

Can you Embrace Change?

# XP movement in Japan

2001,3/22

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## Agenda

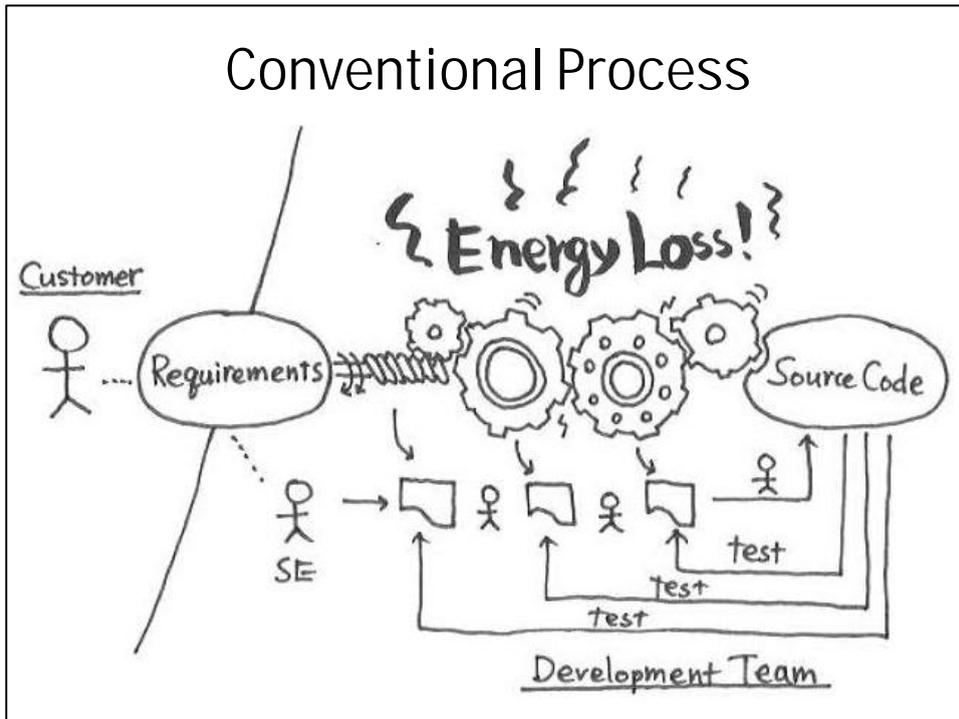
- Getting the picture of XP
- How XP + Refactoring work
- XP-jp Introduction
- XP Questionnaires
- Localizing XP

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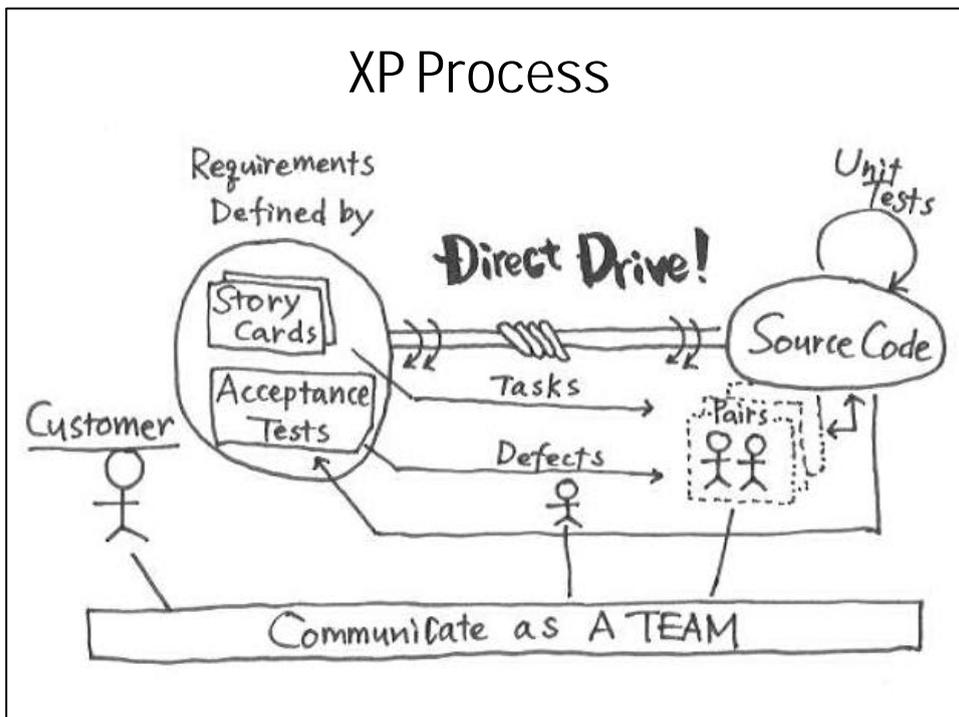
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## Conventional Process



