

XP in Practice

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Overview

Project Overview

Our objectives:

-  Improve our website registration system
-  Answer pragmatic questions about XP
-  Provide material and experience for a book.

Release and Iteration Planning

Building Infrastructure.

Unit Testing and Refactoring.

Conclusion

Project Overview

- ✍ User area for commercial web-site
 - ✍ Java servlets / JSP.
 - ✍ JRun
 - ✍ JDBC to a “Database” (Access)
- ✍ Real Project (currently working on our website)
 - ✍ Real Customer
- ✍ 3 week release
- ✍ 1 week iterations (40 hours)

Stories

Stories

 Registraion

 Login

 E-mail Notification

 Forgot Password

 Transparent Access

Pragmatic Objectives

- ✍ When to do refactoring?
- ✍ Learning Test-First Programming.
- ✍ Learning to write User Stories.
- ✍ Learning planning and iteration planning.
- ✍ How much planning do you do?
- ✍ Does XP work in our chaotic environment?

Release and Iteration Planning

- ✍️ We did our first Release and Iteration plans on the same day.
 - ✍️ Story estimates and release plan in the morning.
 - ✍️ Iteration plan in the afternoon.

First Iteration Plan


First Iteration Plan Issues

-  Broke stories into tasks

-  Signed up for tasks

-  Estimated tasks.

-  Estimates totaled 50 hours. (10 hours too many)

 -  Estimates were large because we specifically included time for tests.

-  Our customer was yelling at us.

 -  “You can’t change your estimates in the space of two hours.”

What we did.

- ✍️ We said we'd try.
- ✍️ We said this because we didn't know our velocity.
- ✍️ We'd just estimated the user stories a few hours before, and now we were retracting our estimates. It was embarrassing.

What happened.

- ✍️ We got it done in 40 hours.
 - ✍️ Our estimates were too conservative.
 - ✍️ Our velocity was too low.
 - ✍️ But, did we do enough refactoring?

What should we have done?

- ✍ We should have stuck to our estimates and asked our customer to remove scope.
- ✍ This would have set customer's expectation that pressure would not be effective.
- ✍ It would have given us more time to refactor.

Building Infrastructure

- ✍️ Early on we built a database infrastructure
 - ✍️ Because we knew we'd need it.
 - ✍️ Old habits are hard to break.
- ✍️ Later, when we *really* needed it
 - ✍️ It was wrong.
 - ✍️ We had to refactor it,
 - ✍️ And all the code that used it.

Testing Servlets

- ✍ It's hard.
- ✍ We opted not to test them because it was hard.
- ✍ Later we were forced to refactor the servlets.
 - ✍ That was even harder.
 - ✍ Too much functionality was tied to the servlets.
- ✍ Eventually we pushed as much functionality as possible out of the servlets so we could test and refactor.

Conclusion

- ✍ The release has been completed.
 - ✍ Three iterations.
- ✍ The software is in production
- ✍ There are no reported bugs
- ✍ Altogether 6 people paired on the code at various times.
- ✍ Acceptance tests are manual.
 - ✍ We did some work with httpunit to automate some acceptance tests.

Next Steps

 Questions

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