



# Index

## **A**

- Acceptance tests, 46
- Active Server Pages (ASPs), 100
- Apache, 112
- Asynchronous development,  
99–101
- Ax-Kit, 112

## **B**

- Beck, Kent, 125, 132
- Best practices, for coding,  
139–140
- Bill of Rights, customer, 23–26
  - as selling point, 26
- Bugzilla, and error tracking, 152
- Browsers
  - choice of, 150
  - supporting multiple, 148–149

- Budget, 35

  - adherence to, 21–22

- Building trust, 23–26

- Burnout, danger of, 57

## **C**

- Cascading Style Sheet. *See* CSS

- Checking in, of work, 50

- Class Responsibilities and Collaboration (CRC) cards, 134–135

- Client-side XSLT, 92–93

- Coach

  - finding, 153

  - role of, 41

- Cocoon, 112

- Code reuse, 98–99

- Coding

  - best practices for, 139–140

- Coding *continued*
    - optimization in, 142
    - paired development in, 142
    - standards for, 141
    - of unit test, 141
  - Communication, importance of, 23, 130–131
  - Competition, effects of, 21
  - Competitive analysis, of Web sites, 77–78
  - Content, separated from formatting, 97–98
  - Continuous integration, 50, 103–104
    - checking in work, 50
    - importance of, 50–51
  - Costs, balanced against risks, 116
  - CRC. *See* Class Responsibilities and Collaboration
  - Creative brief, 77
  - CSS (Cascading Style Sheet), 44, 111
    - development of, 48
    - in graphic design, 81
  - Customer
    - in development environment, 56–57, 140–141
    - input, 76, 121–123
    - goals, strategies for achieving, 31
    - paired with tester, 49
    - pairing relationships of, 49
    - prejudices about, 51
    - role of, 40
    - role in Web XP project, 42–43
  - Customer relations, 10
    - achieving customer goals, 31
    - customer Bill of Rights, 23–26
    - customer meetings, 29–31
    - friction in, 19–20
    - with onsite customer, 140–141
    - reasons for friction in, 21–23
    - as starting point, 152–153
    - user stories, 123
  - CVS, 150
- D**
- Databases, interfacing with, 67
  - Debugging, 145
  - Defect tracking, 152
  - Deliverables, 62–63
    - customer role in, 123
    - interim, 125
  - Design
    - CRC cards in, 134–135
    - goals of, 133–134
    - look and feel, 79
    - mutability of, 137
    - pacing of, 136–137
    - readings regarding, 160
    - refactoring in, 137–138
    - role of prototypes in, 136
    - simplicity of, 134
    - specification, 81
  - Developer
    - paired with programmer, 47
    - readings for, 159–160
    - in Web XP project, 43
  - Development environment
    - setting up, 53–54
    - work space, 54–56
    - work timing, 57–58
  - Development, Web. *See* Web development
  - DHTML (Dynamic HTML), 71, 86
  - Doomsayer, role of, 41

DTDs, 91  
  standardization of, 96  
Dummy XML, 101–102

## **E**

Equation-based estimates, 14–15  
Estimates  
  parameters of, 15–17  
  pitfalls of, 14–15  
  problems of, 21–22, 117  
  for projects. *See* Project estimation  
  stories in, 64, 66  
  of velocity, 127–128  
  XML in 95–109  
  XP-based, 17–18  
Estimation, and planning, 65–66  
Extensible HTML. *See* XHTML  
Extensible Markup Language.  
  *See* XML  
Experience-based estimates, 15  
Extreme Programming. *See* XP

## **F**

Fixed-price quotes, 15, 17  
Formatting, separated from  
  content, 97–98  
Fowler, Martin, 132  
Function points, 35  
Functionality, server-side, 149

## **G**

Graphic design  
  customer input into, 76  
  iterations for, 76–82  
  sample designs, 79–81  
  specs for, 81  
Graphic designer  
  paired with interface programmer, 48

  paired with tester, 49  
  in Web XP project, 44  
Greeking, 102

## **H**

Hennrickson, Chet, 152  
HTML, 86  
  abandoning, 153  
  characteristics of Web pages in,  
    89–90  
  disadvantages of, 85, 87–88  
HTTPUnit, 88, 148

