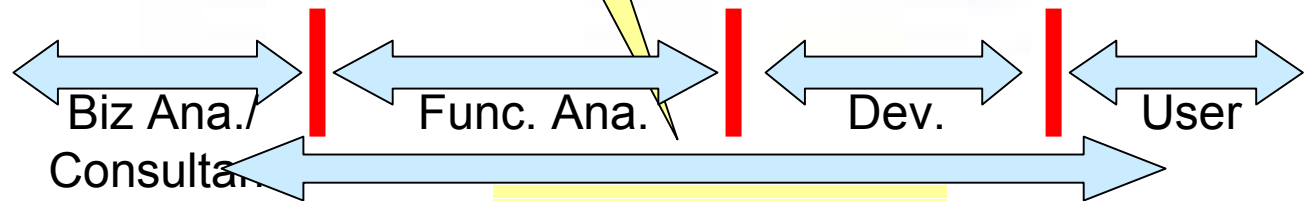
Stake
Holders



Domains



Profiles



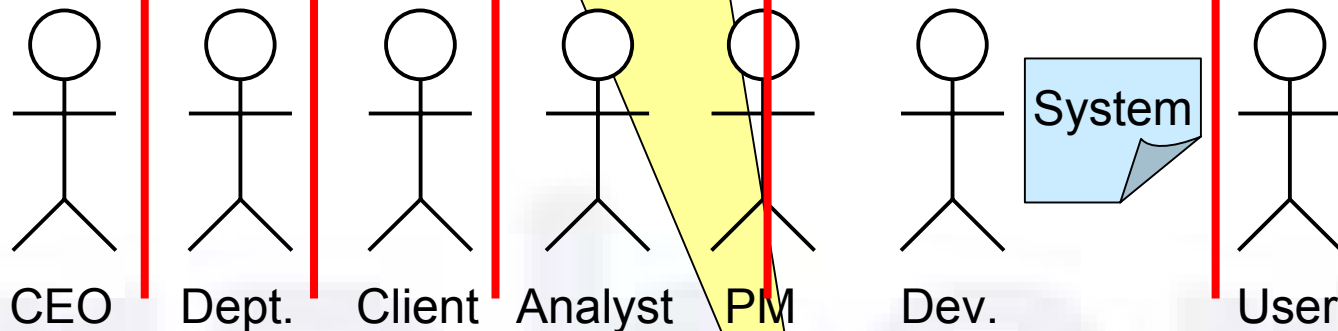
Project Manager



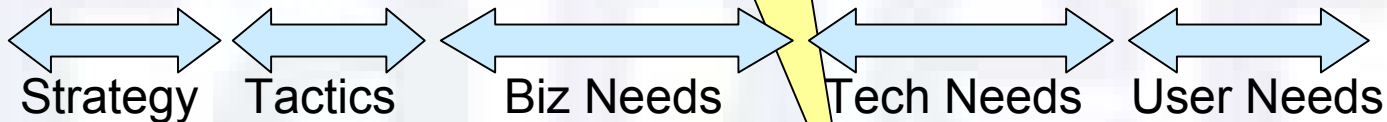
The team members understand each others languages and issues

