CIS 480 - Extreme Programming
Exam 1 Review Suggestions

last modified: 09-15-11

• You are responsible for the mandatory readings on Extreme Programming as well as what we have discussed about Extreme Programming in class.

• You are permitted to bring into the exam a single piece of paper (8.5" by 11") on which you have **handwritten** whatever you wish on one or both sides. This paper must include your name, it must be handwritten by you, and it will **not** be returned.

   – Other than this piece of paper, the exam is closed-note, closed-book, and closed-computer.

• This will be a pencil-and-paper exam -- you provide a writing implement, I supply the rest.

The practices of Extreme Programming

• The practices that make up the idea of Extreme Programming will be the primary focus of this exam.

• For this exam's purposes, here are the practices that I am considering most essential/most "core" (although other important concepts and principles from the mandatory reading and discussion are still "fair game" for the exam):

   – The planning game

   – Simple design

   – pair programming

   – the 40-hour week

   – small releases

   – unit testing

   – acceptance testing

   – collective ownership of the code

   – on-site customer

   – metaphor

   – refactoring

   – continuous integration

   – coding standards

   – CRC cards

   – spike solutions

   – stand-up meeting

   – user stories

• Be familiar with what these practices are -- with what is meant by each.

• Be able to describe how these interact to (hopefully) good effect; be able to discuss why each practice is considered to be beneficial in the overall methodology.

• Be able to discuss, specifically, how one practice might interact with other practices.

• Know what is meant by the term "Extreme programming" in general, also.

• Under what situations does Extreme Programming appear to work best? What are some known problem areas?