Introduction to Agile
Lesson 00:

Capgemini

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

Intended Audience

Novice Developers

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

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Lesson 1: Agile Process Framework (Cont.)

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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