Overlapping Profiles

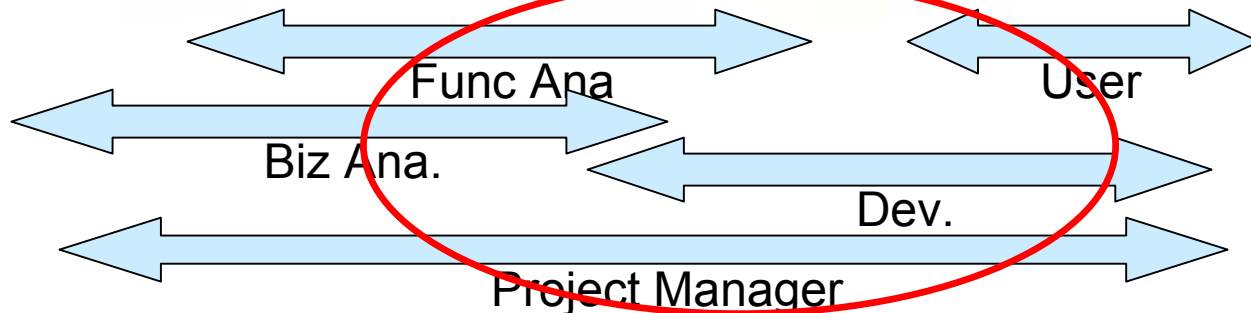
Stake Holders



Domains

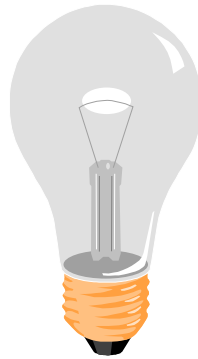


Profiles

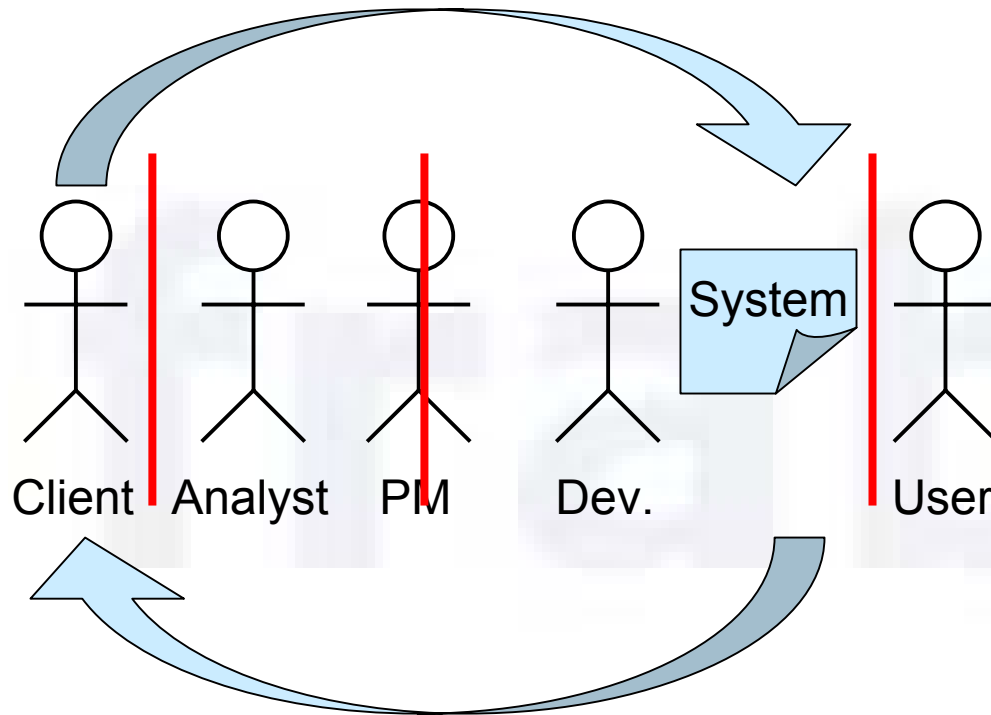


- **But there are few such:**
 - Analysts
 - PMs and
 - Developers
- **And they are expensive...**

