Agile Alliance

Extreme Programming (XP) for Everyone

Unlocking High Performing Product Teams

JUL 2022

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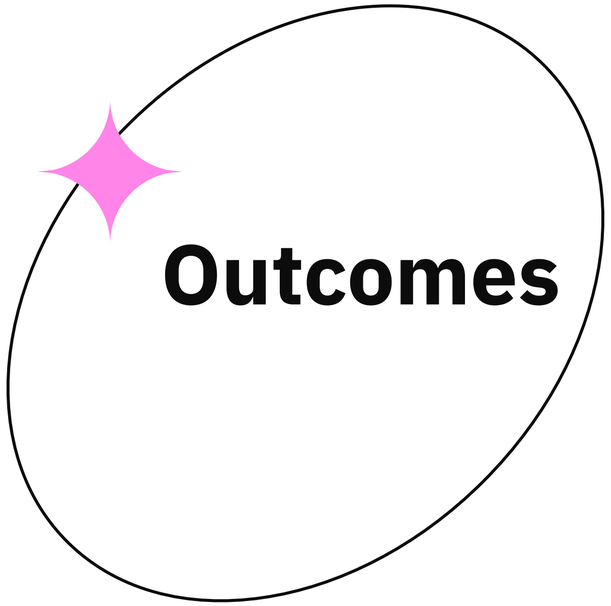
Hello, world!

Say **hello** to your neighbor –

and tell them your **favorite** ice

cream flavor!



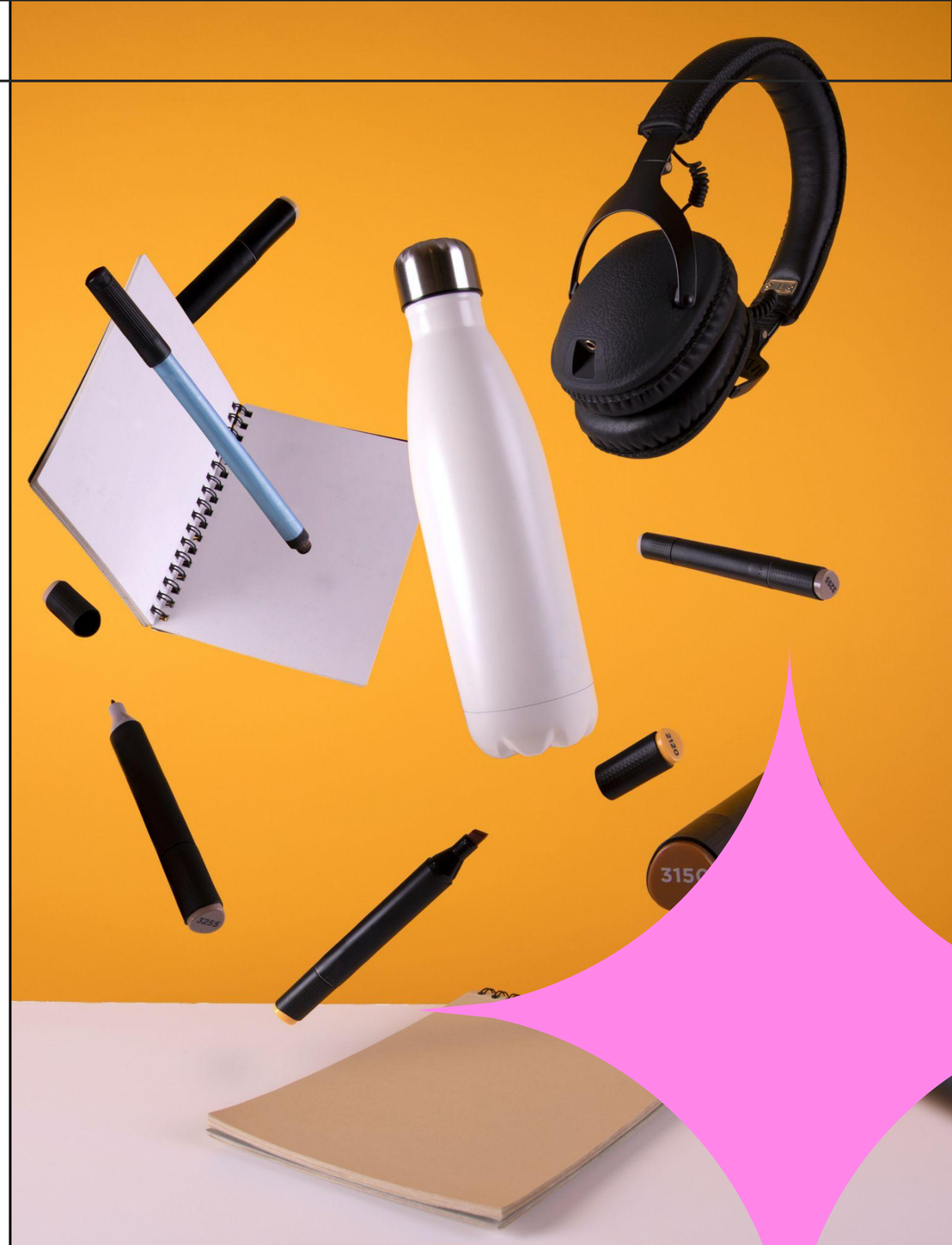
Outcomes

1. Understanding XP product culture

2. Experiencing the value of XP practices from a non-technical perspective

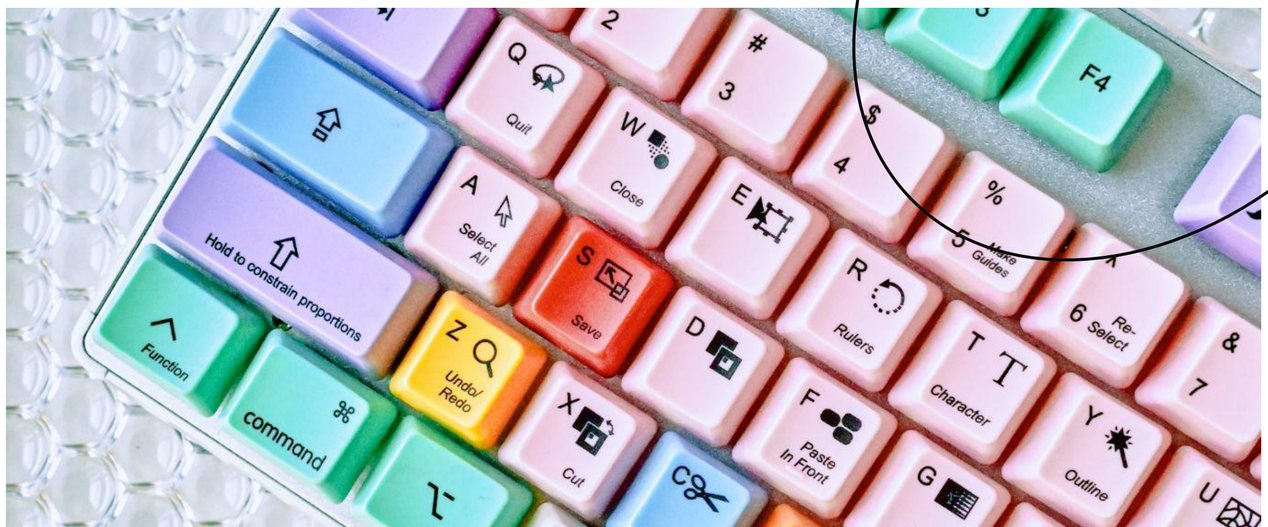
3. Aligning product practices with engineering practices in XP

What makes good product culture?

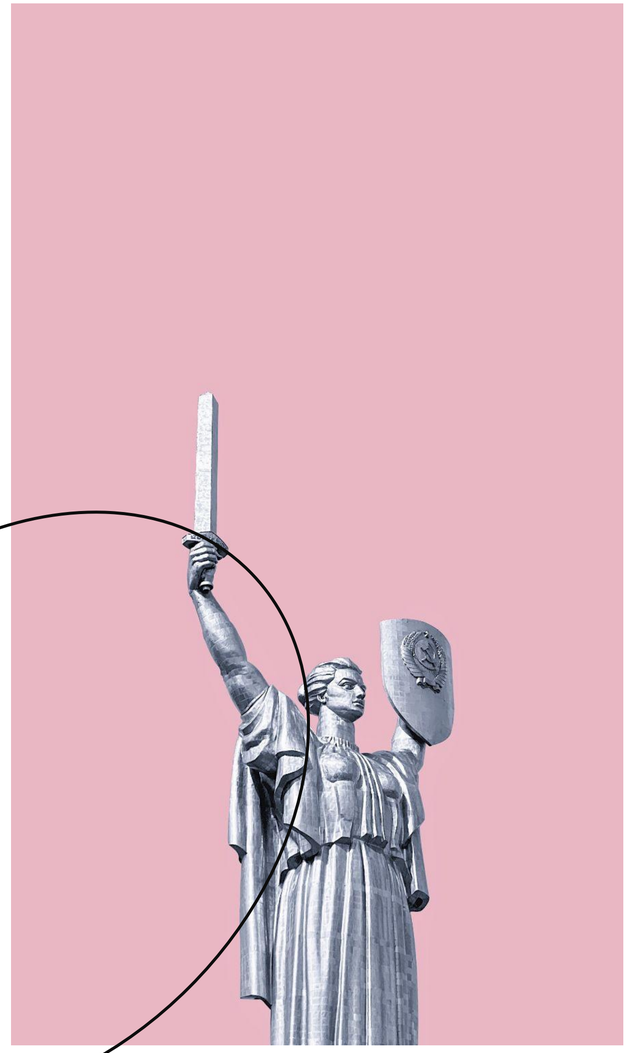


Effective and happy teams that produce high quality and high value work that everyone can be proud of.

Who has heard of **Extreme Programming?**



Extreme Programming (XP) is a proven method to produce higher quality code and work better together.



