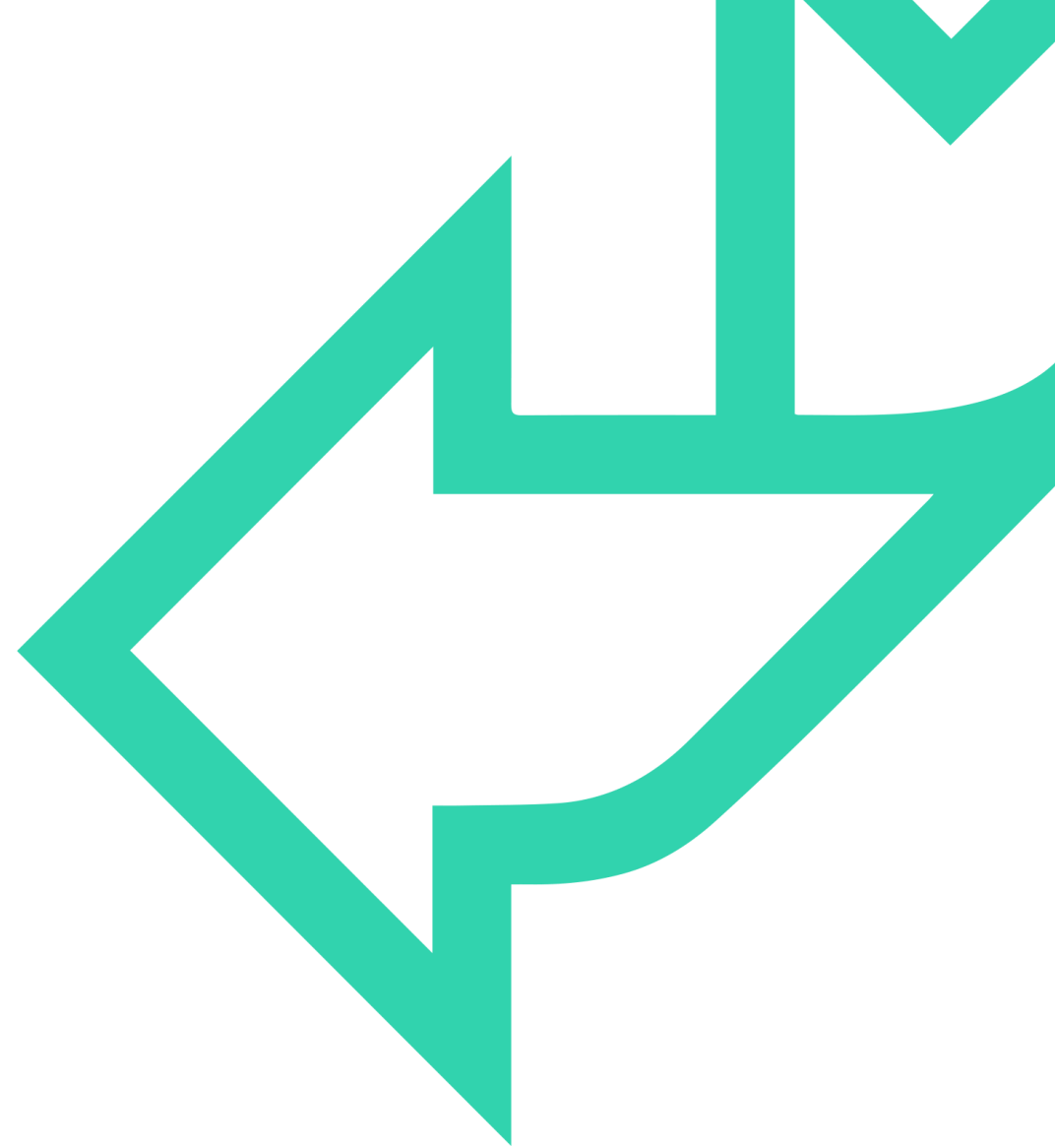**Software Developer**

Agile Software Development

SAFETY, HEALTH AND ENVIRONMENT

- Fire exits
- Security
- Internet access
- Phones / mobiles
- Messages

- Helpdesk
- Timings
- Breaks
- Lunch
- Toilets

Course objectives

The aim of this course is to enable apprentices to:

- demonstrate knowledge and understanding of software development and its underlying architecture, principles, and techniques.

At the end of the course you will be able to:

- appreciate the business context and marketing environment for software development.

- recognise that there are different methodologies that can be used for software development.

- understand roles within software development

- understand the structure of software app and the particular context for multiple development platforms.

- appreciate all stages of SDLC.

- show how software testing contributes in the production of software and systems to a known quality.

- understand the role of configuration management and version control systems, and how to apply them.

RESOURCES

Learner guide:

- Each module has a set of slides and notes.
- Structures course and provides key reference material.

Exercises:

- Each module has a number of supporting activities.

ADDITIONAL RESOURCES

Recommended reading list:

- *Achieving Software Quality Through Teamwork* – Isabel Evans

- *Software Testing: An ISTQB-BCS Certified Tester Foundation Guide* third edition – Angelina Samaroo, Geoff Thompson, Brian Hambling

- *ITIL and the Software Lifecycle: Practical Strategy and Design Principles* – Brian Johnson and John Higgins

- *Configuration Management Best Practices: Practical Methods that work in the Real World* – Bob Aleilo, Leslie Sachs
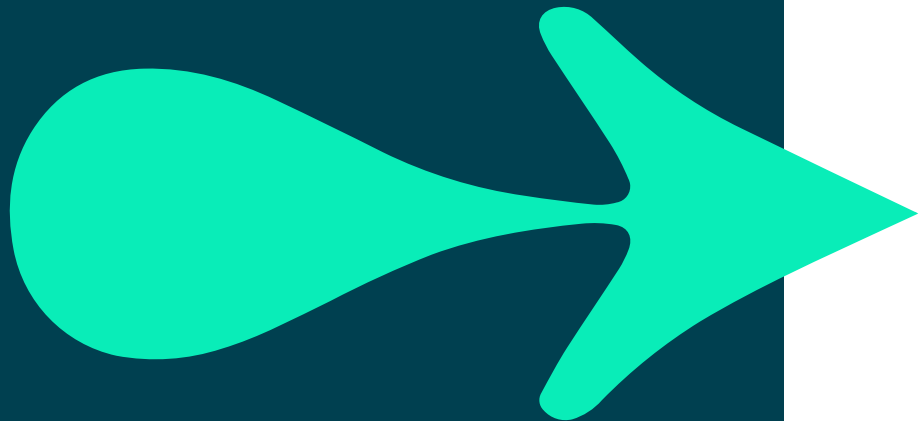
Suggested reading list:

- *Specification by Example: How Successful Teams deliver the Right Software* – Gojko Adzic

- *Continuous Delivery: Reliable Software Releases through Build, Test and Deployment Automation* – Jez Humble, David Farley

- *Software Configuration Management Handbook* third edition – Alexis Leon

- *Test-Driven Development: By Example* – Kent Beck

- *Agile Software Development, Principles, Patterns, and Practices* first edition – Robert C Martin

- *Scrum – A Pocket Guide* – Gunter Verheyen

ABOUT YOU

- **Name**

- **Role**

- **Previous experience**
  - **Pre-course studies?**

- **What you do for fun**

Any questions before we start?