## XP Process



## Four Values

- **Communication**
- **Simplicity**
- **Feedback**
- **Courage**

– Communication + Simplicity + Feedback = Courage

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## Twelve practices

- Planning Game
- Small Releases
- Metaphor
- Simple Design
- Testing
- Refactoring
- Pair Programming
- Collective Ownership
- Continuous Integration
- 40-Hour Week
- On-site Customer
- Coding Standard

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## Numbers

1	Same Code(Once and Only Once)
1/d~	Integration
2	Programming Pair
4	Values(communication, simplicity, feedback,courage)
4	Variables(time, scope, quality, cost)
12	Practices
40 h/w	Working hours in a week
3	Typical Load Factor(real week/pw)
3w	Typical Iteration
1~3 pw	Story Size

h=hour, d=day, w=week, pw=programmer week

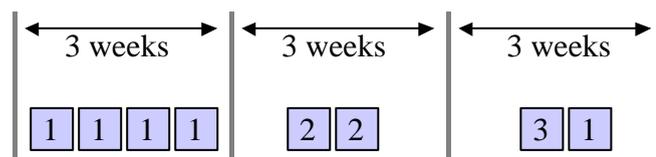
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## Iteration Planning with Story Cards

- Write 1, 2 or 3 “pw” estimates on story cards.
- Split and arrange them to make the number of programmers.
- One iteration is 3 weeks. (load factor of 3)
- Example of 4 programmers



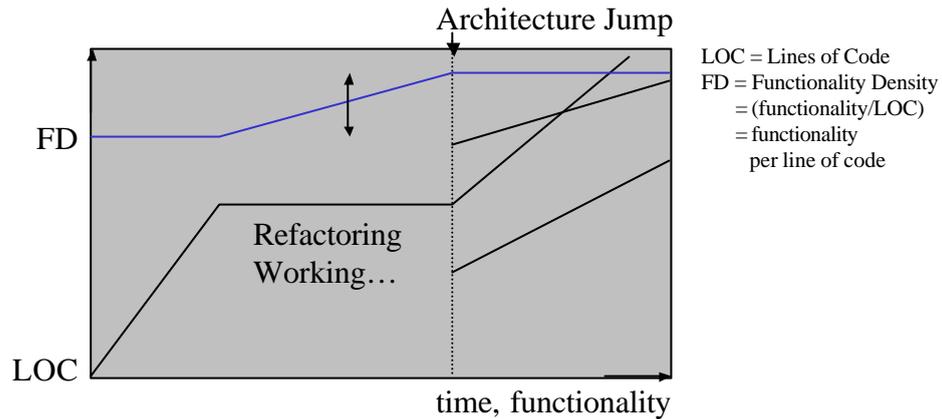
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## Simple Design and Refactoring

- Refactoring increase functionality density



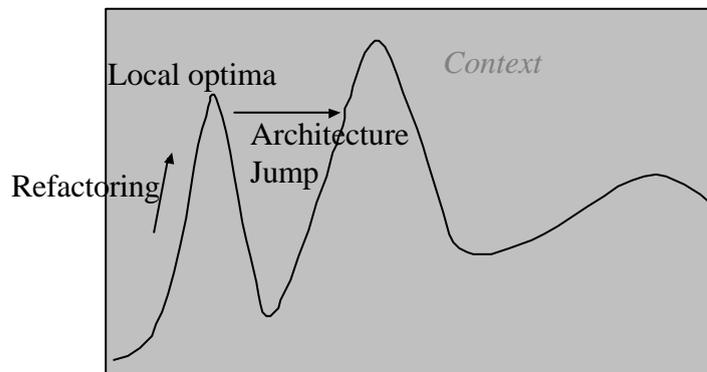
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## Refactoring and Courage

- Architecture Jump needs Courage
- XP gives Courage, keeps team temperature high.



