

Scrum for Developers

A dark blue curved banner spans the bottom of the slide, containing white text. The banner has a wavy top edge and a straight bottom edge.

Altran Education Services
Alexandre Cuva
Coach Agile, CSM, CSPO, HSPTP

Day Three Overview

- eXtreme Programming
- Build Thing Right
- Unit Testing

- Any Hot Questions ?

Agenda

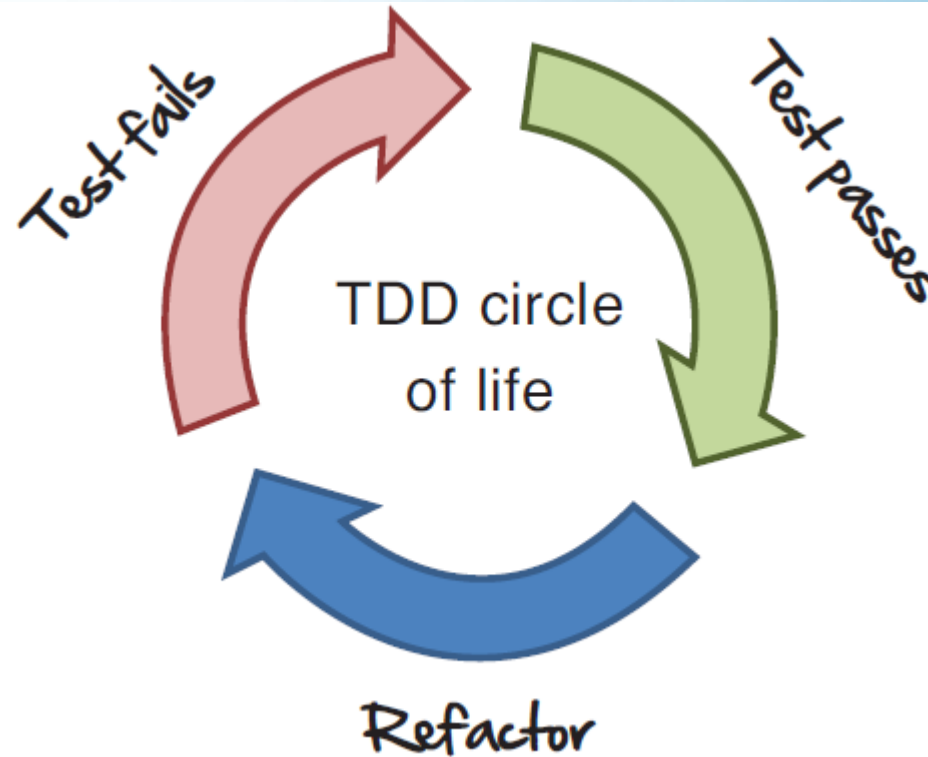
Day Four

- Test Driven Development
- Continuous Integration
- Day Retrospective

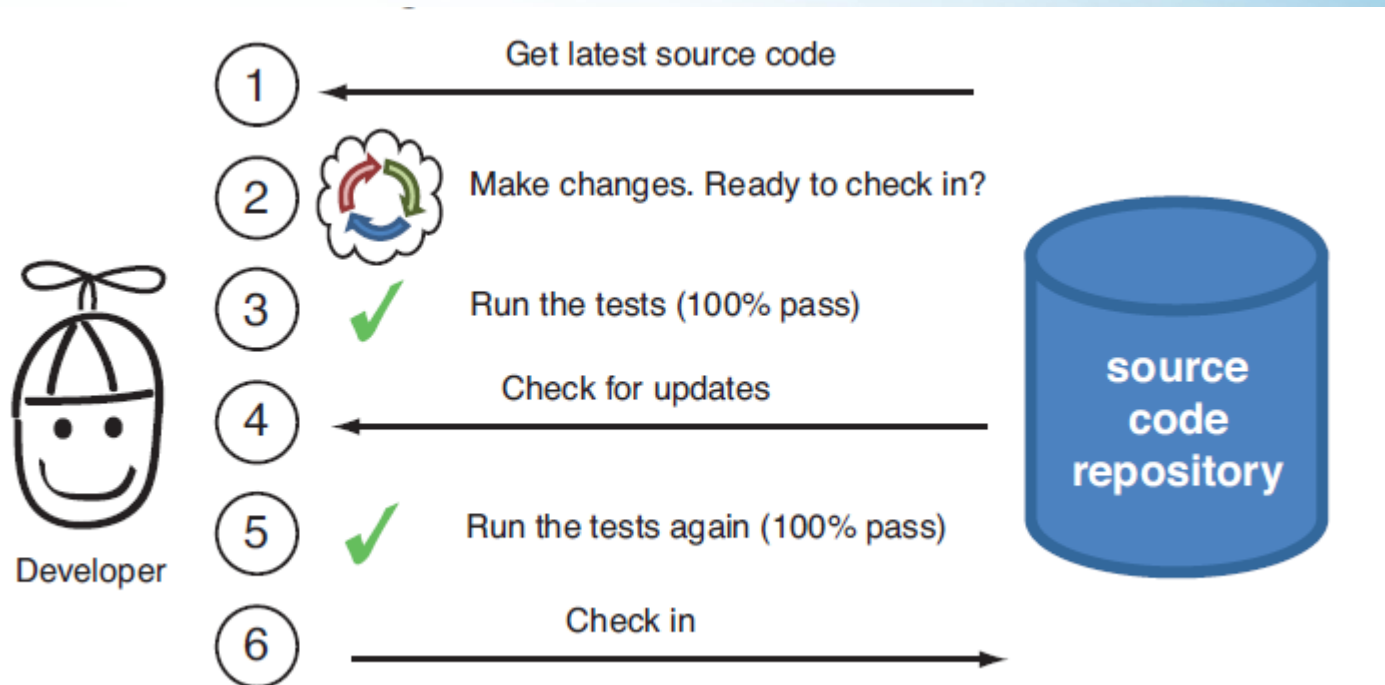
Practical Stuff



TDD



Continuous Integration



Continuous Integration



Dos

- Check for updates
- Run all the tests
- Check in regularly
- Make fixing a broken build a top priority