The values and principles of XP are aligned with many product practices.

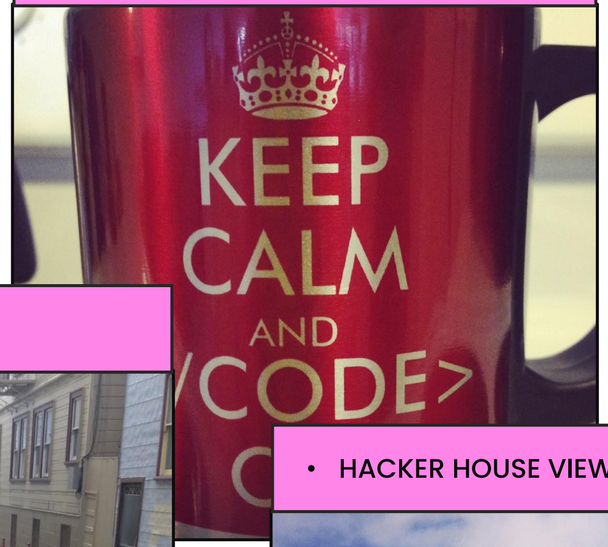
KB

XP values and principles create high performing product teams.

It’s Story Time...

- MUG OR ITS NOT OFFICIAL

2014

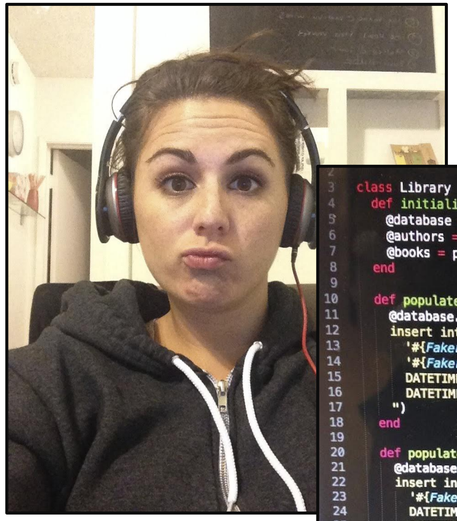


- NOTORIOUS OVERPACKER

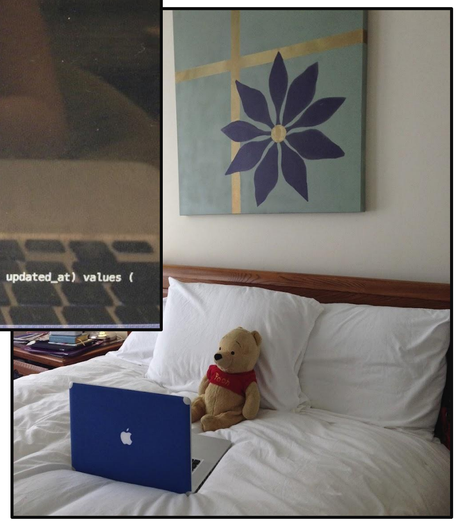
- FIRST DAY OF SCHOOL PIC

- HACKER HOUSE VIEWS

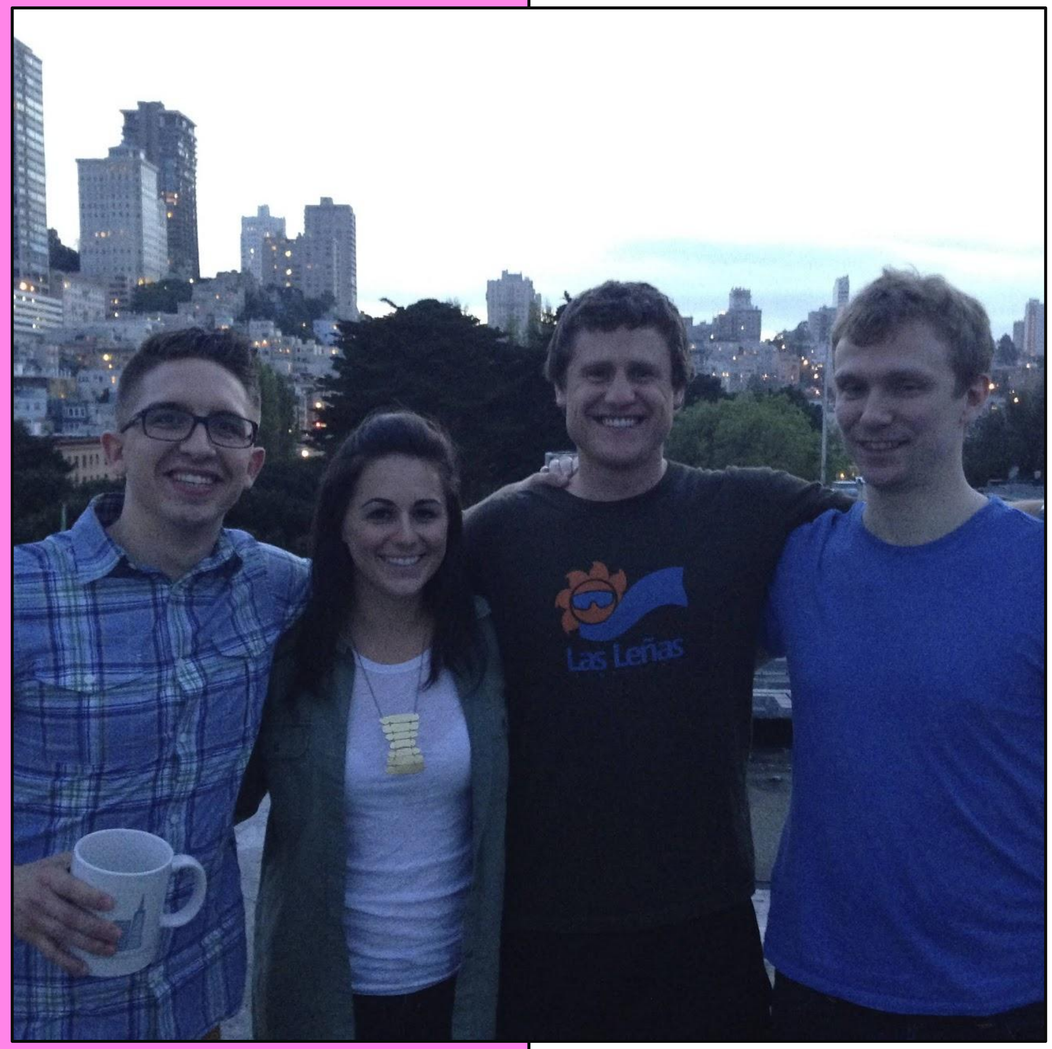
Moving to SF



```ruby
class Library
  def initialize(file_name)
    @database = SQLite3::Database.open(file_name)
    @authors = populate_authors
    @books = populate_books
  end

  def populate_authors
    @database.execute("
    insert into writers(first_name, last_name, created_at, updated_at) values
      '#{Faker::Name.first_name}',
      '#{Faker::Name.last_name}',
      DATETIME ('now'),
      DATETIME('now'));
    ")
  end

  def populate_books
    @database.execute("
    insert into books(title, published_at, created_at, updated_at) values (
      '#{Faker::Name.title}',
      DATETIME ('now'),
      DATETIME ('now'),
      DATETIME('now'));
    ")
  end

end

class Authors
  attr_reader :id

  def initialize(args = {})
    @id = args.fetch("id")
    @first_name = args.fetch("first_name")
    @last_name = args.fetch("last_name")
    @created_at = args.fetch("created_at")
    @updated_at = args.fetch("updated_at")
  end

  def add(args = {})
    @database.execute("
    insert into writers(first_name, last_name, created_at, updated_at) values (
      '#{Faker::Name.first_name}',
      '#{Faker::Name.last_name}',
      DATETIME ('now'),
```