## **I**

Image tags, 110  
Integration, continuous. *See* Continuous integration  
Interface programmer  
  paired with graphic designer, 48  
  in Web XP project, 43–44  
Interoperability, maintaining, 96  
ISAPI filter, 112  
Iteration, 61  
  and graphic design, 76–82  
  guidelines for, 118  
  ideal length of, 119, 122  
  and matching tasks, 82  
  planning and estimating, 65–66,  
    120  
  strategy session for, 63–65,  
    119–120  
Iteration 1  
  function of, 67–68  
  importance of, 67  
  stories for, 68  
Iteration 2  
  function of, 69  
  stories for, 70

Iteration 3  
  function of, 70  
  stories for, 71  
  testing in, 70–71  
Iteration 4, stories for, 72–73

**J**  
JavaServer Pages (JSPs), 98, 100  
JTidy, 88–89

**L**  
Layout, page, 82  
Lorem ipsum dummy text, 102

**M**  
Macintosh computers, 55  
Manager, role of, 40  
  project, 45, 130–131  
Meetings, for planning, 120–121  
Mentor, in Web XP project, 45  
Menus, XML and, 102  
Mood board, 78–79  
MSXML, 92, 112  
Multiple environments, 9  
Multiple platforms, supporting,  
  31–34

**N**  
Naming conventions, importance  
  of, 135–136  
Navigation  
  in Web sites, 104–105  
  templates, 102

**O**  
Object-oriented programming  
  (OOP), 92  
  CRC cards and, 134–135

Optimization, of code, 142  
Output testing, 109  
Overtime, dangers of,  
  142–143

**P**  
Page layout, determining, 82  
Pair programming, 47–49  
  prejudices about, 51  
Paired development, 100  
  in coding, 142  
  using, 142, 153  
Parsing  
  and validation, 91  
  of Web pages, 88  
  of XML, 90  
Planning, 115  
  estimation and, 65–66  
  meetings for, 120–121  
  for width, 121–122  
Platforms, supporting multiple,  
  31–34  
Price, as estimation factor, 16  
Price, fixed in quotes, 15, 17  
Programmer  
  interface, 43–44  
  paired with developer, 47  
  role in XP project, 41  
  server-side, 44  
Programming, pair, 47–49, 51  
Project estimation  
  planning in, 115–132  
  parameters of, 15–17  
  pitfalls of, 14–15  
  problems of, 21–22  
  stories in, 64, 66  
  XML in 95–109  
  XP-based, 17–18

- Project management, time budget for, 36
  - Project manager, of Web XP project, 45
    - communications skills of, 130–131
    - and people skills, 130
    - readings for, 158
  - Project team
    - diversity of personnel, 129
    - of programming project, 40–41
    - relevant experience in, 129
    - skills transfer in, 129–130
    - of Web XP project, 42–46
  - Project, technical constraints, 32–34
  - Proofs of concept, 70–71
  - Prototyping, 136
    - of Web site, 103–104
- Q**
- Quality
    - assurance of, 10, 46
    - as estimation factor, 17
    - importance of, 23
    - role of QA, 149, 152
  - Quotes, fixed price, 15, 17
- R**
- RCS. *See* Revision control software
  - Refactoring, importance of, 137–138
  - Release planning, 27–28
    - customer goals, 29–31
    - documentation of, 34–36
    - importance of, 30–31
    - scope of, 28
    - technical issues, 32–34
  - Repository
    - establishment of, 67
    - physical location of, 55
  - Requirements, need for definition of, 22
  - Reuse, of code, 98–99
  - Revision control software (RCS), 150
    - use of, 150–152
  - Risk analysis and management, 66
    - and Iteration 2, 69–70
  - Risks, 116
    - balanced against costs, 116
  - Roles, in XP project
    - coach, 41
    - customer, 42–43
    - developer, 43
    - doomsayer, 41
    - graphic designer, 44
    - interface programmer, 43–44
    - mentor, 45
    - project manager, 45
    - server-side programmer, 44
    - strategist, 43
    - team, 42–46
    - tester, 46
    - tracker, 45
- S**
- Schema document, 96–97
  - Schemas, 91
    - functions of, 97
    - standardization of, 96
  - Scope, as estimation factor, 16
  - Server-side functionality, 149
  - Server-side programmer, in Web XP project, 44
  - SGML, 91
  - Simplicity, importance of, 134