Approach 2: Extreme Programming

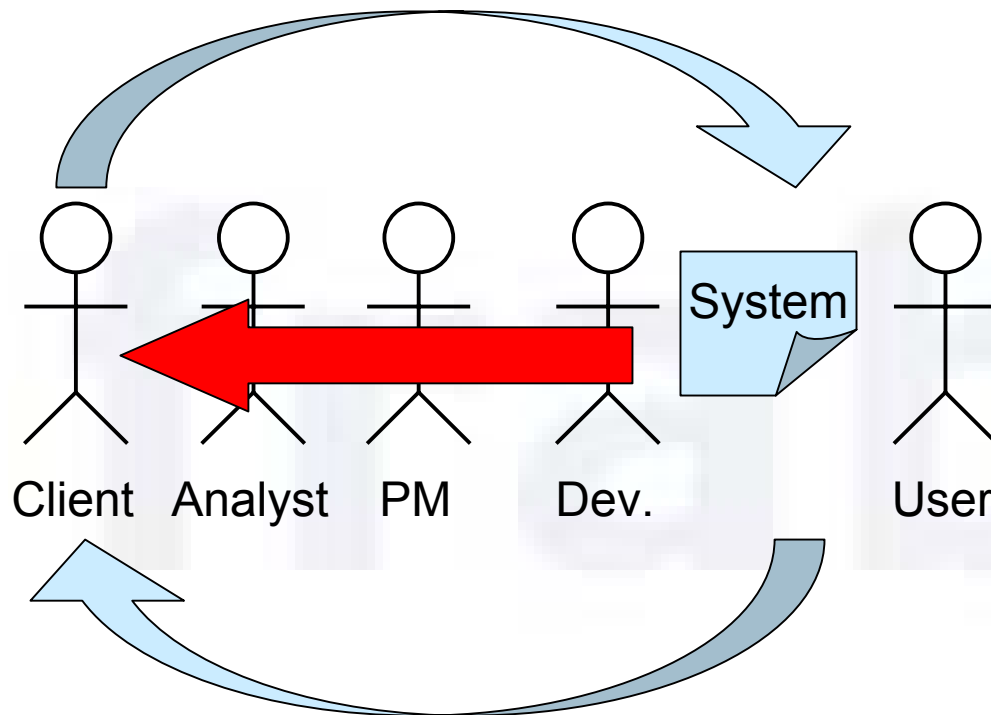


Frequent Iterations



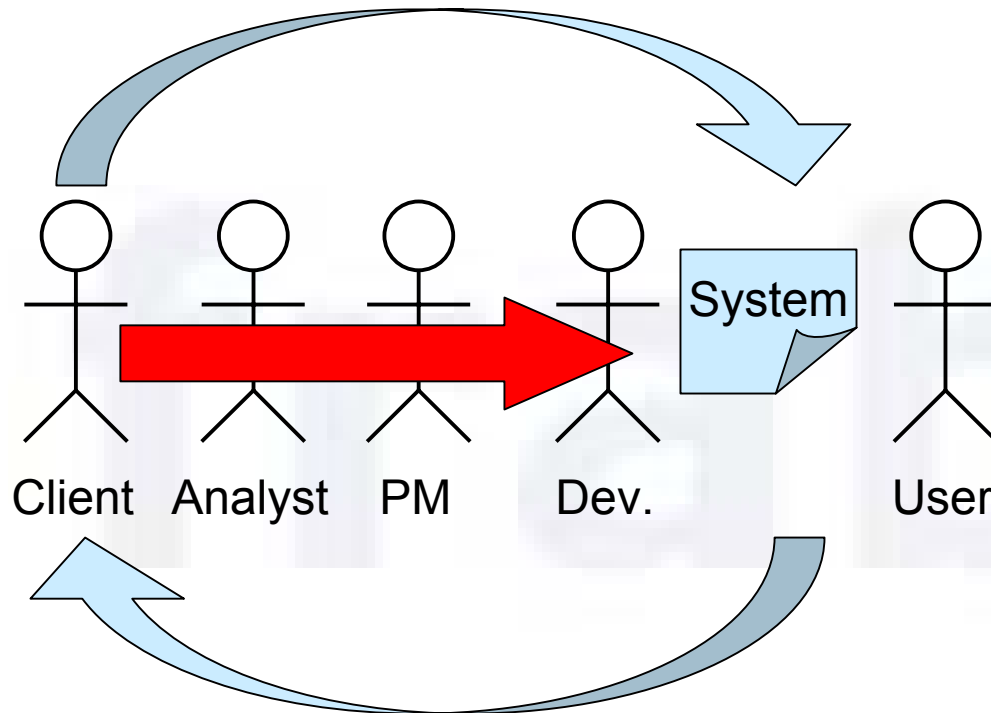
- Iterations serve to transmit information across the conflict boundaries
- The (powerful!) client participates in the project team.

The Client Learns



- About tech necessities
- What is technically possible and what not
- Sees progress

