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XP Values and Principles

The original is at <http://www.extremeprogramming.org/values.html> and is best read there. Following list is maintained for my convenience.

Values

Communication: Everyone is part of the team and we communicate face to face daily. Simplicity: We will do what is needed and asked for, but no more. Feedback: We will take every iteration commitment seriously by delivering working software. Courage: We will tell the truth about progress and estimates. Respect: Everyone gives and feels the respect they deserve as a valued team member.

Principles

Humanity: Its all about people. Economics: Someone needs to understand the budget. Mutual benefit: Win-win for all. Self similarity: The pattern of a monthly cycle is the same as a weekly cycle and the same as a daily cycle. Improvement: You are always getting better having done the best you know how to today. Diversity: The Wisdom of the Crowds. Reflection: Be aware of what is working, and what is not. Flow: Constant delivery means a continuous flow of development work. Opportunity: Problems are a chance to learn something new. Redundancy: Having redundancy helps improve quality. Failure: It's OK to try things that don't work. Quality: To go fast you have to go slow. Baby steps: Take small steps in the right direction.

[Learning](#), [Reference](#), [Basics](#), [FirstSprint](#), [Values](#), [Principles](#), [XP](#)

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