Agile Development

Part I. Getting Started

1 Why Agile?

Understanding Success

Beyond Deadlines

The Importance of Organizational Success

Enter Agility

2 How to Be Agile

Agile Methods

Don’t Make Your Own Method

The Road to Mastery

Find a Mentor

3 Understanding XP

The XP Lifecycle

The XP Team

XP Concepts

4 Adopting XP

Is XP Right for Us?

Go!

Ten-Minute Build

Continuous Integration

Collective Code Ownership

Documentation

8 Planning

Vision

Release Planning

The Planning Game

Risk Management

Iteration Planning

Slack

Stories

Estimating

9 Developing

Incremental Requirements

Customer Tests

Test-Driven Development

Refactoring

Simple Design

Incremental Design and Architecture

Spike Solutions

Performance Optimization

14 Deliver Value

Exploit Your Agility

Only Releasable Code Has Value

Deliver Business Results

Deliver Frequently

15 Seek Technical Excellence

Software Doesn’t Exist

Design Is for Understanding

Design Trade-offs

Quality with a Name

Great Design

Universal Design Principles

Principles in Practice

Pursue Mastery