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Extreme Programming

Dr. Roberts gave an excellent lecture on how he helped Profitstar switch over to an extreme programming life cycle model. The extreme programming life cycle is a relatively new software development model that contains several aspects in which some programmers have a difficult time making the transition to extreme programming. Some of the subtopics that Dr. Roberts discussed were the recommendation to change to extreme programming, the client’s response to the recommendation, and the anticipated benefits. These subtopics are extremely important because they help show the main steps that a company has to go through when considering changing the life cycle model that a company has been using for several years.

While Profitstar was using their original life cycle model, they had several problems involving bugs, failing infrastructure, and not being able to meet deadlines. Dr. Roberts recommend to Profitstar that they should switch to an extreme programming model to allow more efficient communication and to produce software that contained less bugs. The main recommendation relating to communication was to switch from cubicles to a bullpen. The traditional cubicles promote individual work which is not really what a company wants when developing a large product in which several programmer need to be in constant communication pertaining to the project. Even though it is extremely clear how a bullpen setup increases communication and productivity, other aspects of extreme programming are more difficult to see how they can improve the production of a software project.
The aspect of extreme programming that can cause doubts in the minds of programmers is pair programming. While pair programming can create cleaner code and allow programmers to easily learn from more experienced programmers, pair programming is difficult to switch to after spending several years programming individually. Some programmers are more efficient and are better working on a specific part of a project as an individual which can cause pair programming from working if those programmers are unwilling to work with a partner. Dr. Roberts was fortunate that the client’s response was to positively attempt to change to the extreme programming model. Even though there were some doubts in the minds of programmers, they tried extreme programming with an open mind with allowed change to become a success. It is vital for everyone to attempt the new life cycle model because it just takes one suburb programmer to refuse to change and prevent the life cycle from working properly.

There are several benefits that Profitstar was able to receive by switching to extreme programming. The software that Profitstar produced started to contain less bugs and the programmers were able to meet deadlines. The communication changes that were made allowed the testers and the programmers to easily communicate with each other so that they could quickly identify and solve errors as they occur. Pair programming allowed the programs to become more efficient and produce cleaner code by real time code review and programming accountability that pair programming offers. These benefits are almost strictly tied into the extreme programming life cycle model and have allowed Profitstar to produce a better software solution that satisfies the client’s needs.

While some companies have problems switch between different life cycle models, Profitstar did a great job at accepting Dr. Roberts recommendations about switching to the extreme programming life cycle model. Even though this life cycle modeling change had
positive effects on Profitstar, every company will not be able to use extreme programming. Every programmer on the team must be willing to attempt extreme programming since the life cycle model is still relatively new and therefore fairly easy to prevent from being a successful life cycle model. The extreme programming model helps programmers to produce cleaner code on the first try and only implement features that the client wants on any given iteration. Dr. Roberts did a great job at presenting details on how extreme programming can help companies produce more reliable solutions that contains the most relevant features that the client needs.