



Preface

Extreme Programming (XP) defines a process for developing software: it addresses the problem from early exploration to delivery.

We'll explore XP from the inside to the outside.

First, XP is a programming discipline. We'll look at a core innovation: how "test-first" changes the programming process itself. We'll also discuss refactoring, the way XP programmers improve their code.

Second, XP is a team discipline. It has evolved a number of practices that help produce a high-performing team. We'll compare XP to alternative practices, and see some of them in action.

Finally, XP is a discipline for working with customers. XP has specific processes for planning and daily activity. We'll see how a team might schedule a release or iteration, and what the team does all day.