The Team Learns



- About biz necessities
- Improve estimations

Best Practices Extreme Programming

12 Core Practices*

Client Handling

- Planning with clients
- Clients on site

Team Best Practices

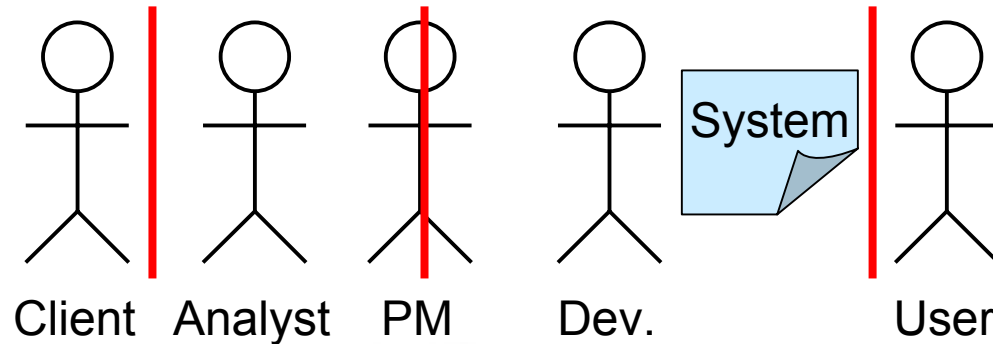
- Coding standards
- Collective code ownership
- Open workspace
- 40-hour week
- Pair programming

Arch. Best Practices

- Functional testing and unit testing
- Refactoring
- Continuous integration of changes
- Simple code metaphors
- Simple design

* <http://www.extremeprogramming.org>

Client Handling



Analysis

Planning

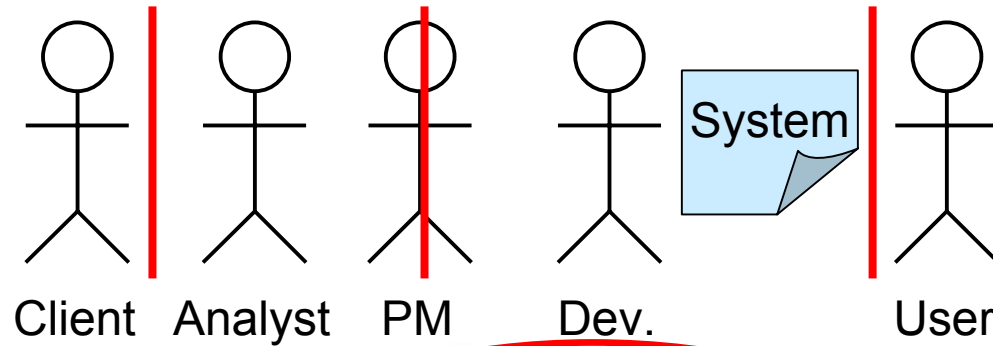
Development

Test

Operating

	Planning with Clients				

Client Handling



Analysis

Planning

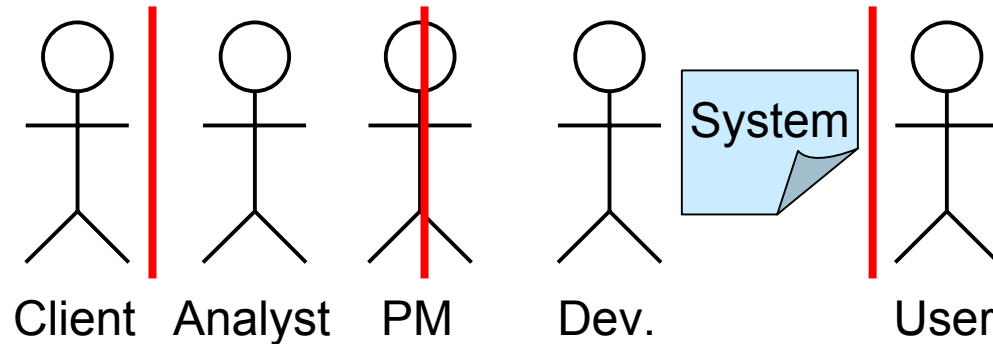
Development

Test

Operating

Client
on Site

Team Best Practices



Analysis

Planning

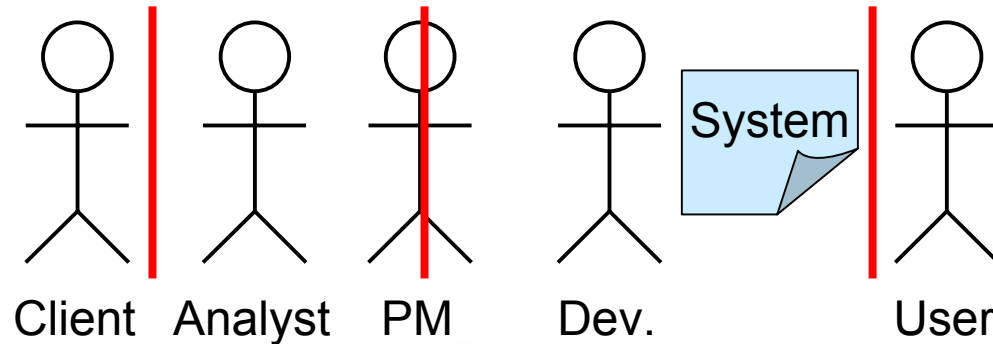
Development

Test

Operating

Coding Stds.

