Extreme Programming - A Success Story

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ABSTRACT

The authors employed the Extreme Programming (XP) approach, to successfully develop the world's first MIDI music notation and sequencing software package capable of recognizing Indian classical music notation and playing the special nuances, called *gamakas*. This poster describes the reasons for this choice and the way XP was adapted for this particular project. The software will be demonstrated at the conference.

Keywords: Extreme programming, XP, MIDI music sequencers, Indian music

Xtreme Programming

The most important reason for choosing the XP approach was the need to respond to changing customer requirements at any stage in the life cycle. However, many other XP ideas were used, most even without having to think of them as XP ideas.

The ideas of user stories, small incremental releases, iterations, iteration planning, brief meetings (or contacts) often, not adding functionality early, refactoring, unit testing, pair programming, integrating often and acceptance testing often were all employed successfully.

The ideas of constant customer involvement, short life cycles and small incremental releases that were fully tested worked extremely well. We found these to be the most useful XP ideas we used in this project.

Every one our customers greatly enjoyed being part of the process. The junior developer contributed as much as the senior developer in this project and both developers learnt some new things. Pair programming led to greater productivity.

CONCLUSION

Like any other methodology, XP has its strengths and is more useful in some situations than others. It worked nicely in this project. We did not use all the rules of XP, but only those that were appropriate. We must admit that we would have used it even if was not called extreme.