DIGILEAF INC.
Leading Excellence Among Fellows

Agile Software Testing

This course 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 and with incomplete specifications.

Training Objectives

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

1. Apply the concepts of Agile development.
2. Test effectively in agile project environments.
3. Describe the agile life cycle.
4. Describe the agile development practices.
5. Perform exploratory testing.
6. Strategize testing in an agile environment.

Duration **2** days

Topics

I. Understanding the Agile Mindset
   a) The Agile Manifesto
   b) Agile Values
   c) Agile Principles
II. Introduction to Scrum
   a) What is Scrum?
   b) The Scrum Framework
   c) Scrum Principles
   d) Scrum Aspects
   e) Scrum Processes
III. Commonly Used Agile Artifacts
IV. Agile Testing Strategies
   a) Defining Agile Testing
   b) The Role of Agile Testers
   c) Testing in an Agile Environment
   d) Agile Techniques & Concepts
   e) Testing in the Agile SDLC
   f) Testing within an Iteration
   g) Agile Testing Quadrants
V. Testing during Feature Development
   a) Agile Development Lifecycle
   b) Agile Development Methodologies
   c) Developer testing versus user testing
   d) Feature unit testing strategies
VI. Exploratory Testing
   a) Exploratory testing, defined
   b) Context-Driven School
   c) Session-Based Exploratory Testing
   d) Ad-hoc vs. Exploratory Testing
   e) Elements of SBET
   f) What is Chartering?
   g) Elements of a Charter
   h) Recommendations for Good Chartering