Discussion questions for groups. Pick a few of the questions below
and discuss amongst yourselves.

Extreme Programming:

1. how do we adapt these rules for academia?
2. how do we evaluate their success?
3. which rules are feasible to put into CS1?

Pair Programming:

1. should it be taught?
2. is it a useful skill (will it be used later)?
3. how does pair prog. differ between the business world and classroom?
4. how should you assign pairs?
5. how do you enforce pair programming? (that it is done, partners switch roles)
6. how do you evaluate their success?

Testing:

1. should students write tests or instructors give out tests?
2. should we enforce writing tests before coding? how?
3. do you evaluate the students' tests? how?
4. will there be much benefit to tests on short assignments?
5. what will be the consequences of not learning to write complete tests?

Coming back:

How do you adopt this to education?
How do you evaluate it in education?