Computer programming is the process of developing the software. And as one key method of programming, pair programming has been universally adopted in commercial industry and practiced in introductory programming because of its low cost and high efficiency. In this study, we are aiming at analyzing the behavior and the behavior patterns in pair programming, which might be the factors that affect the programmers’ performance and the programming result.

We observed the pair programming practice sessions, and found that Success case had shorter average utterance length, higher operation ratio, and longer average operation length than Failure case. We also presented that Success case had higher ratio and frequency of operation after dialogue than Failure case.

We would like to learn more about the symptoms which could make pair programming learning and cooperative work more effective and plan to conduct control experiment to see the cooperative pattern’s impact on pair programming in the future.