Example of Annotated Bibliographies


The authors, a founding director of Three Rivers Institute and a Chief Scientist of ThoughtWorks, provided a guide for the planning and requirements-gathering for extreme programming (XP) projects. The book was intended as an aid to project managers and programmers for delivering software that better meets the needs of customers. Topics included planning and the four key variables: cost, quality, time, and scope. The text has plenty of advice for dealing with the stakeholders (users) of a project. One section presented much useful advice for planning projects, based on individual and team “velocity” (a measure of productivity), and offers practical suggestions for running short daily status meetings.

The book contributed to the research topic as the basis for a detailed discussion of planning as a constant process of reevaluation and course-correction throughout the lifecycle of the project rather than a one-time event. This section discusses the approaches, methods, discipline, and advice needed to plan and track successful XP projects. Finally, it conveyed some of the different cultures that surround many XP teams.


The author, an owner and director of First Class Software, describes extreme programming (XP) and covered issues that assist in deciding whether or not a team should try XP on a project. The book is written for information system managers, project leaders, or programmers. The book outlines the values, principles, and practices of XP and is structured around three main sections: The Problem, The Solution, and Implementation. The book begins by modeling software development with four variables: cost, time, quality, and scope. The text then offers arguments for creating only the very simplest design that will satisfy all of today’s requirements. The text eventually gets into exactly what it is that XP programmers do. One chapter of the book describes situations in which XP won’t work or isn’t appropriate.

The book contributed to the research topic by describing how XP is rooted in values and principles. The four values are communication, simplicity, feedback, and courage. The principles are: rapid feedback, an assumption of simplicity, a goal of incremental change, and paramount emphasis on the quality of the work. There are four basic activities underpinning development: coding, testing, listening, and designing.

These activities are followed in XP, which are based on the principles and are structured to reinforce each other. Finally, the text provides a guide to glimpse all the principles behind XP and its potential advantages for small- to mid-size software development teams.


The authors, principals in the Illinois-based consulting firm Object Mentor, provided a “diary” of one team’s first attempt with extreme programming (XP). The book is a case study describing a Web-based software project developed using a development process known as XP. This book was intended for anyone involved in the development of software. The book began with an explanation of the creation, estimation, and prioritizing of user stories. The text continued with an explanation of the selection of users’ stories criteria and the execution of user’s stories during the first iteration plan. The text concluded with adjustments to the implementation plan based on changes of team members and completion of iterations 2 and 3 and implementation.

The book contributed to the research topic by providing a fascinating glance of XP in action. These included the design process wherein customer “stories” are partitioned off into
deliverables, sample project estimation, prioritizing, development, and completion of a real software project. Finally, the text provided final thoughts on what works and what doesn’t work in XP, along with some advice for “scaling” XP for larger projects and teams.


The authors, founder and president of RoleModel Software and a software developer at RoleModel Software, principals in the Illinois-based consulting firm Object Mentor, provided a comprehensive strategy for how to start using extreme programming in one’s organization. This book is written for software developers and for technical managers who are interested in extreme programming (XP). The text is arranged in four sections. The first section explains the mental and emotional challenges in getting started with XP. The second section explains one of XP rules is to do the tasks with the highest risk first. The third section gives advice based on the authors’ collective experience to help develop a plan and adopt XP practices, and the fourth section presents stories from pioneers who have explored some new territories but have not yet gotten the desired results.

The book contributed to the research topic by providing a comprehensive strategy for how to tackle resistance from developers and managers, which XP practices should be implemented first, and what factors are important in order to successfully implement XP. Specifically, the text describes the six XP practices that are the bare essentials for successful XP applications. The six are: Planning the Game, Small Releases, Unit Testing, Pair Programming, Refactoring, and Continuous Integration. Finally, the text presents insight into the difficulties encountered in parsing large projects into small enough pieces to be handled by XP.