Prepping for DBC



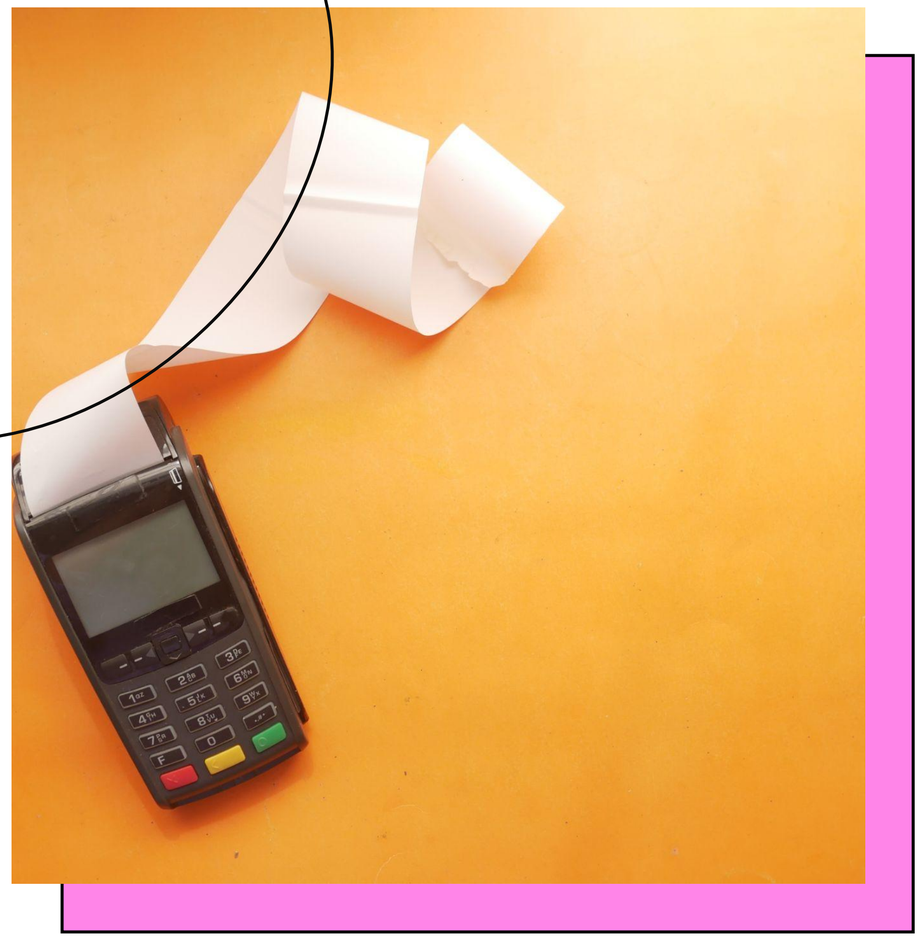
Together at last

Make beautiful and meaningful things

Communication & Respect

Activity: Puzzle Time

01 **You have 60 seconds to solve this puzzle by yourself.**



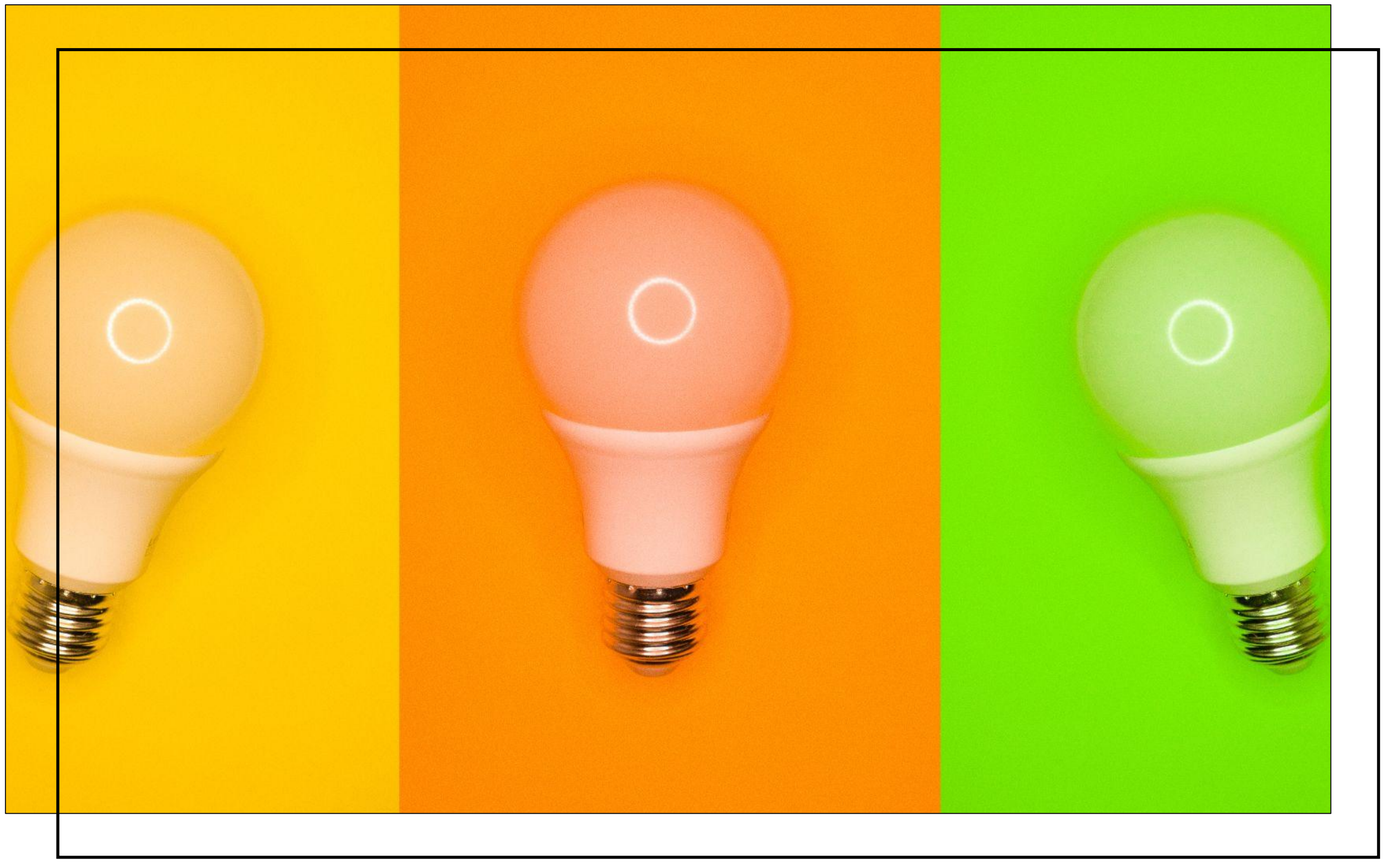
Three friends have lunch and decide to split the $30 bill evenly. The restaurant was having a special, so they got $5 back. They each keep one dollar and give the server a $2 tip.

Later, one friend is looking at their expenses and finds a problem.

They each paid $10 for the lunch and got $1 back each, so they paid $9 total. Then they gave the server a $2 tip. However, 9 times three is 27, plus two is $29. Where did the extra dollar go?

Quick

check in



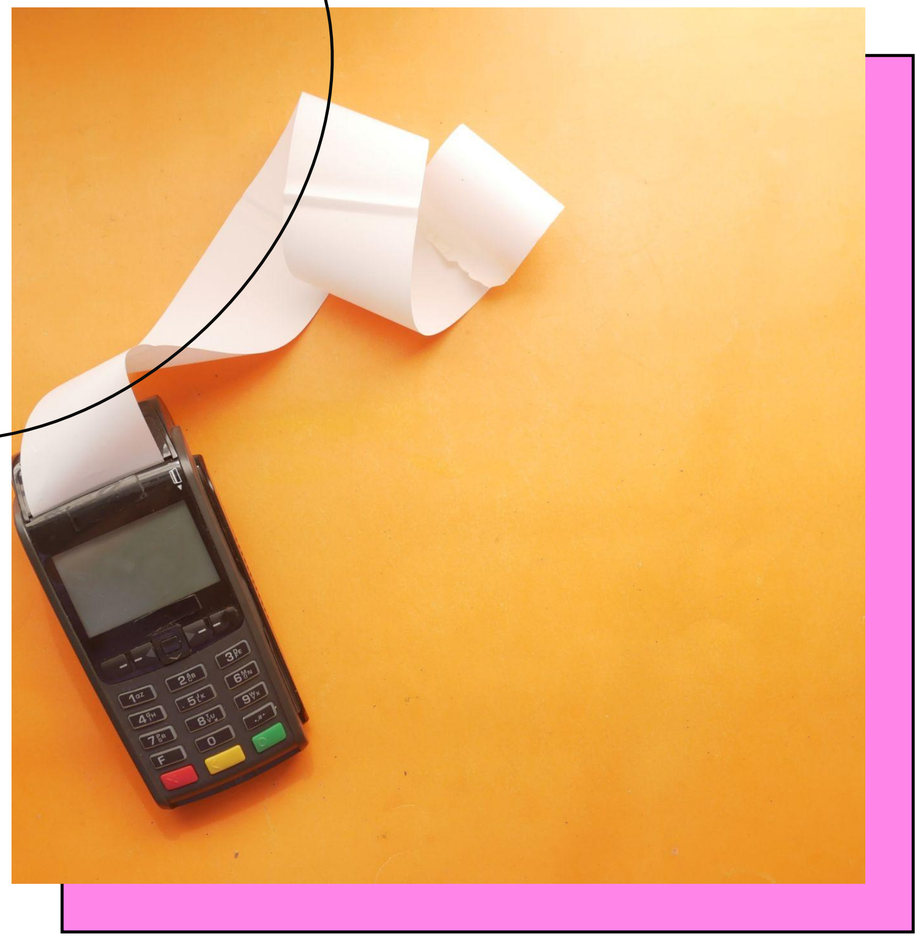
How

did that go?

Activity: Puzzle Time (round two)