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## XP-jp

- [extremeprogramming-jp@ObjectClub.esm.co.jp](mailto:extremeprogramming-jp@ObjectClub.esm.co.jp)
  - A Japanese XP mailing list
- <http://ObjectClub.esm.co.jp/eXtremeProgramming/>
  - Home Page(Japanese XP portal site)

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## What we have done so far

- XP FAQ(00/2 by hiranabe)
- XP-jp Mailing list(00/2 by hiranabe)
- ObjectDay 2000 XP seminar(00/5 by nagase)
- OO Symposium XP vs. RUP(00/8 by fujii, umezawa, hiranabe)
- XPE internal summary in XP-jp(00/3- by Hosokawa et.al.)
- XPractices translation in XP-jp(00/5- by Yazaki et.al.)
- XPI Smalltalk code translation to Java(00/5- by Kamite et.al)
- XP Japanese tutorial(00/11 by ishii)
- IDG Japan JavaWorld XP article(01/1 by hiranabe)
- XPE translation(01/2 by nagase)
- Martin Fowler's article translation(by ono)
- William C. Wake's article translation(by ohmura)
- RubyUnit 256 series book(01/2 by suketa)
- XP Users' Group(01/3)

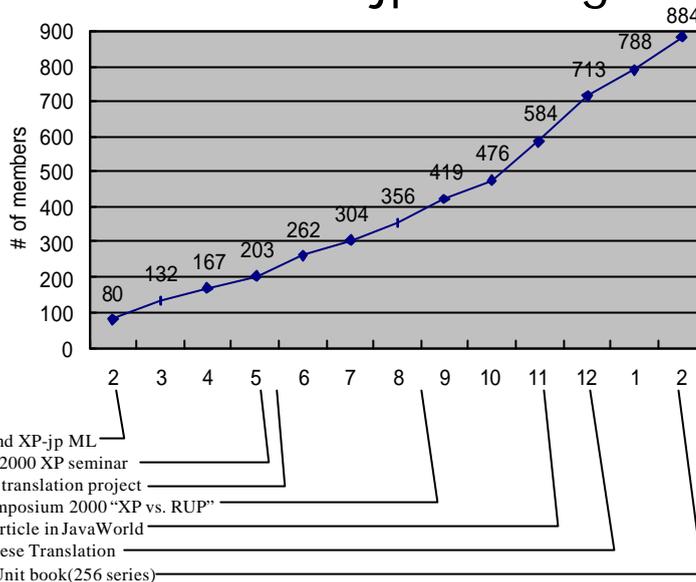
**XPE** = Kent Beck, 1999,  
*Extreme Programming Explained*  
**XPI** = Ron Jeffries, 2000,  
*Extreme Programming Installed*

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## Growth of XP-jp Mailing List



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## Questionnaire

- Have you experienced XP ?
- What practices did you experienced ?
- What programming languages did you use ?
- What practices do you think are hard to adopt in Japan ?