Team Best Practices



Analysis

Planning

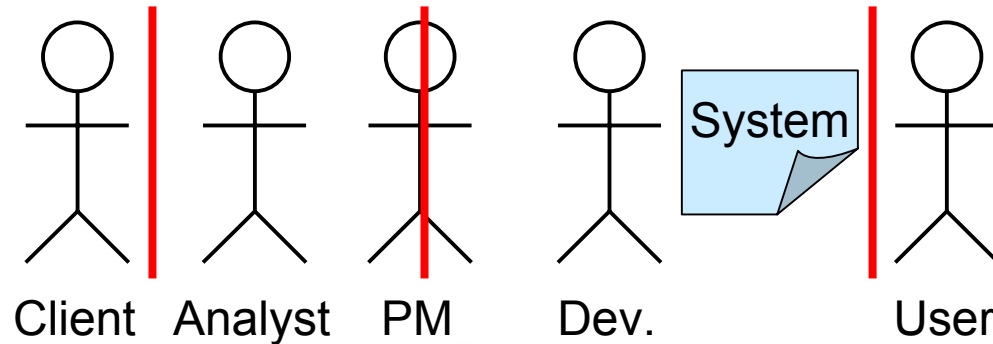
Development

Test

Operating

Code Ownership

Team Best Practices



Analysis

Planning

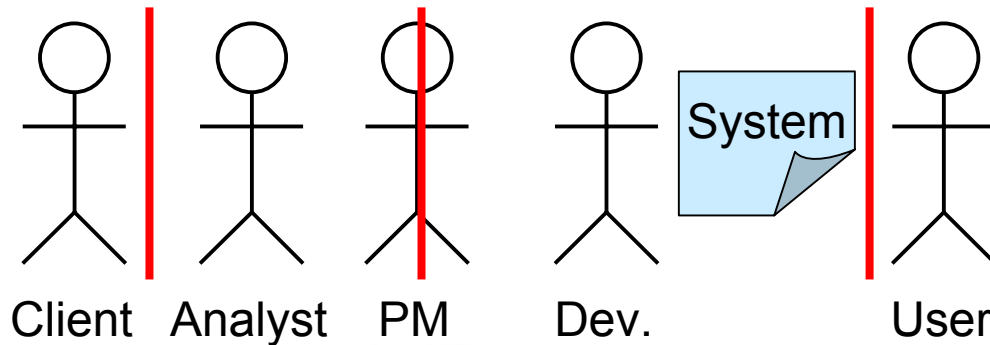
Development

Test

Operating

Pair Programming

Architecture Best Practices



Analysis

Planning

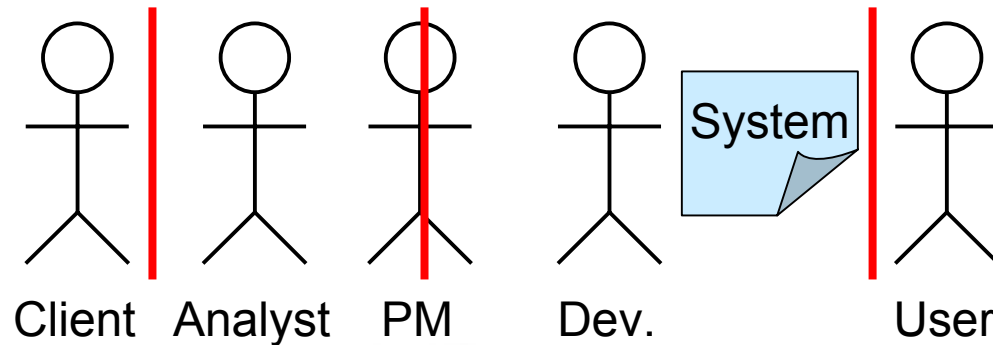
Development

Test

Operating

Refactoring

Architecture Best Practices



Analysis

Planning

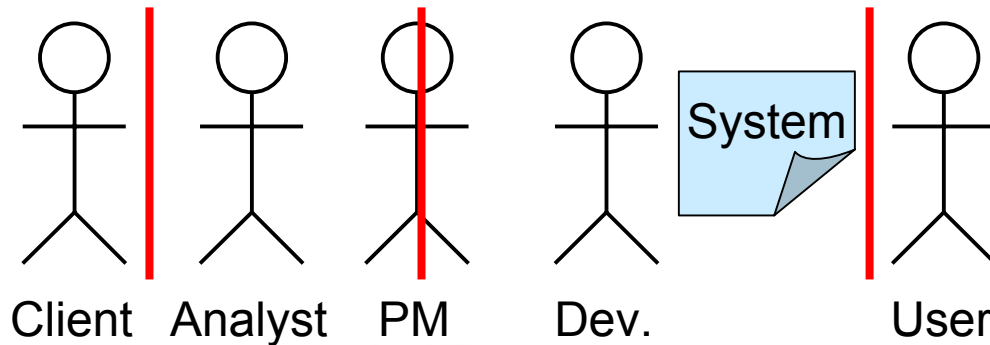
Development

Test

Operating

Continuous Integrations

