

Course Goals and Non Goals



Course Goals

- Introducing participants to the Agile Software Development Model
- Introduction to Agile Practices & Methods
- Understanding SCRUM
- At the end of this program, participants gain an understanding of how to transition sound traditional test practices into an Agile Development Environment
- Understand the key differences between traditional and Agile Testing Practices
- Understand the roles and responsibilities of a typical Agile Testing Team

Course Non Goals

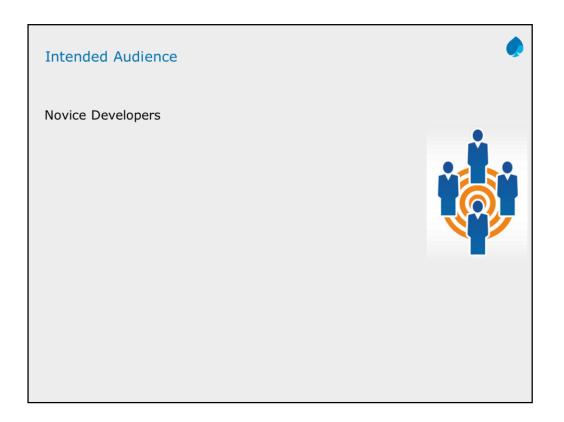
 This course does not cover other than anything the course goals



Pre-requisites



Basic knowledge of Software Development Life Cycle Basic knowledge of Programming Concepts Basic Knowledge of Software Testing Fundamentals



Day Wise Schedule

Day 1

- Lesson 1: Agile Process Framework
- Lesson 2: Agile Methods and Practices

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Lesson 1: Agile Process Framework

- 1.1. History of Traditional Software Development Model
- 1.2 Software Development Model and SDLC
- 1.3 "Waterfall Model" An Overview
- 1.4 Waterfall or Sequential Based Development Model
- 1.5 "Real Life" Waterfall Model
- 1.6 "Waterfall Model" Advantages
- 1.7 "Waterfall Model" Disadvantages
- 1.8 Agile Software Development Definition
- 1.9 Agile Development Model
- 1.10 Graphical Illustration of Agile Development Model
- 1.11 Why use Agile?
- 1.12 Agile Manifesto and Principles
- 1.13 12 Principles of Agile Methods
- 1.14 Agile Values

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Lesson 1: Agile Process Framework (Cont.)

- 1.15 What is NOT an Agile software development?
- 1.16 Foundation of an Agile software development Method
- 1.17 Common Characteristics of Agile Methods
- 1.18 Agile Methods and Practices
- 1.19 When to use Agile Model?
- 1.20 Advantages of Agile Model
- 1.21 Disadvantages of Agile Model
- 1.22 Difference between Agile and Waterfall Model
- 1.23 Agile Myths and Reality
- 1.24 Agile Market Insight

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- 2.1 Introduction to SCRUM
- 2.2 Scrum Framework
 - 2.2.1 Scrum Roles
 - · Product Owner
 - Scrum Master
 - Team
 - 2.2.2 Ceremonies
 - Sprint planning
 - Sprint review
 - Sprint retrospective
 - Daily scrum meeting
 - 2.2.3 Artifacts
 - Product backlog
 - Sprint backlog
 - Burndown charts
 - 2.2.4 Definition of "Ready"
 - 2.2.5 Definition of "Done"
- 2.3 Introduction to Extreme Programming
- 2.4 Introduction to Lean Software Development
- 2.4.1 Principles of Lean Software Development
- 2.5 What is Kanban?



References



Websites:

- www.extremeprogramming.org
- www.agilemanifesto.org
- www.wikipedia.org
- www.scrum-institute.org
- www.agilealliance.org
- www.agilemodeling.com
- www.scrumguides.org
- www.mountaingoatsoftware.com

Books:

User Stories Applied: For Agile Software Development – Mike Cohn

Other Parallel Technology Areas	
None	

Next Step Courses	•
None	