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## 24 Answers From

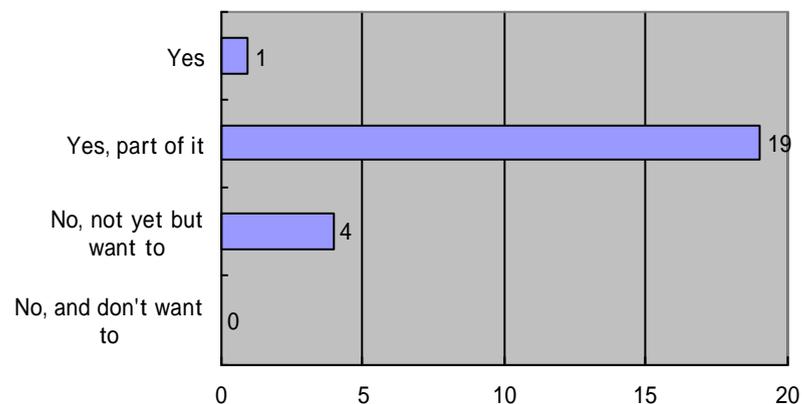
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- S.Ono@EAC
- Yamamoto@ulsystems
- Koido@OSK
- higa@isid
- Tsuchimoto@fujitsu
- Amapyon
- Shibukawa@TITEC
- Matsuzono@ogis-ri
- ushio@NEC
- k-konno@FJB
- Nakato@msi
- Umezawa@ogis-ri
- anonymous
- Miyata@nissetsu
- Ishii
- Kakeda
- Ono@Wisdom
- Yazaki@ulsystems
- Kawasaki@NSK
- yamano
- Okaniwa@SMG
- hada@nihon-unisys
- Hiranabe@esm

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## Have you experienced XP ?

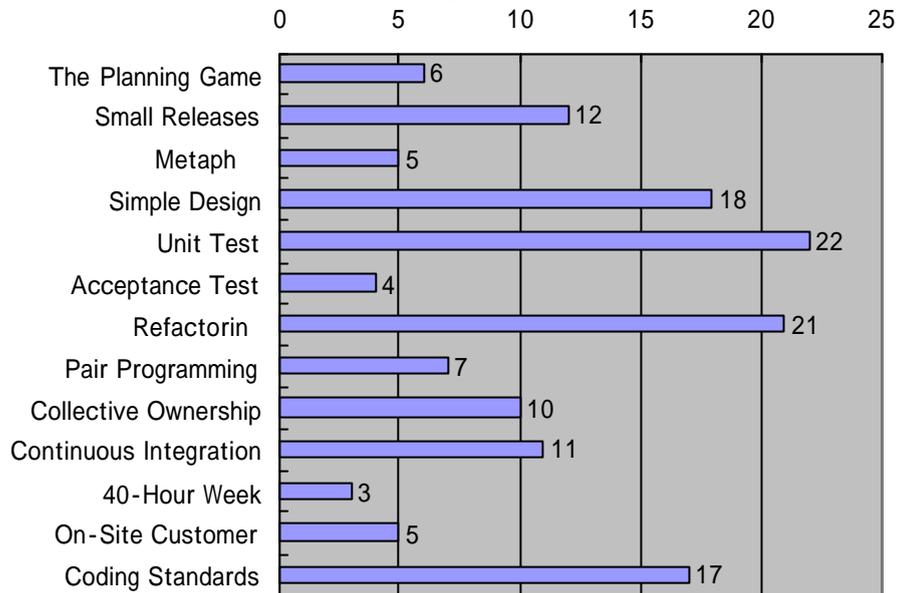


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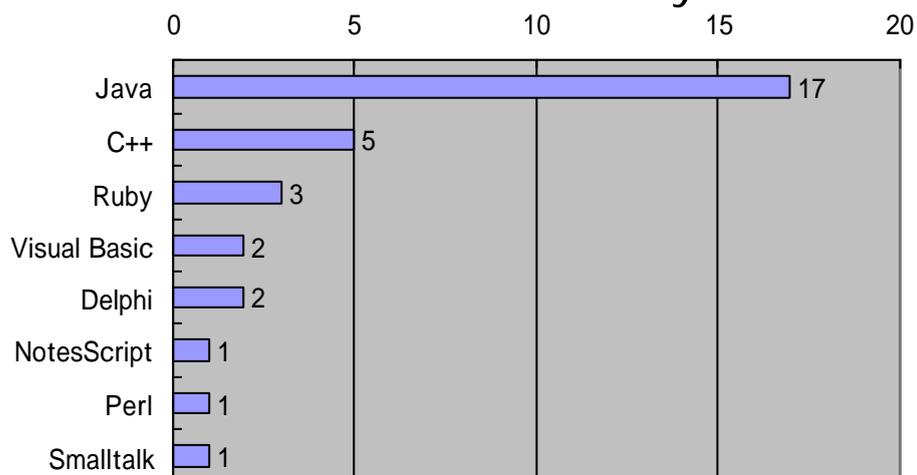
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## What practices did you experienced ?