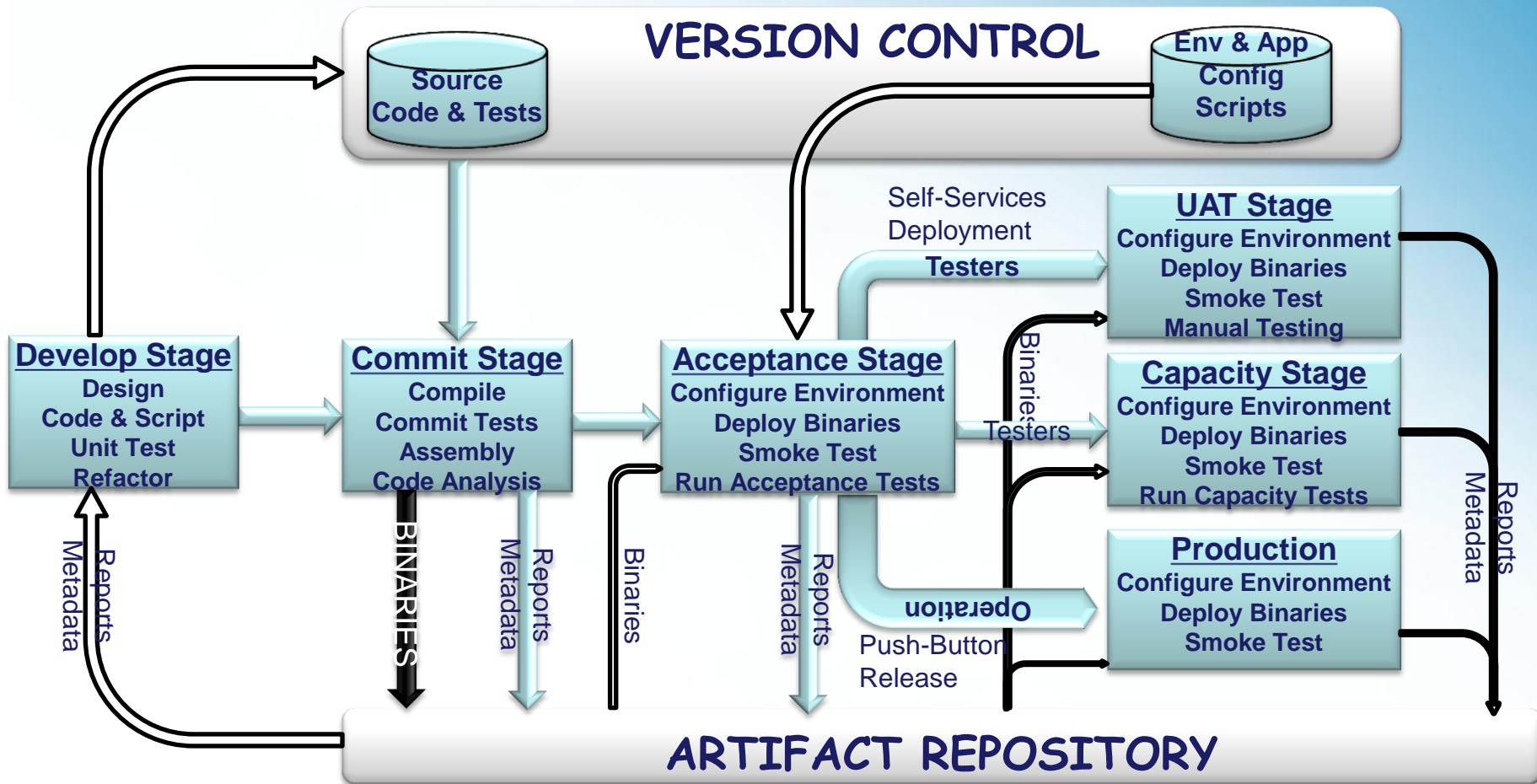
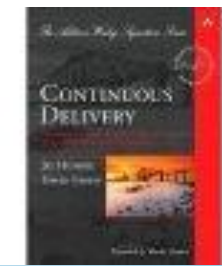


Don'ts

- Break the build
- Check in on top of broken builds
- Comment out failing unit tests

At the end of the day, it's all about respecting the build, ensuring it's always up and running, and helping each other out when we break it (which happens from time to time).

A Typical Deployment Pipeline



Exercises : xMasTree (TDD)

- Create pair of two developers
 - Each 10 min switch team
 - Only the team working have right to talk
 - Other team can start talk on a green light
-
- Resolve the xMasTree using TDD

Exercises : Vehicle Tax

- Create pair of two developers
 - Each 10 min switch team
 - Only the team working have right to talk
 - Other team can start talk on a green light
-
- Resolve the Vehicle Tax using TAD and TDD

Day one Retrospective

- What went well
- What the two thing you will change for the day 2