01 Choose a partner.

02 You have 3 minutes seconds to solve this puzzle together.



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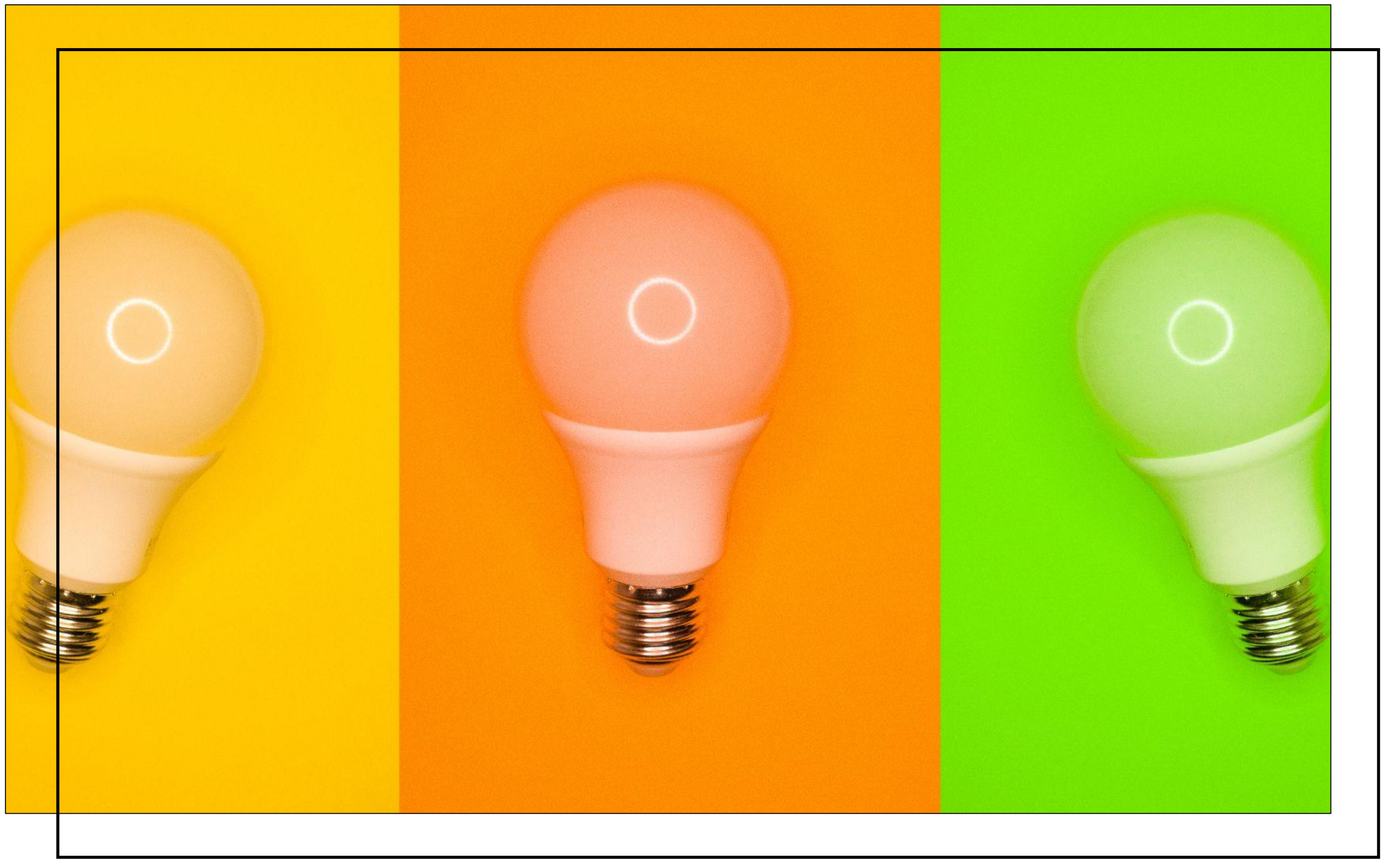

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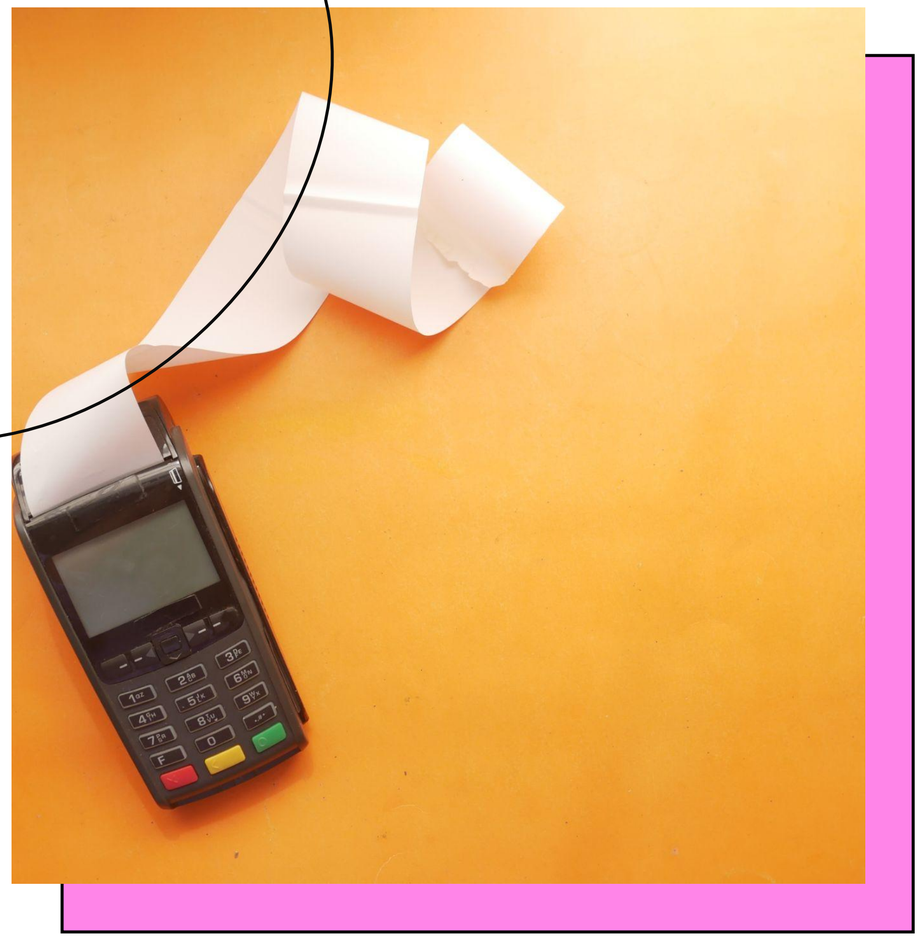
Activity: Puzzle Time (round three)

01 **Choose a NEW partner.**

02 **You have 3 minutes seconds to solve this puzzle together.**



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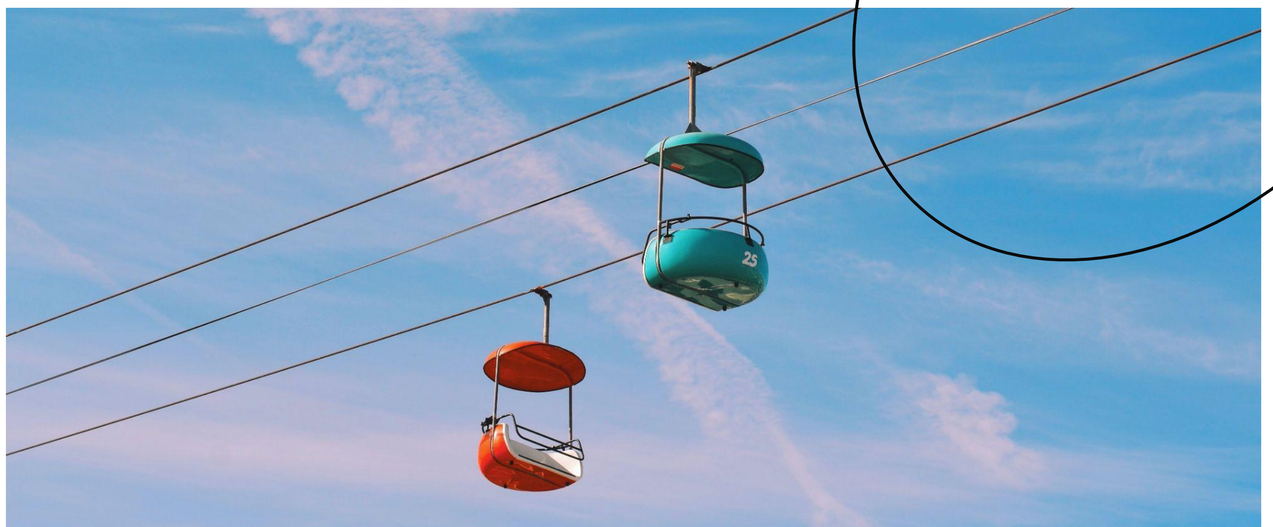
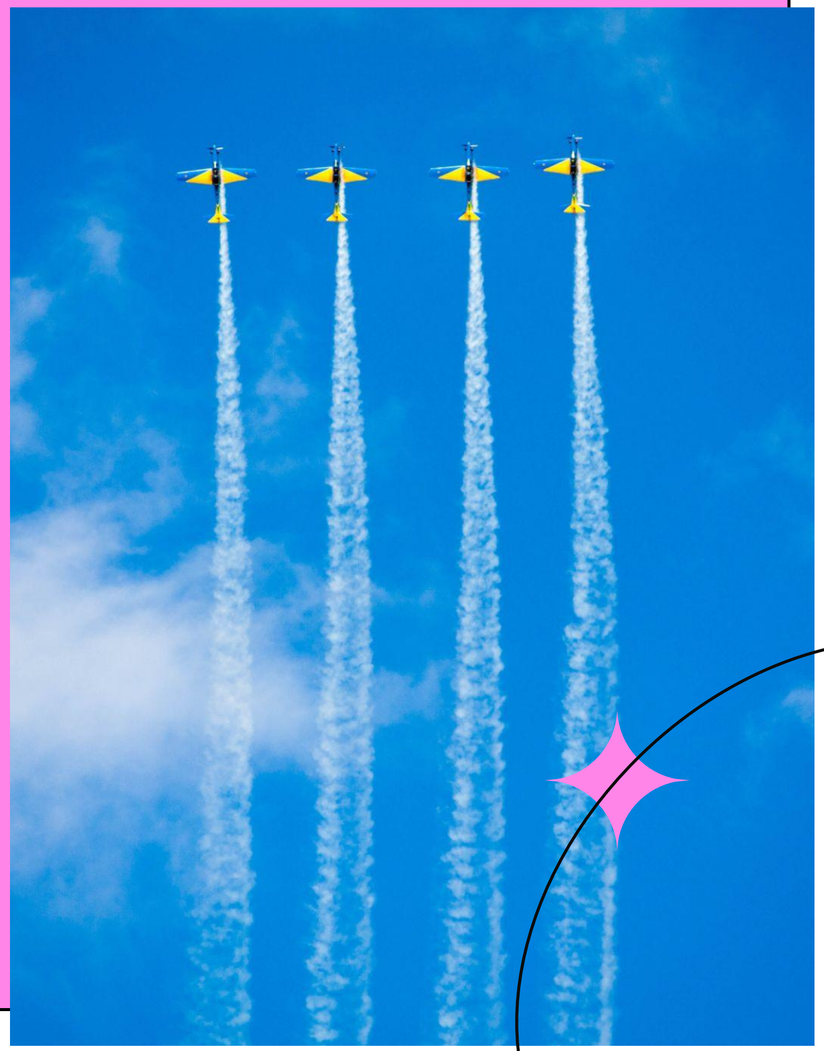
Debrief:

How dd that feel? What was surprising? What did you learn?