- Site map, XML, 104–109
  - Site redesign, XSLT and, 99
  - Software, collection of, 67
  - Speed of deployment, 9
  - Spikes, 70–71
  - Standards, for coding, 141
  - Stories, 62–63
    - assignment of, 66
    - and deliverables, 125
    - determining content requirements, 66
    - discussion of, 65
    - in early iterations, 68, 119
    - estimating, 64
    - independent, 119
    - language of, 125
    - length of, 125
    - selection of, 65, 126
    - success metrics in, 65
    - testability of, 125
    - user, 123–126
    - writing, 64, 125–126
  - Story estimates, 64
    - revision of, 66
    - risk analysis and management in, 66
  - Strategist
    - readings for, 158
    - in Web XP project, 43
  - Style sheets
    - CSS, 44, 111
    - XSLT, 97
  - Success metrics, 120
    - setting, 65
- T**
- Task management, 123
  - Team
    - diversity of personnel, 129
    - of programming project, 40–41
    - relevant experience in, 129
    - skills transfer in, 129–130
    - of Web XP project, 42–46
  - Tester
    - paired with customer, 49
    - paired with graphic designer, 49
    - role of, 41
    - role in XP project, 46
  - Testing, 9
    - acceptance, 46
    - defect tracking, 152
    - in Iteration 1, 67
    - management of, 150–152
    - output, 109
    - role of QA, 149, 152
    - time budget for, 36
    - unit, 51, 142, 146–148, 153
    - for Web projects, 147–148
    - with XML, 109–112
  - Tidy, 89
  - Time
    - as estimation factor, 15–16, 18
    - tracking of, 58, 123
  - Tracker, role of, 41, 45
  - Tracking
    - of success, 65
    - of time, 58, 123
  - Trust, building, 23–26
- U**
- Unit testing, 52, 153
    - automated, 146–147
    - coding of, 142
    - for HTTP, dearth of, 148
    - options for, 109–111
    - for Web projects, 147–148
    - with XML, 109–112

## **V**

Validating parser, 91  
Validation, 91  
Velocity, 35  
    appropriate, 126  
    changes in, 128–129  
    estimation of, 127  
    importance of, 128  
    of project, 126–129  
    setting, 58  
Visual SourceSafe, 150  
Vmware, 149

## **W**

Web build, crucial factors in, 50  
Web development  
    appropriate technologies, 34  
    aspects of, 1  
    difficulties with, 4–7  
    growth of, 3  
    importance of customer involvement in, 22  
    industry competition in, 21  
    pair programming in, 47–49  
    versus software development, 7–8, 62  
    teams in, 8, 39–52  
Web development project  
    brainstorming for, 30  
    coding, 139–143  
    continuous integration in, 103–104  
    design of, 133–138  
    environment for, 53–59  
    essentials of, 117  
    graphic design in, 75–83  
    iterative, 61–73  
    personnel for, 39–52  
    prototyping, 103–104

    technical issues in, 32–34  
    unit tests for, 147–148  
    velocity of, 126–129  
    and XML, 96  
    XML site map, 104–109

WebML, 98

Web pages

    data presentation in, 87  
    elements of, 86–87  
    HTML in, 89–90  
    parsing of, 88

Web sites

    deployment of, 112  
    navigation in, 104–105  
    redesigning, 99

Well formed, defined, 109

Windows, using, 55

Wireless Application Protocol (WAP), 98

Work space

    arrangement of, 54  
    discussion spaces in, 56  
    food in, 56  
    furniture, 54–55  
    hardware and platforms for, 55  
    shared repository in, 55  
    walls of, 56

Work timing

    avoiding burnout, 57  
    time tracking, 58  
    velocity setting, 58

## **X**

Xalan, 92

XHTML, 88, 89

XML, 90

    advantages of, 96, 97–100  
    benefits of, 85  
    deploying the site, 112

- XML *continued*
  - dummy, 101–102
  - menus in, 102
  - parsers in, 90
  - relation to XP, 85
  - schemas in, 91
  - software working with, 112
  - testing output of, 109
  - unit testing with, 109–111
  - validation in, 91
  - in Web development, 95–109
- XML site map, 104
  - components of, 107
  - structure of, 105–107
  - using, 107–109
- XP, 1
  - adaptation to Web projects,
    - 58–59, 63, 131
  - continuous integration in, 49–50
  - estimation strategy based on,
    - 17–18, 117
  - getting started with, 152–153
  - pair programming in, 47–49
  - publications on, 155
  - readings on, 157–160
  - stories in, 62–63
  - strengths of, 7, 10–11
  - transition to, 51–52
  - unit testing and, 146–147
  - Web sites on, 155
  - and XML, 85
- XSL ISAPI filter (Microsoft),
  - 112
- XSLT, 92
  - client-side, 92–93
  - development of, 48
  - learning, 92
  - and navigation, 104–105
  - processors of, 92
  - and site redesign, 99
  - style sheet, 97
- XSLTUnit, 111–112