WHAT IS PAIR PROGRAMMING

Programming in a two-person team:

− Program side by side sitting at the same terminal, one working and the other providing friendly help (asking questions, giving suggestions for improvements).
− Each person has the full detailed knowledge/understanding of the work.
− Each participates in each part of the work: input/output design, algorithmic logic, coding, and testing.

☐ Become equal owners (partners) of every part: good and bad.
☐ Create and clean together; cooperation (not competition) in critical analysis of each other’s work.

Resistance: Easy to adapt to after some initial resistance.

Advantages:
− Prevents loosing focus (going into web-surfing, emails, etc).
− Promotes "ego-less" programming.
− Promotes higher productivity (via fear of "not doing enough").
− Works best when the partners are:
  ☐ At an overall comparable skill-level, and
  ☐ Have complementary skills in some areas, providing a learning opportunity for each partner.

Disadvantage:
− Can be a waste of time if there are not enough differences in style of thinking and in complimentary skills between the two partners.