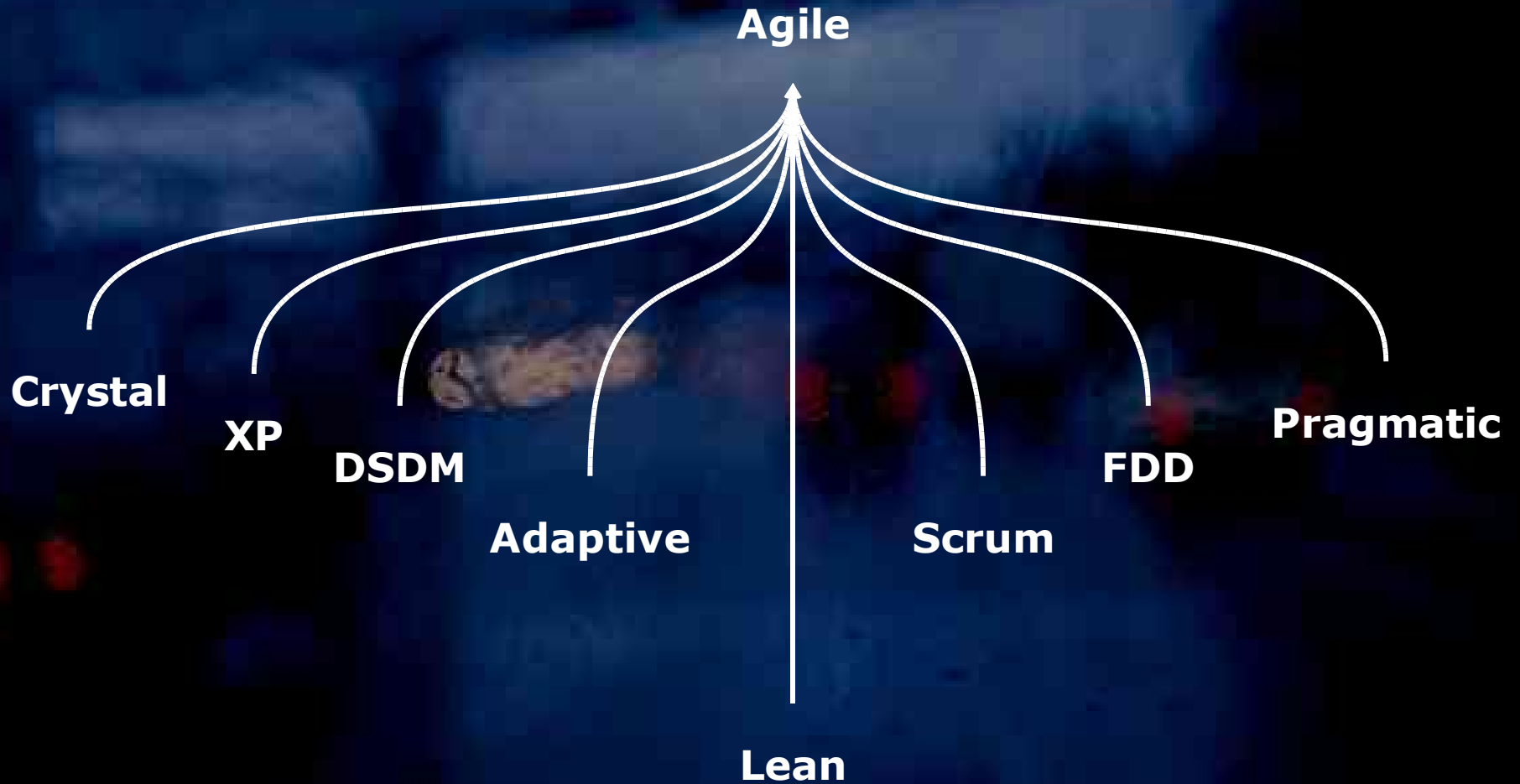# Introduction to XP

ThoughtWorks®
