Objectives:

“What we find or discover, we must share and suggest to others for the betterment of the Society, it is the duty of every individual towards the society as we are part of it”.

The primary goal of this research is to “Finding the flexible and simple ways to adopt Extreme Programming practices by considering the current issues, eliminating or reducing the challenges and also to find better prospects for XP”.

To achieve this I need to concentrate on following objectives:

- Finding a flexible way and reasoning to switch from traditional software development approach to Extreme Programming.
- Discovering the new, unstated prospects of the Extreme Programming practices in the education as well as in industry.
- Suggesting modifications for applying XP practices with better implementation strategy in large scale projects.
- Prove that XP is a common, simple practice which can be easily adopted and implemented and learned by everyone by giving simple solutions on the basis of controlled experiment findings.
- Provide proper practicing guidelines for Extreme Programming’s early testing approach (Writing the test cases before the code).
- Clarifying on “Metaphor” practice, its uses and implications and clarifying the myths about Extreme Programming practices.
- Building simple and flexible strategy to design in Small Increments by suggesting useful readymade templates.
The aim is to make an environment towards this new, flexible, quality methodology in academics and in software industry.