Pair Programming

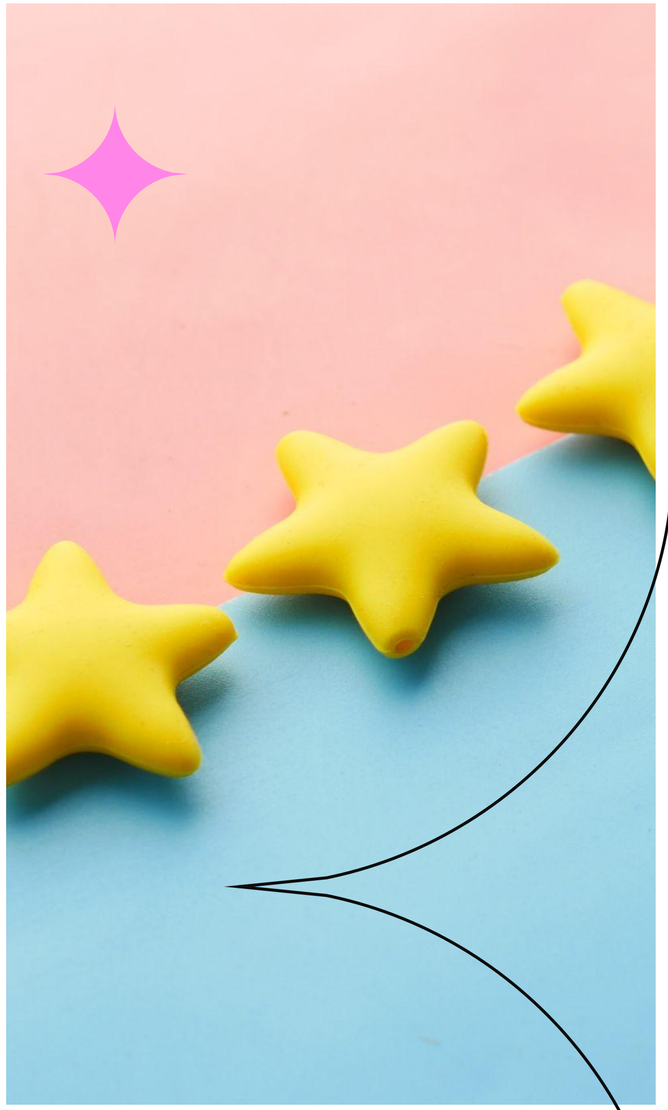
Pair Programming → Product Squad





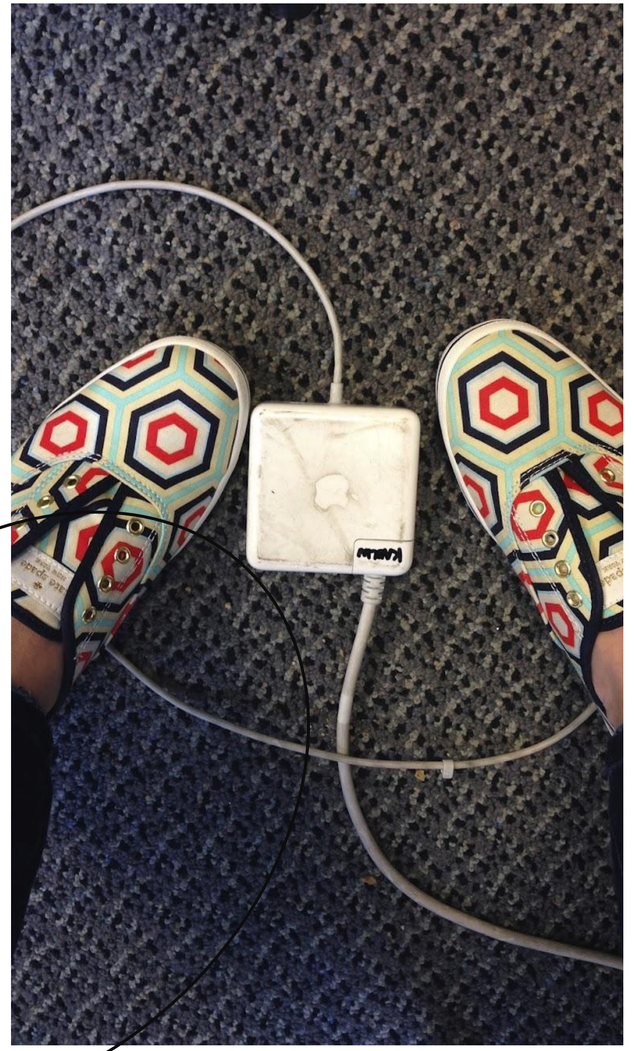
Synchronous collaboration is efficient and drives quality.

- Share user feedback and interview synthesis
- Get squad input on opportunities
- Ideate on solutions as a squad



...the Story

continues...



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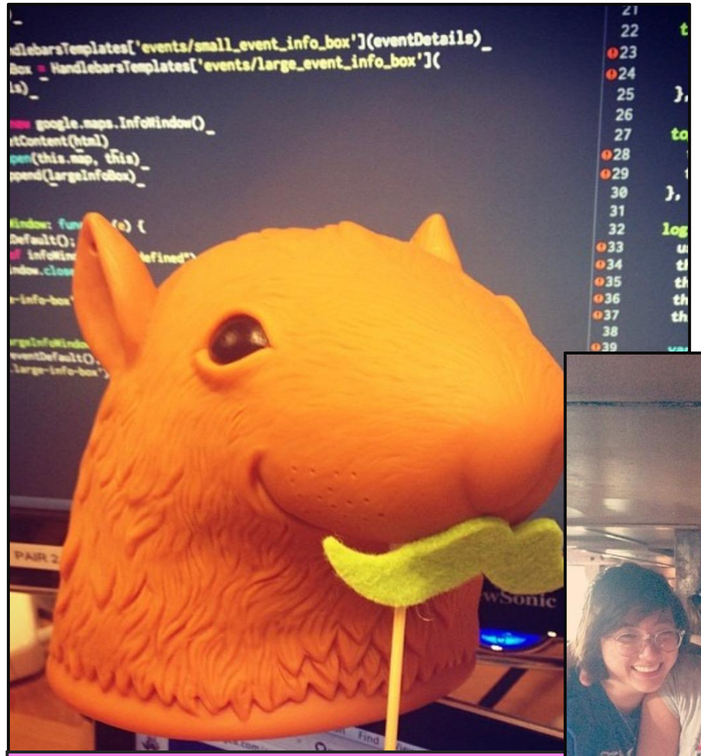
Project: Local Beat

