

# 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!

Assess Your Agility

## Part II. Practicing XP

### 5 Thinking

Pair Programming

Energized Work

Informative Workspace

Root-Cause Analysis

Retrospectives

### 6 Collaborating

Trust

Sit Together

Real Customer Involvement

Ubiquitous Language

Stand-Up Meetings

Coding Standards

Iteration Demo

Reporting

### 7 Releasing

“Done Done”

No Bugs

Version Control

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

Exploratory Testing

## Part III. Mastering Agility

### 10 Values and Principles

Commonalities

About Values, Principles, and Practices

Further Reading

### 11 Improve the Process

Understand Your Project

Tune and Adapt

Break the Rules

### 12 Rely on People

Build Effective Relationships

Let the Right People Do the Right Things

Build the Process for the People

### 13 Eliminate Waste

Work in Small, Reversible Steps

Fail Fast

Maximize Work Not Done

Pursue Throughput

## 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