

Towards a SPEM definition of XP

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Outline

- Introduction to XP
- Introduction to SPEM
- Assignment
- XP, SPEM and...
- Questions

Introduction to XP

- **eXtreme Programming** is an agile method of software engineering. It gives a set of **values**, **principles** and **practices** for rapidly developing high-quality software that provides the highest value for the customer in the fastest way possible.

XP Values

- Communication
- Simplicity
- Feedback
- Courage
- Respect

XP Primary Practices

1. Sit together
2. Whole Team
3. Informative workspace
4. Energized work
5. Pair programming
6. Stories
7. Weekly cycle

XP Primary Practices

8. Quarterly cycle
9. Slack
10. Ten-minute build
11. Continuous integration
12. Test-first programming
13. Incremental design

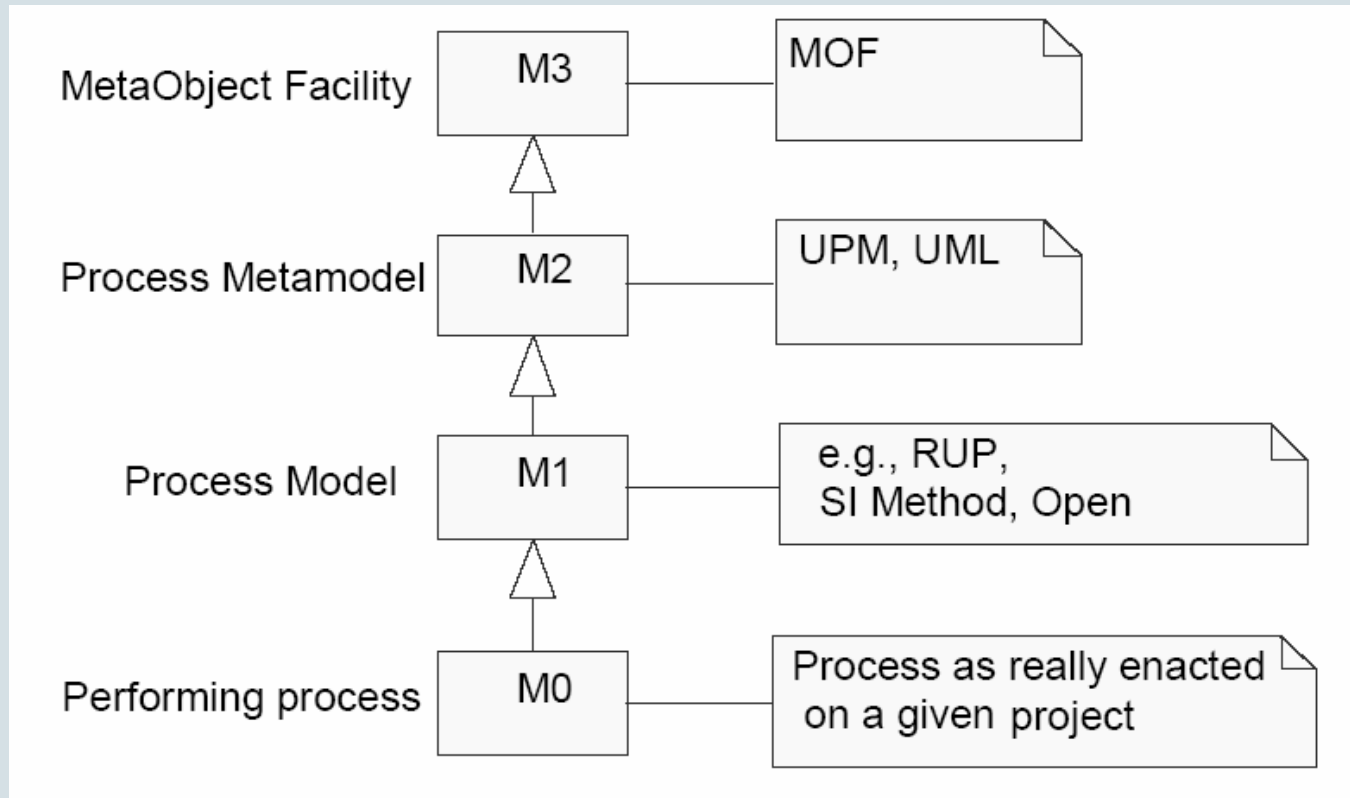
XP Activities

- Coding
- Testing
- Listening
- Designing

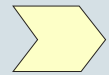
Introduction to SPEM

- **Software Process Engineering Metamodel**
- SPEM is a metamodel for defining processes and their components. Particularly, SPEM is used to describe a concrete software development process or a family of related software development processes. The modeling approach is object oriented and is an extension to UML. SPEM is defined by the OMG.

