Hypothesis:

**Erich Gamma** says that XP is a simple approach of common practices that reaches to highest level of efforts and results in success.

The research is for proving above objectives with more general and firm approach. The research is majorly concentrated on two major areas. First Adopting Extreme Programming practices for software engineering by practicing it among the students with controlled environment experiment. Second, findings of research will be propagated to the software industry so that industry will adopt this new strategy in their current or future projects for the software development.

My perception is that, if Extreme Programming practices implemented in more practical and in controlled environment with necessary modifications and more sophisticated approach then there will be very rare chances of defect in produced software.

The strategy of introducing the basic readymade testing templates may also eliminate the false fear about test before code.

The research will give guidelines for implementing the large scale projects with modified Extreme Programming practices.

Findings of this research will be propagated properly among industry personalities and benefits of adoption of this strategy will be communicated among them, so that they can accept Extreme Programming practices as proven methodology for software development which can build fast track quality solutions as per demands of the users and the clients.

The research may find and prove the benefits of Adopting Extreme Programming over traditional software development approaches by suggesting some positive improvements in Extreme Programming practices itself after proving the results.

The research will also discover the new, unstated prospects of using Extreme Programming practices and also will eliminate the myths about implementing the Extreme Programming by the observations made in controlled environment.

The research will present this newly enhanced Extreme Programming practices to academicians and also to software industry as new, flexible, quality and fast track Software Development methodology.