

Deploying Lightweight Processes: Refactoring the Unified Software Development Process

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The standardization of UML and maybe soon of the Unified Software Development Process (USDP) leads to high acceptance of approaches employing them both. Often a project would progress faster by using a more lightweight process like eXtreme Programming (XP). But since XP is not widely enough accepted, people are looking for a way to introduce XP without mentioning the name of the process at the beginning. Further more - naming is just one thing, the other is how to make XP appear as if it would be USDP without being trapped by the heavier process.

We want to show that, despite all differences, XP and the USDP have much more in common than is commonly assumed. We want to show a bridge between those processes. They provide both several commonalities, where the main are:

- The people who live inside the process are dominant for the process, or the other way round: If the process is not accepted by the people it can not be used for the project.
- USDP as well as XP regard the use cases (or user stories) of the system as the base unit. The realization of the use cases form the contents of a release. The use cases are used to verify that the goals of the system are met.
- Both processes employ incremental and iterative development, where both believe that it is important to keep the cycles really small.

Not only in a training environment helps this a lot to cut down the complexity of the heavier process. Which in turn leads to a higher acceptance of the USDP, because the participants experience the USDP through the lightweight implementation as an applicable and pragmatic approach. This could also be transfered to a project, which means that if a team is forced to follow the USDP, but would like to use a lighter process like XP, it can do so. Because the USDP provides a framework in which XP can live.