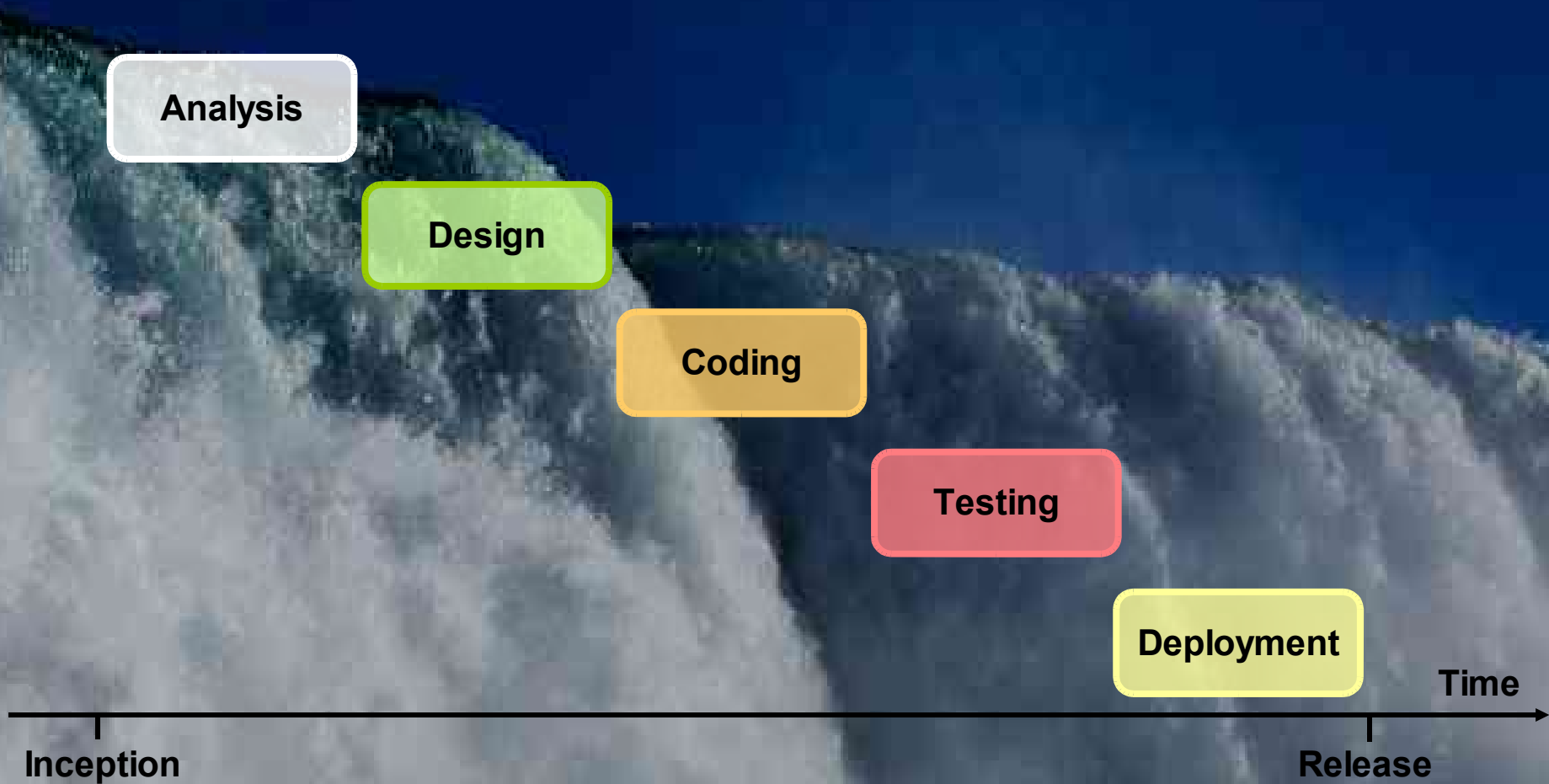
Owen Rogers
orogers@thoughtworks.com
