

## SCTP Software Engineering Coaching

Module 1 Week 2

#### **Lesson Plan**

Timings are estimates and can vary according to current class size and student profiles.

Duration	Activity	
30 min	Vision Board activity	
1 hour	Module 1 Review	
30 min	Introduction - Edric Gan (co-trainer)	
1 hour	Creating your first React application	

#### **Vision Board**

https://bit.ly/45F6QQM



#### 1.1 Introduction to Software Development

- Development environment:
  - NVM, Node, VSCode
- Terminal CLI (command line interface)
  - PowerShell/Command Prompt (Windows)
  - zsh/bash (macOS)
- Terminal commands:
  - cd
  - ls -l
  - mkdir
  - pwd
  - touch



#### 1.2 Source Code Version Control with Git

- What is Git?
- Git vs Github.com
- How to fork and clone from Github repositories
- Git commands:
  - git add
  - git commit -m "description of changes"
  - git push origin main
  - git pull
- What



### 1.3 Test Methodologies

- Software Development Life Cycle (SDLC)
- Functional vs Non-functional testing
- JEST

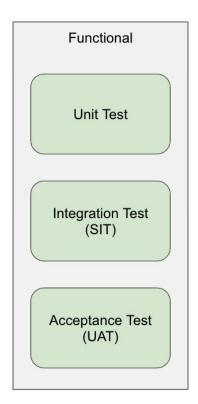


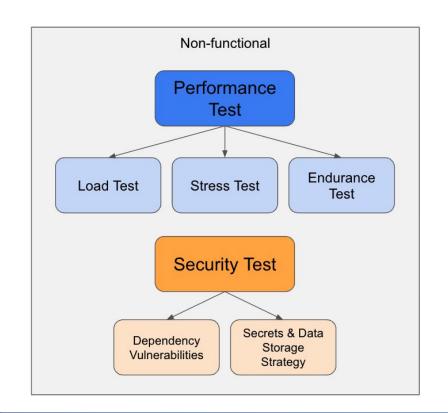


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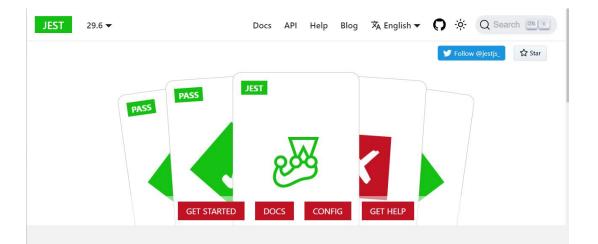
https://www.javatpoint.com/software-engineering-software-development-life-cycle

### Functional vs Non-Functional Testing





#### https://jestjs.io/



Jest is a delightful JavaScript Testing Framework with a focus on simplicity.

It works with projects using: <u>Babel</u>, <u>TypeScript</u>, <u>Node</u>, <u>React</u>, <u>Angular</u>, <u>Vue</u> and more!

## 1.4 Agile SCRUM

- Waterfall vs Agile models
- Agile Manifesto
- 12 Principles of Agile
- SCRUM Sprint



## Agile Manifesto (<a href="https://agilemanifesto.org/">https://agilemanifesto.org/</a>)

"We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:"

### Agile Manifesto (<a href="https://agilemanifesto.org/">https://agilemanifesto.org/</a>)

01	Individuals and Interactions	Process and Tools
02	Working Software	Comprehensive Documentation
03	Customer Collaboration	Contract Negotiation
04	Responding to Change	Following a Plan

"That is, while there is value in the items on the right, we value the items on the left more"

# 12 Principles of Agile Software Development

#### 12 Principles

of Agile Software Development

(1)	Early Delivery of the Product	
	Adapt to Change	(2)
3	Frequent Delivery	
	Business and Developers Cooperation	(4)
5	Motivated Individuals	
	Face-to-Face Interaction	6
7	Working Software	
	Maintain a Constant Pace	8
9	Technical Brilliance	
	Simplicity	(10)
(11)	Teams Self-Organization	
	Regular Reflection and Adjustment	(12)

#### **SCRUM Values**





#### COURAGE

Scrum Team members have courage to do the right thing and work on tough problems



#### **FOCUS**

Everyone focuses on the work of the Sprint and the goals of the Scrum Team



#### COMMITMENT

People personally commit to achieving the goals of the Scrum Team



#### RESPECT

Scrum Team members respect each other to be capable, independent people



#### **OPENNESS**

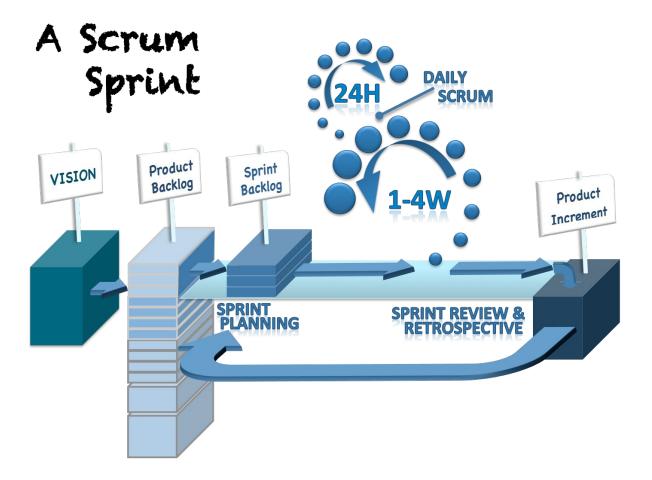
The Scrum Team and its stakeholders agree to be open about all the work and the challenges with performing the work

Credit: ABN AMRO Bank N.V.

#### **SCRUM Team**

01	Product Owner	Manages product backlog and optimises value of the product
02	SCRUM Master	Manages the SCRUM process and removes impediments
03	Development Team	Manages itself and creates usable increments on each sprint

## **SCRUM Sprint**



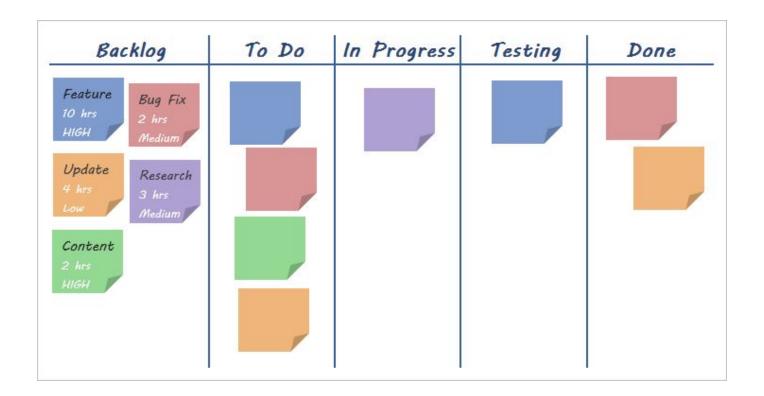
#### SCRUM Board Examples (Search in Google Images)



## **SCRUM Board Examples**

Stories	Not started	In progress	Done
Story #1			Task A Task B
Story #2	Task A	Task C	Task B
Story #3	Task B Task D		Task A

## **SCRUM Board Examples**



# Introduction: Edric Gan