Architecture Best Practices



Analysis

Planning

Development

Test

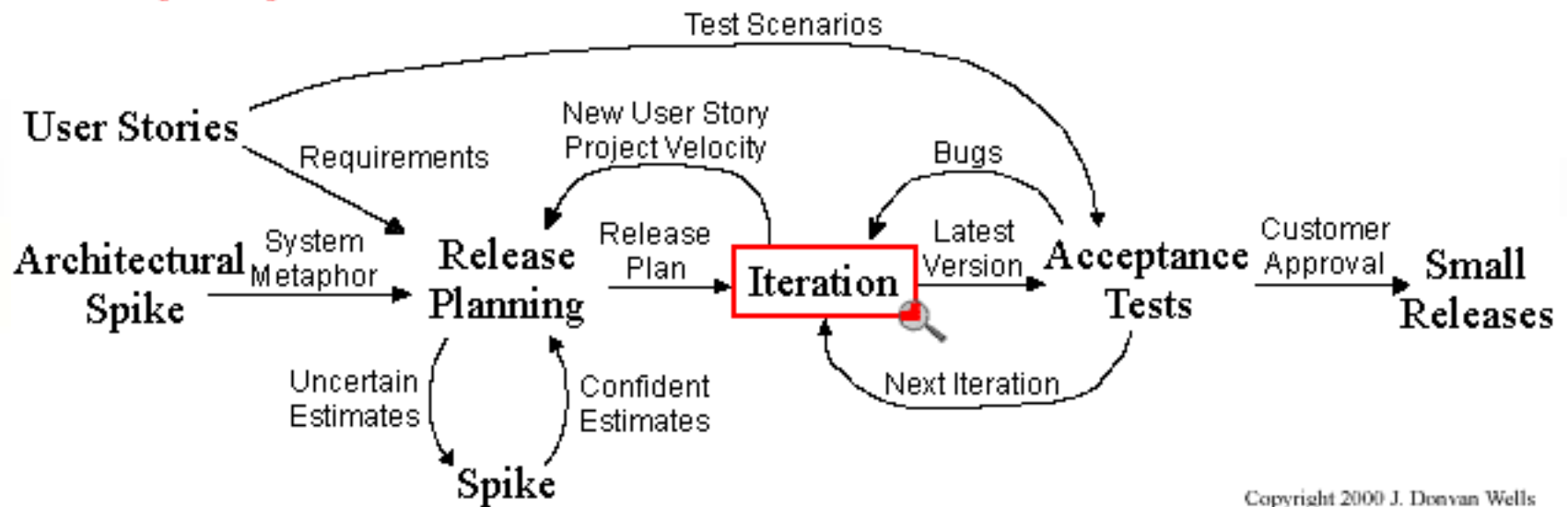
Operating

**Functional &
Unit Testing**

Extreme Programming Flow



Extreme Programming Project



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Links and References

- The Official Site:
<http://www.extremeprogramming.org/>
- The Interview:
http://www.fawcette.com/interviews/beck_cooper/

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=> Check for „Software Engineering“ and read on.

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