## What programming languages did you use ?

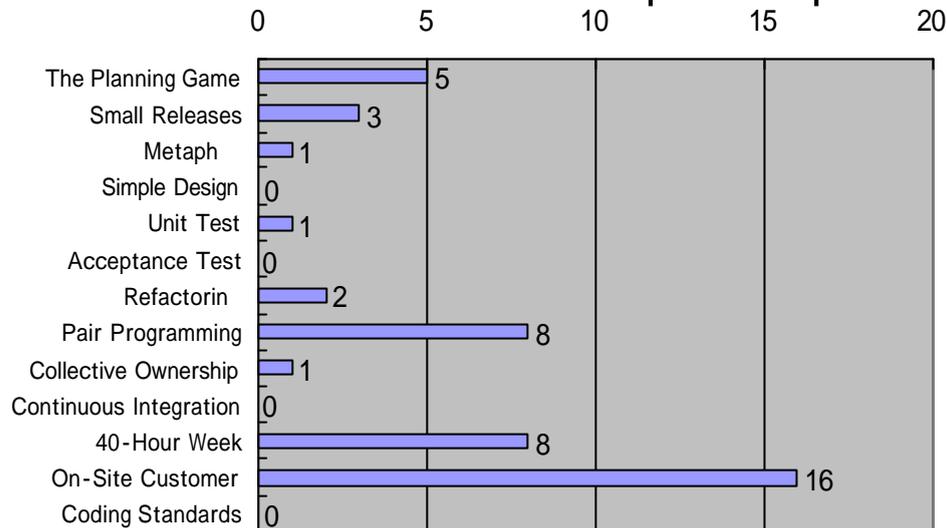


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## What practices do you think are hard to adopt in Japan ?



## On-Site Customer ?

- They pay. Hard to explain they spare fulltime(Kurihara @mamezou).
- The On-site customer has to have all decision rights. There are other stakeholders in customers(ono@EAC).
- Hard in typical Japanese contracts(koido@OSK).
- Developers can change, but hard to change customers' style(higa@isid).
- I'm sure it's effective. In reality, they even don't test(ushio@NEC).
- Hard to explain it has their merit, too(matsuzono @ogis-ri).
- The key customers are busy(umezawa @ogis-ri, ono@wisdom).
- If developers move to customers offices, it maybe works. But frequent mail-based communication is at our best(ono@wisdom).
- When XP is widely known, it becomes naturally possible(kawasakik@NSK).
- Need to adress in organization. Needs customers' prompt decision making AND good relationship between customers and developers. (hada@nihon-unisys)

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## Localizing XP (1)

- What's the problem? - Customer on site !?
- Possible alternatives (see "XPI" ch3, etc.)
  - Customer-Proxy Role in Project.
  - At least, get them for planning meeting(and get the proxy synchronized with).
  - Visit the customer as often as possible.
  - Release code very frequently.
  
  - Keep mail/phone session alive.

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## Localizing XP (2)

- What's the problem? – No Documentation!?
  - Documentation should be in Japanese. Self-explanatory code doesn't suffice.
- Possible solutions
  - Documentator Role in Project.  
Mercenary Analyst(see [Cope95], "Process Pattern Language")

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## Minimum Set of XP

- Team of About 4 Members
- Pair Programming
- Unit Test  
and
- Collective Ownership
- Coding Standard

– Masaru Ishii

– <http://members.nifty.ne.jp/masaru/article/xp-tutorial.html>

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## Conclusion

- Needs Your War Stories.
- Join XP-jp and XP users' group.  
– <http://ObjectClub.esm.co.jp/eXtremeProgramming/>

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