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?