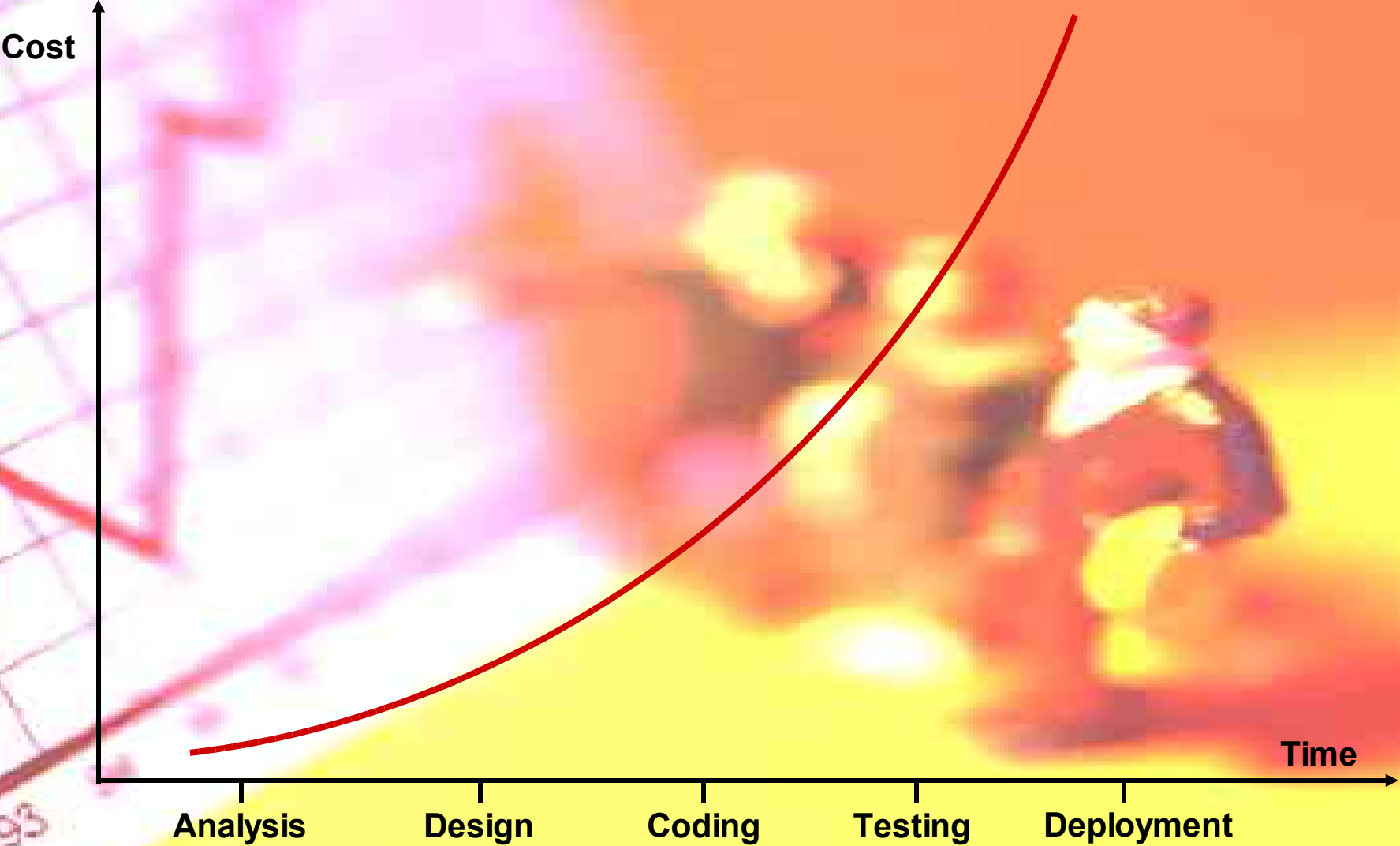
The Agile Umbrella