WIP



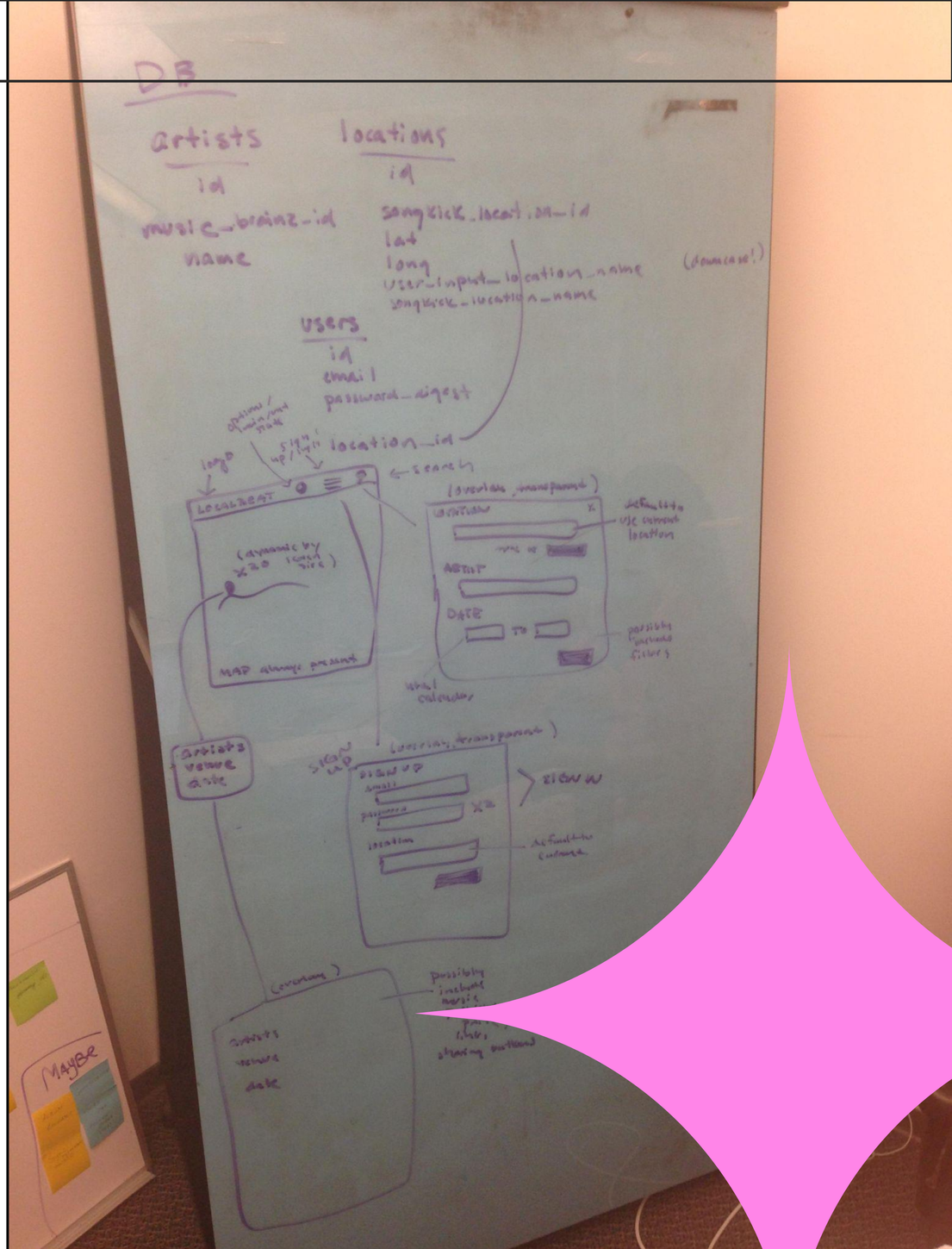
- LATE NIGHTS

- GROUP HUGS

Snacks, Swag, and Margs

EVERYTHING IS GOING TO BE ALRIGHT

Priority, priority, priority



Simplicity

Activity: Drawing

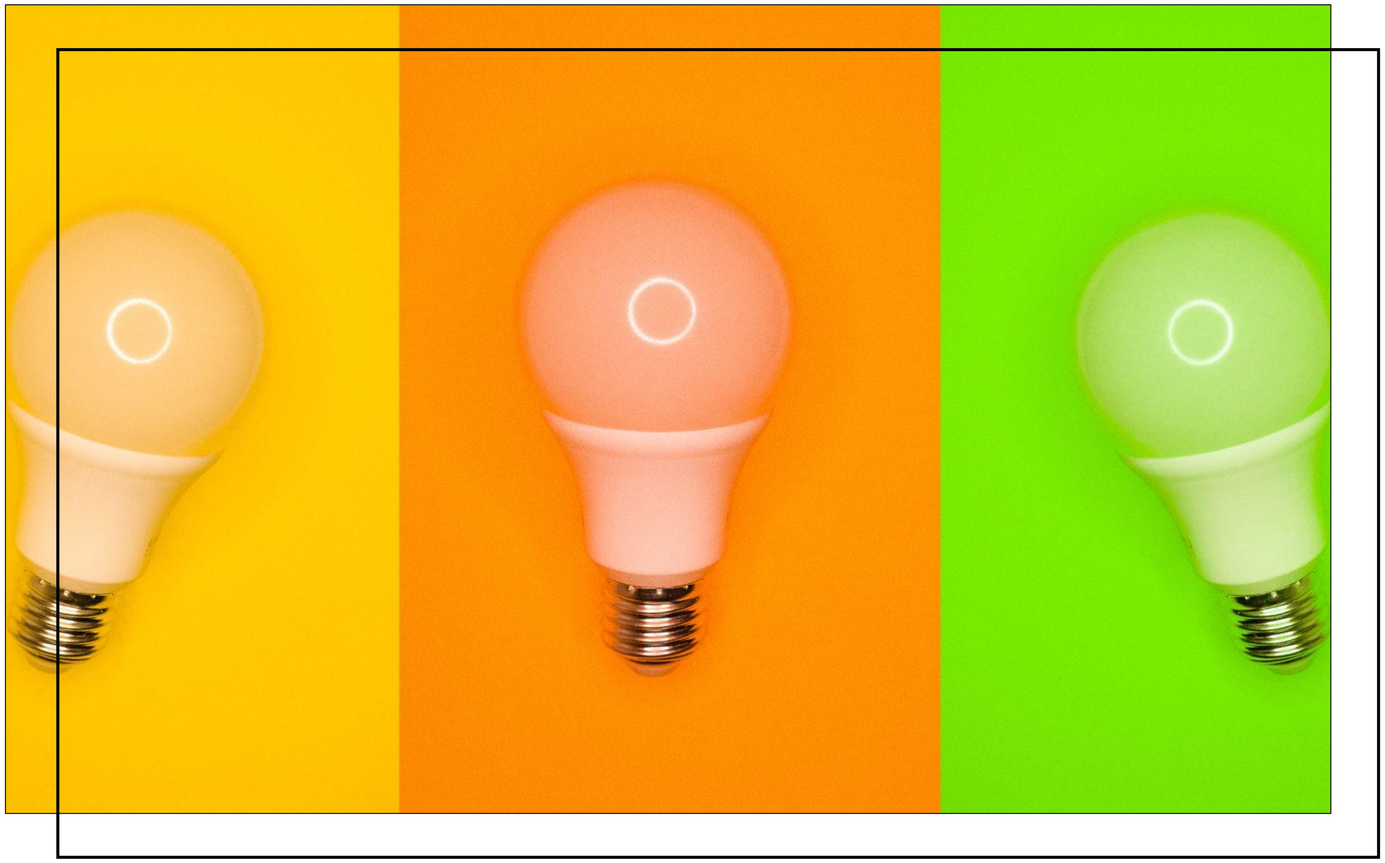
01 **Pick a NEW partner.**

02 **Listen for the requirements.**

03 **As a pair, you have a <u>whole</u> 60 seconds to draw one picture of boat together.**

Quick

check in



How

did that go?

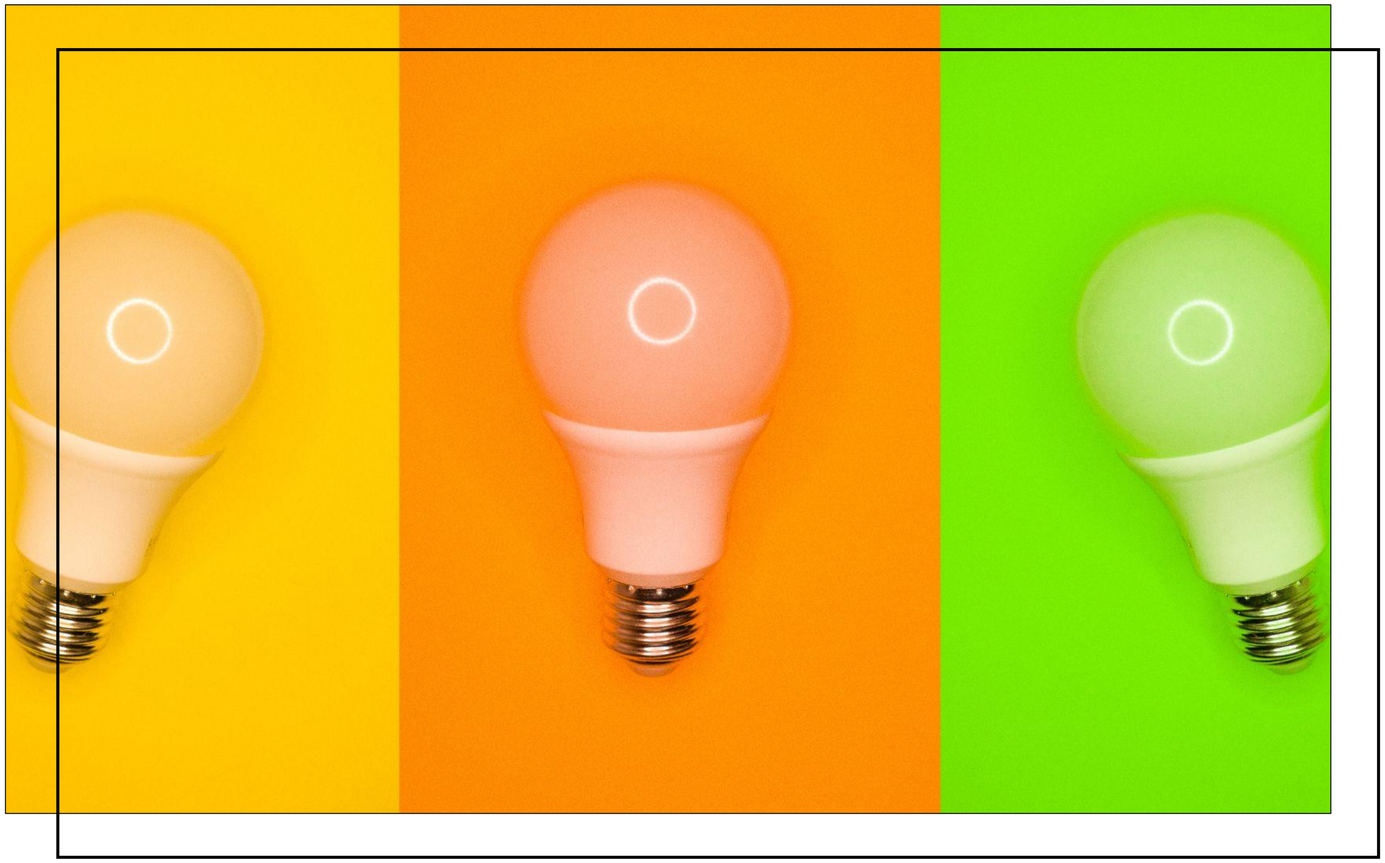
Activity: Drawing (round two)

01 With your same partner, but on a new sheet of paper and the same requirements...

02 You have a only 30 seconds to draw one picture of boat together.

Quick

check in



How

did that go?