SPEM



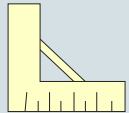
SPEM elements



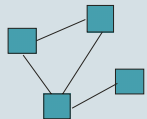
Activity



Document



Guidance



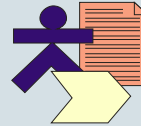
UML Model



Phase



Process



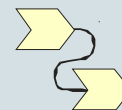
Process Package



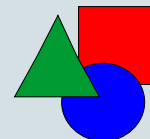
Process Performer



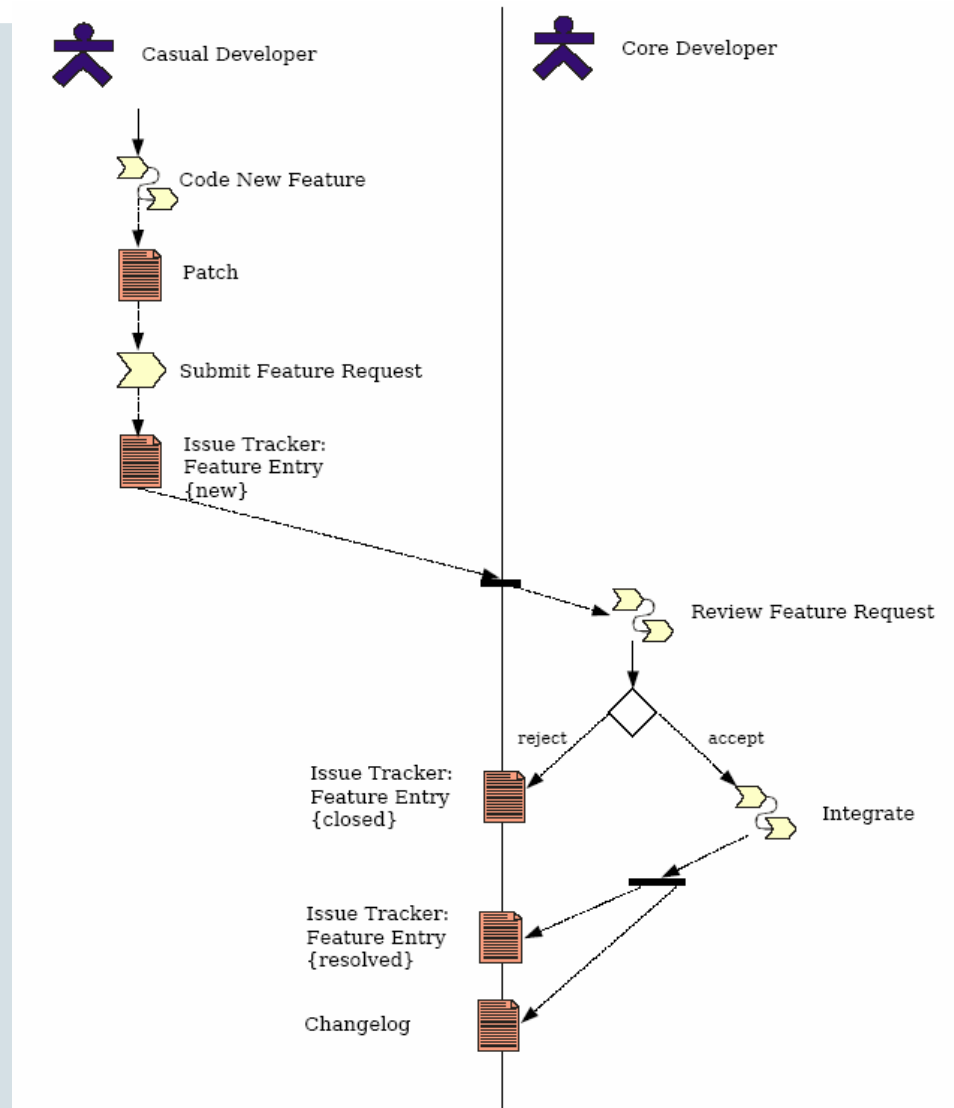
Process Role



Work Definition



Work Product



Work Definition: Submit New Feature Patch

Assignment

- Model the XP process (all roles, activities, deliverables etc.) using SPEM

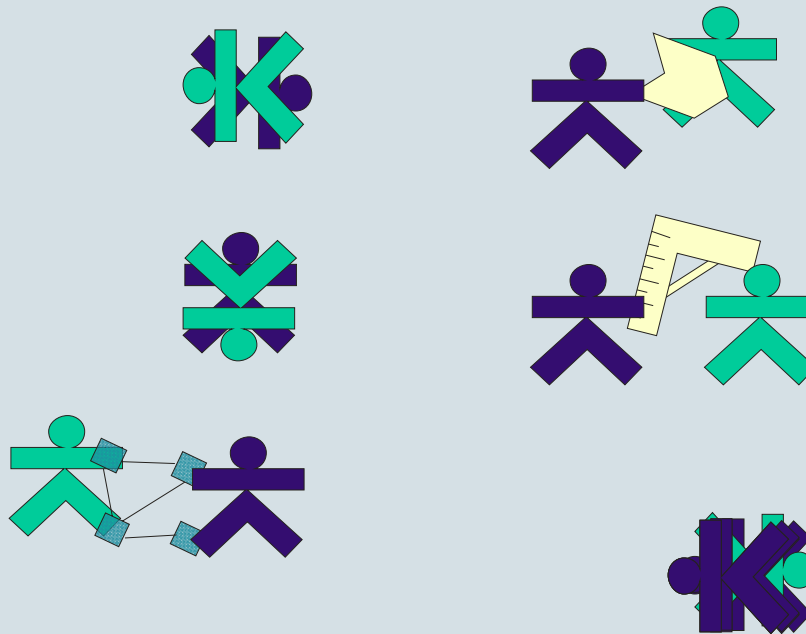
Tools

- Enterprise Architect
- Iris
- Rational
- Apes
- Ptech framework
- Poseidon

The relationship between XP, SPEM and ancient Greek homosexuality

- XP: eXtreme Programming
- SPEM: Sexual Process Engineering Metamodel

The relationship between XP, SPEM and ancient Greek homosexuality



Questions ?