ThoughtWorks®

Agile

Crystal

XP

DSDM

Adaptive

Lean

Scrum

FDD

Pragmatic

The Waterfall Approach (SDLC)

Analysis

Design

Coding

Testing

Deployment

Time

Inception

Release

Cost of Change

Cost

Time

Analysis　　**Design**　　**Coding**　　**Testing**　　**Deployment**

Change is the only constant

Change

How do we deal with it?

Resist change

Embrace change
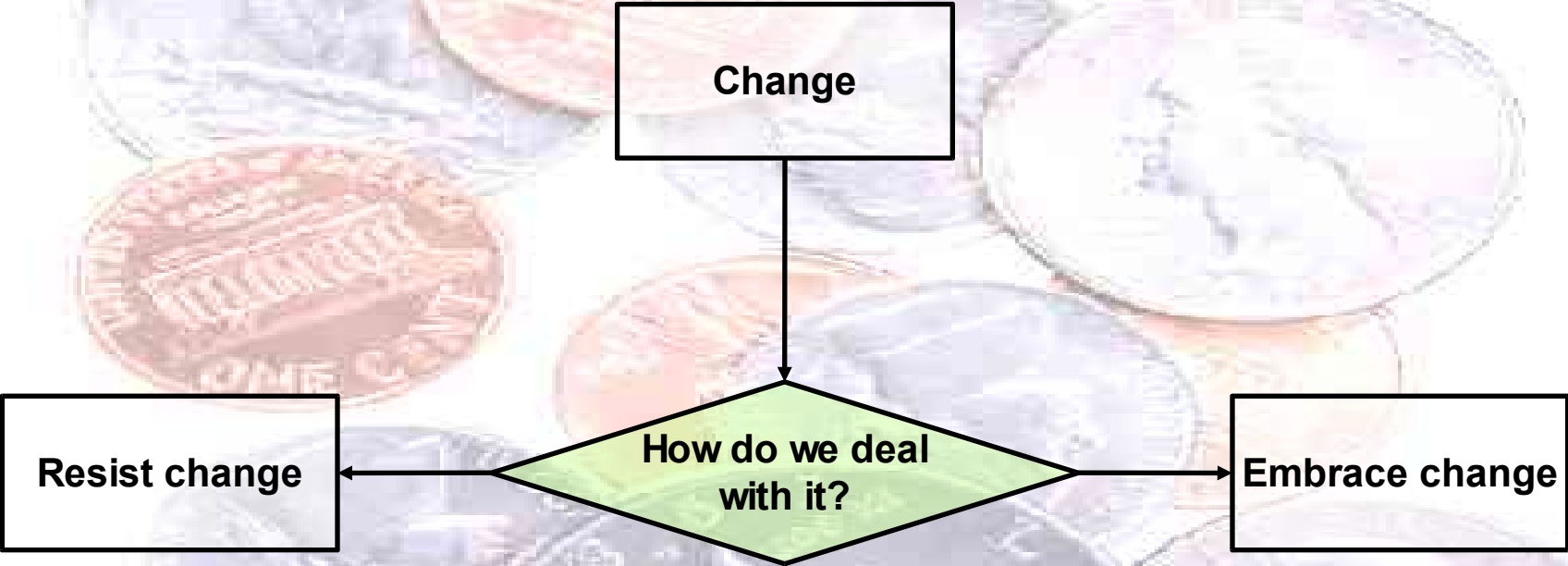
Stay Aware. Adapt. Change.

