



iems
intelligente eingebettete
mikrosysteme

Software-Engineering

Agile Manifesto and Extreme Programming (XP)

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FREIBURG



EUROPÄISCHE UNION



Eckhart Hanser, Agile Prozesse: Von XP über Scrum bis MAP. Springer

Kap.2, Das Agile Manifest

Kap.3, Extreme Programming (XP)

Kent Beck, Extreme Programming Explained. Addison-Wesley

Helmut Balzert, Lehrbuch der Software-Technik, Band 1 und 2. Elsevier



Moving Targets – Agile manifesto – XP – Values and Principles – Rules & Practices

Topics:

1. Moving Targets
2. Agile Manifesto
3. Extreme Programming (XP)
4. Values and Principles
5. Rules & Practices



Moving Targets – Agile manifesto – XP – Values and Principles – Rules & Practices

1. There are projects...

- where requirements change rapidly,
- where the client does not know the final functionality of the software,
- where a high productivity of the programmers is required,
- which have a high (technical / temporal) risk,
- where the project team consists of 2 to 12 members
(managers, programmers, clients),
- with systems, which can be tested automatically.



“Moving Targets”