Activity: Drawing (round three)

01 With your same partner, but on a new sheet of paper and the same requirements...

02 You have a only 5 seconds to draw one picture of boat together.

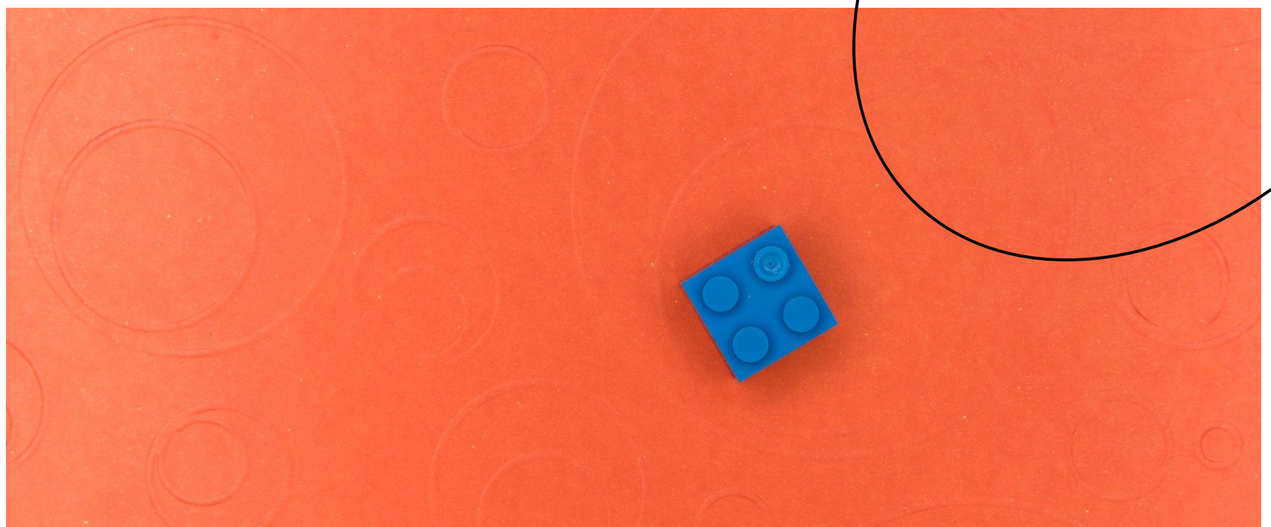
KB

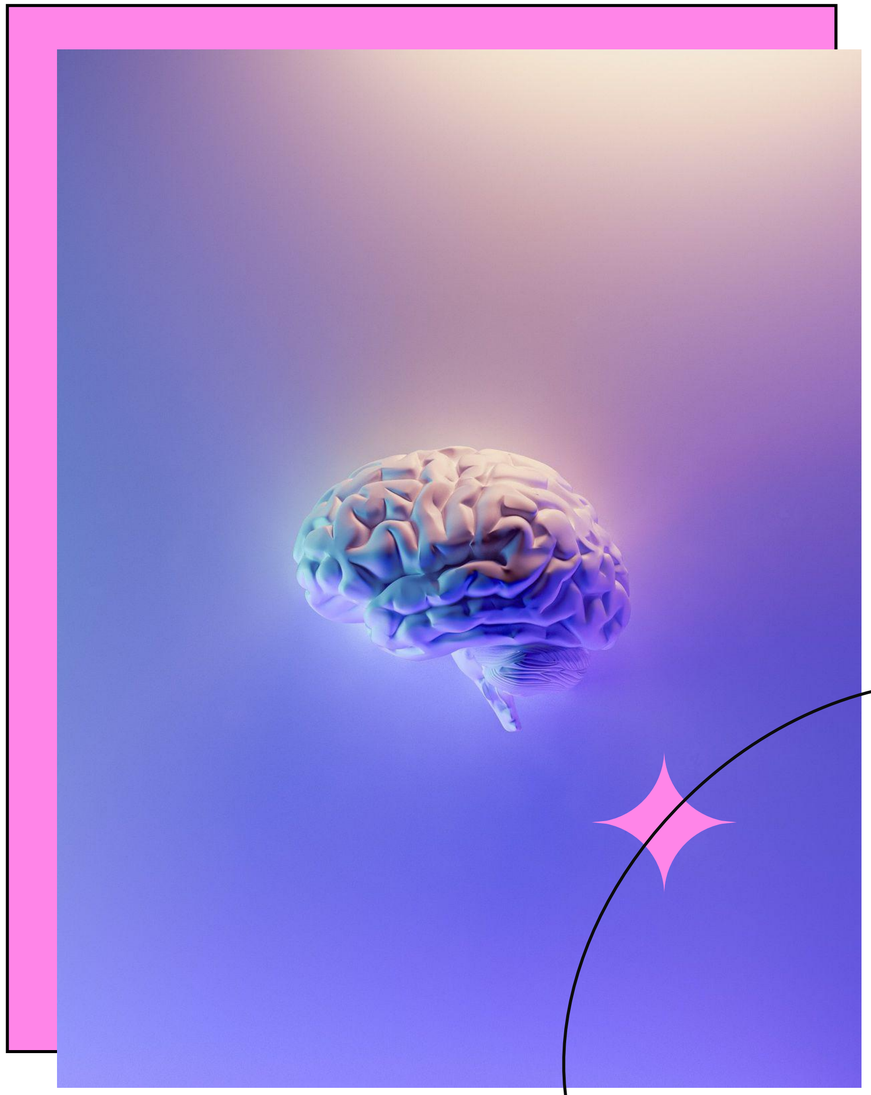
Debrief:

How dd that feel? What was surprising? What did you learn?

Simple Design

Simple Design → MVP



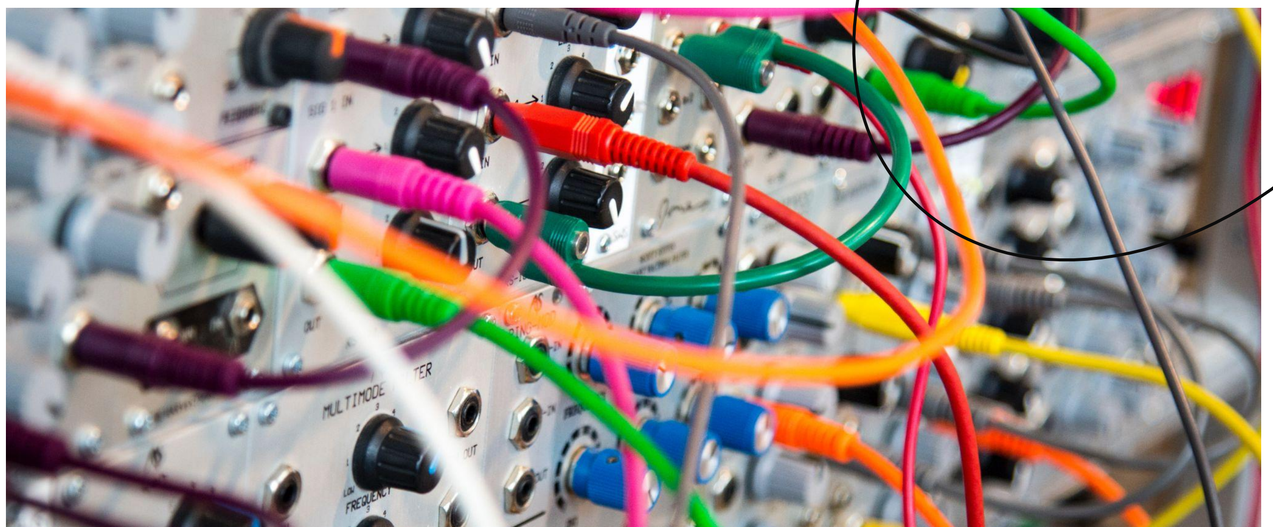


Empower teams with outcomes to allow them to choose the simplest solution.

- Drive the creation of business outcomes
- Create product outcomes with your squad
- Get your squad to challenge your MVP definition

Embrace Change

Who is familiar with **Opportunity Solution Trees?**



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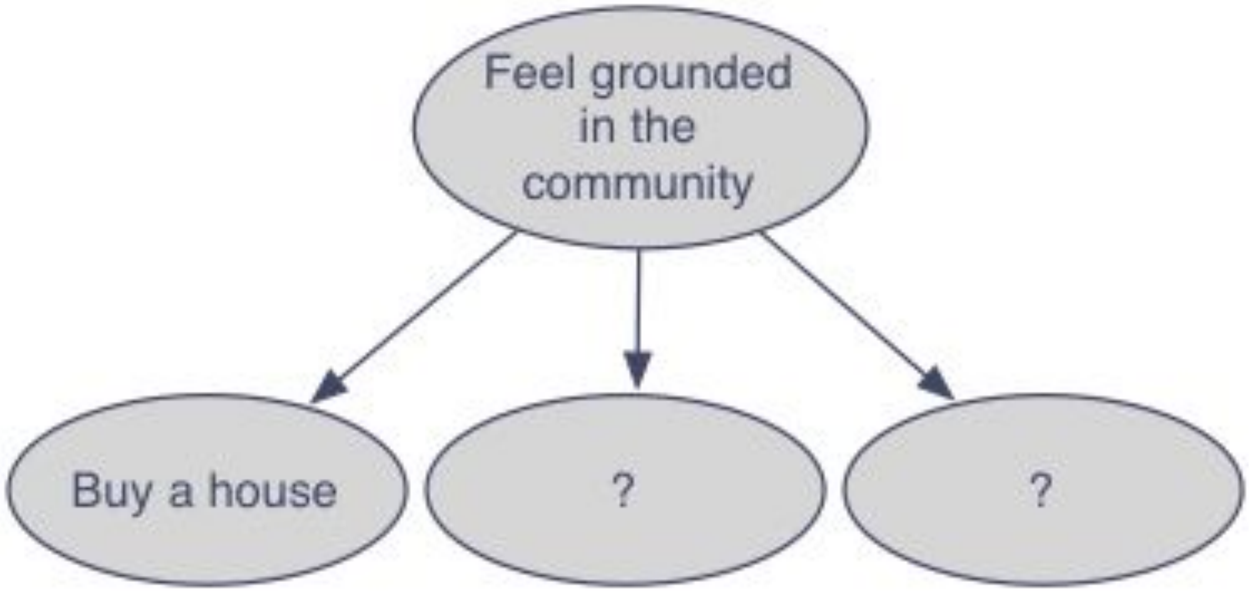
What’s something you want in your life?


Feel grounded in the community
Buy a house
?
?

