

# Agile Software Development

Duration: 2 days

Course content:

- Introduction to Agile Software Development
  - Iterative development
  - Overview of Scrum lifecycle
- Engineering Practices
  - Overview of Extreme Programming
  - Test-Driven development
  - Continuous integration
  - Refactoring (Good coding practices with examples in Java)
- Sprint Zero
  - Requirement's workshop, understanding the product backlog
  - Agile architecture
  - Introduction to Planning Poker for estimation
  - Defining "done"
- Sprint Planning Meeting
  - Estimating capacity
  - Breaking down stories into tasks
  - Estimating tasks
  - Sprint Backlog
- Within a Sprint
  - Working on tasks
  - Daily Sprint Meeting
  - Sprint Review
  - Sprint Retrospective