



COMPSCI 230 Tutorial
Extreme Programming

Q1: What is the purpose of Extreme Programming (XP)?

Q2: What are the four basic concepts of XP according to Myers?

Q3: What are the strengths of XP according to Myers?

Q4: The planning phase in XP differs from traditional models of software development. Traditional models typically combine requirement gathering and application design. What is the focus of the XP planning phase?

Q5: Is there any benefit to involving the customer in the application development process?

Q6: XP relies on unit and acceptance testing of modules where every incremental change must be tested. What is the purpose of this?

Q7: According to Myers, Extreme Unit Testing (XUT) has two 'rules'. What are they? Underline the significant difference between standard unit testing process and XUT.

Q8: Why are software updates to released software considered 'hazardous' if they change any of the software's features?

Q9: If software must be updated, what are the 2 steps that should be taken in order to reduce negative responses from stakeholders?

Q10: The Ariane 5 rocket failure was caused by an error where a single component failure caused the entire system to fail triggering the flight termination system. What is the general rule regarding critical systems in order to prevent this sort of failure?

Q11 Sommerville called this a 'critical and elementary error' in the design of the software controlling Ariane 5. Do you think this is justified? Feel free to read up on the accident:

[http://en.wikipedia.org/wiki/Cluster_\(spacecraft\)#Launch_failure](http://en.wikipedia.org/wiki/Cluster_(spacecraft)#Launch_failure)

Free question.