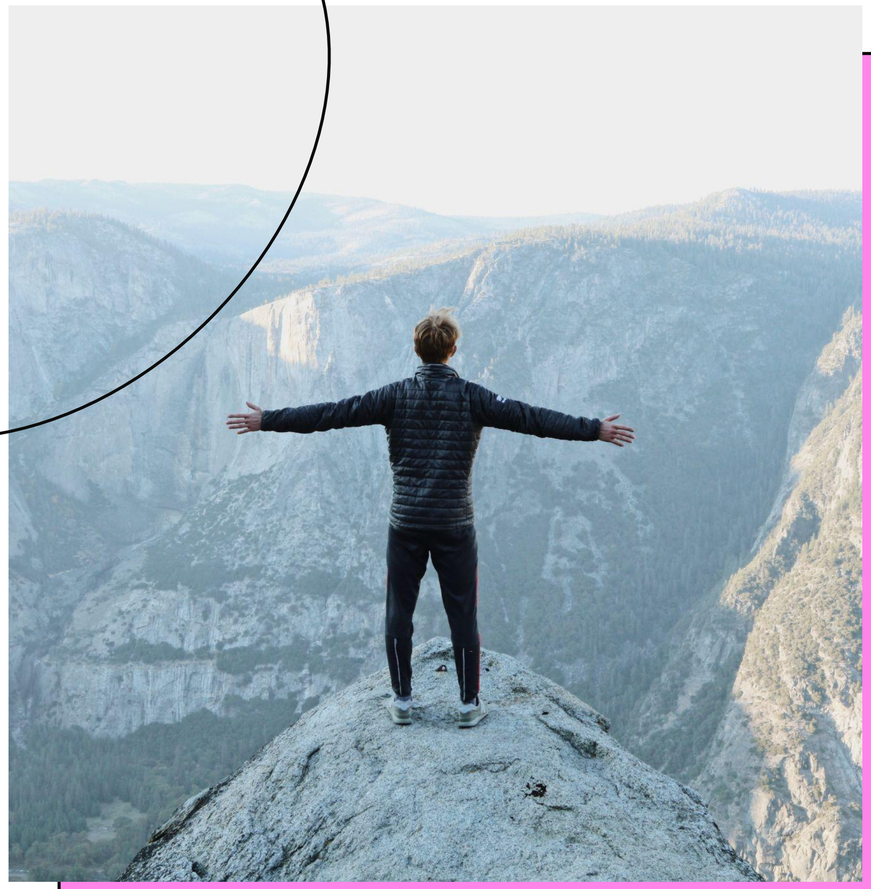
Activity: Goals

01 **Solo: Write down something you want in life.**

02 **Solo: Write down what achieving this goal would do for you.**

03 **Solo: Ideate on how else you might achieve that larger goal.**

04 **With a (new) partner: share and discuss your goal.**



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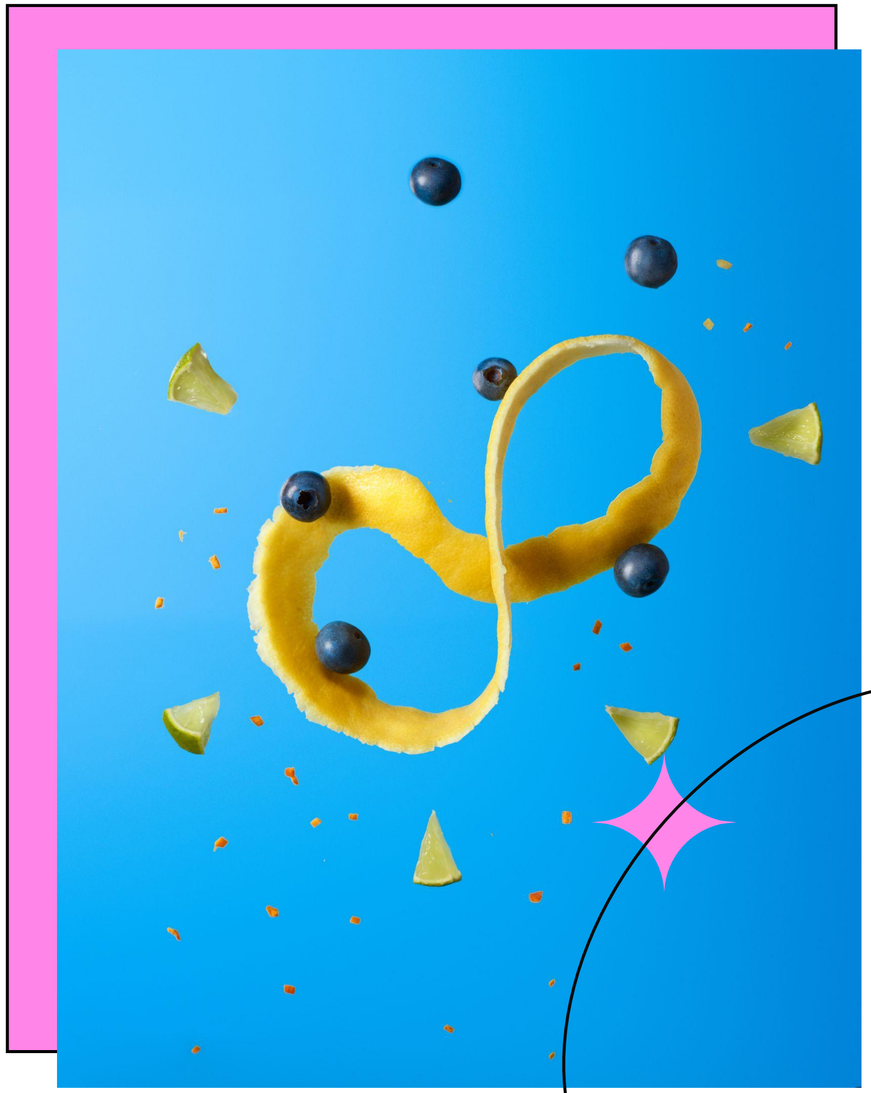
Debrief:

How dId that feel? What was surprising? What did you learn?

OSTs

Continuous Integration → Continuous Discovery

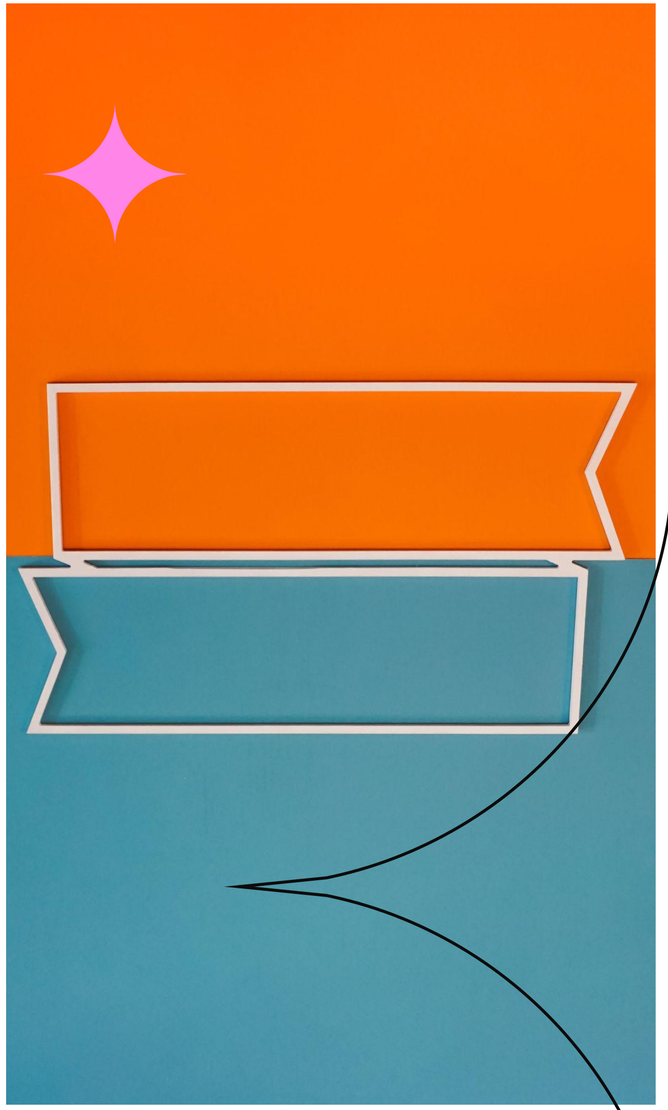


Speed is nothing without quality; Continuous practices help you achieve both.

Create an OST with your product squad

Talk with customers every week

Set team up for Dual Track Development



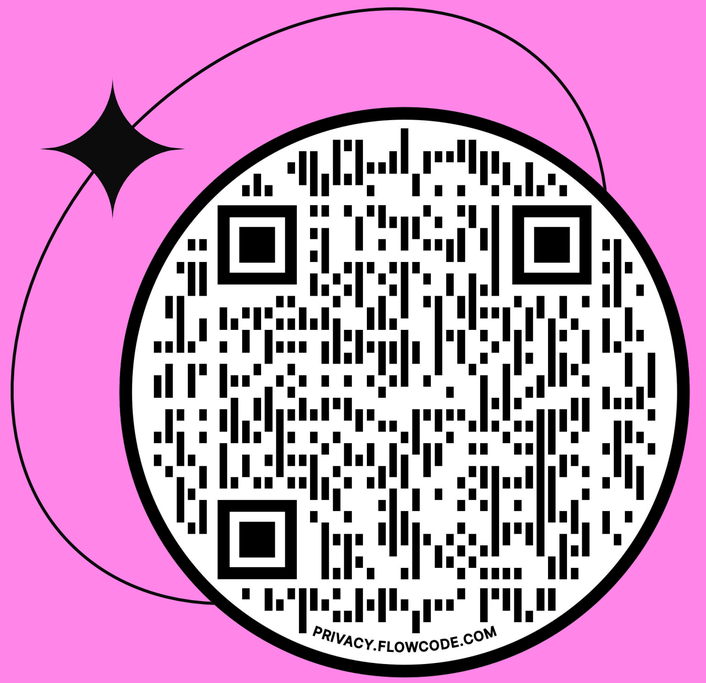
XP is for everyone.

Questions?

Feedback

Always be iterating.

Let me know one thing that you liked about this session and one thing that would have made this session better.



Thank You

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