"The problem isn't change because change is going to happen;
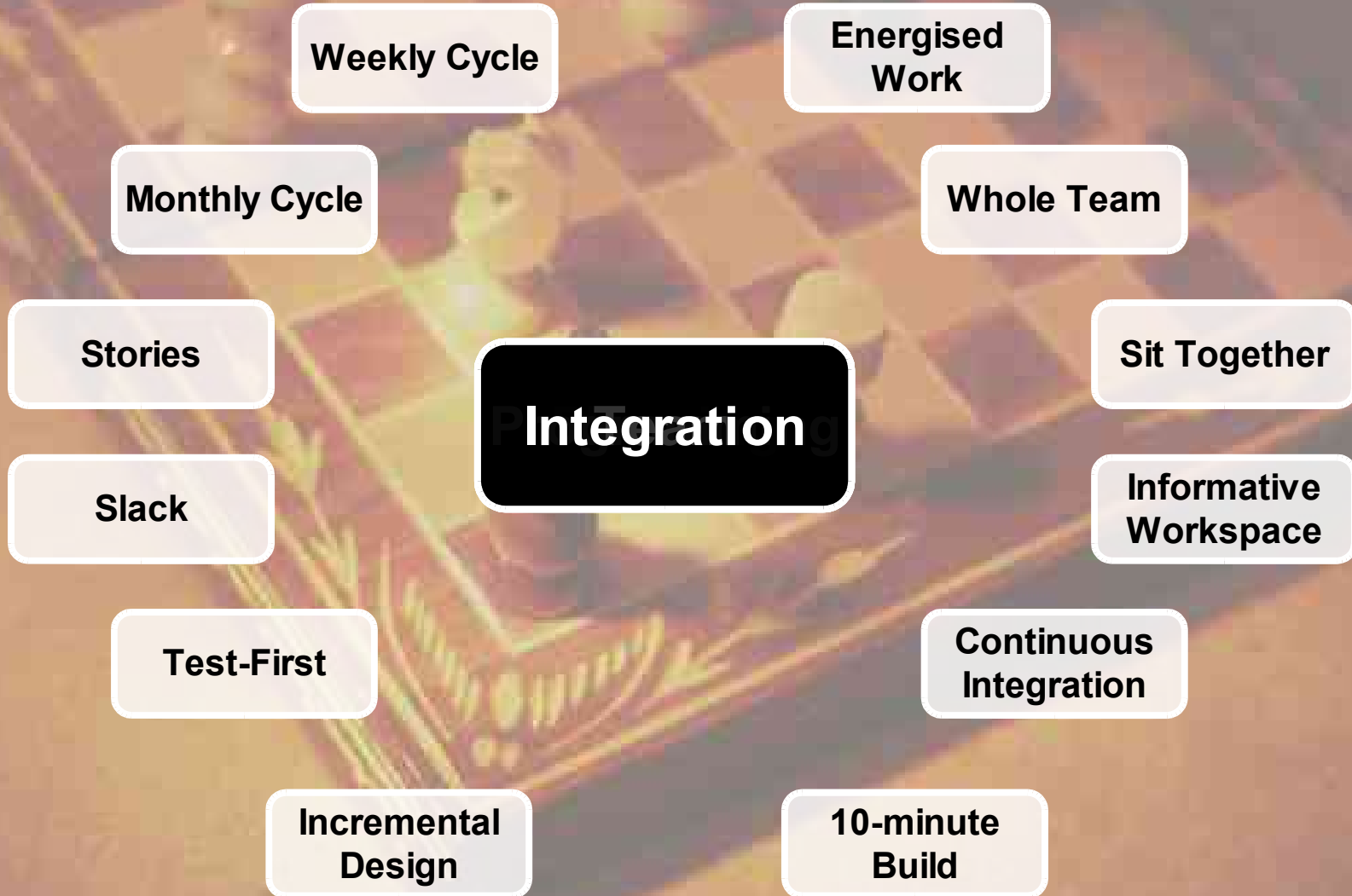The problem, rather, is our inability to cope with change."
- Kent Beck

XP Values

Feedback

Communication

Simplicity

Courage

Respect

Primary XP Practices

ThoughtWorks®

- Weekly Cycle
- Energised Work
- Monthly Cycle
- Whole Team
- Stories
- Sit Together
- **Integration**
- Slack
- Informative Workspace
- Test-First
- Continuous Integration
- Incremental Design
- 10-minute Build

XP Principles

Humanity

Economics

Flow

Quality

Opportunity

Reflection

Redundancy

Failure

Mutual Benefit

Accepted Responsibility

Self-Similarity

Improvement

Baby Steps

Diversity

Questions?

ThoughtWorks®