

Agile Methods in Solutions Development

Collaboration, openness, dynamic response to change, value-driven development, and team empowerment are recurring themes in agile solutions development. The course aims to equip business analysts, project managers, developers and test professionals with the mindset and skills necessary to apply agile methods in solutions development and testing. Owing to its widespread use and proven effectiveness, the framework for discussing Agile Methods shall be the SCRUM methodology. This course also covers the concepts, practices and implementation of agile software testing. After knowing the standard artifacts needed in testing software projects, participants will learn how to strategize, plan, design and execute tests in short development iterations.

Training Objectives

At the end of the course, the participants will be able to:

1. Apply the concepts of agile development.
2. Use agile test techniques.
3. Describe the agile life cycle.
4. Describe the agile development practices.
5. Strategize testing in an agile environment.

Duration 2 day(s)

Topics

- I. Understanding the Agile Mindset
 - a) Agile Manifesto
 - b) Appreciating Agile Values
 - c) Agile Principles
- II. Scrum Roles
 - a) The Chicken and the Pig
 - b) Scrum Master
 - c) Product Owner
 - d) Scrum Team
- III. Scrum Techniques
 - a) Scrum Ceremonies
 - b) Defining Requirements with User Stories
 - c) Creating Acceptance Criteria and Tests
- IV. Agile Testing Strategies
 - a) The Goals of Testing in an Agile Environment
 - b) Testers as Part of the Project Team
 - c) Benefits of Maintaining Continuous Quality
 - d) Iterative Test Development Across Iterations
- V. Testing during Feature Development
 - a) Participation in Design Reviews
 - b) Sequencing of Implementation Tasks
 - c) Developers Testing Versus User Testing
 - d) Communication of Code Changes
 - e) Feature Unit Testing
- VI. Exploratory Testing
 - a) Dealing with Incomplete Specifications
 - b) Exploratory Test Objectives: Definition and Prioritization
 - c) Exploratory Test Session
 - d) Exploratory Test Reporting
 - e) Complementing Exploratory Testing with Scripted Testing