

Course code: **PROD**

Course title: **A product-based approach to software development**

Days: 3

Description:

Course intended for:

The training shows, in a comprehensive manner, from different perspectives – of a team member, product owner and manager – the core of product development and how it differs from design work.

For each of these roles, it is shown, which factors are significant in making sure that work on product development – from the concept to its implementation – is as short as possible and meets the quality requirements acceptable for the recipient.

The training is also intended for those, who are to commence product development in any of the roles, mentioned above, in the near future.

Course objective:

The training participant should acquire the following skills/ knowledge:

- Understand the full process of product development – starting from outlining of the preliminary concept, formulating the requirements, presenting these to the team, development, to implementation in the production environment; be able to identify their place in the process;
- Identify the so-called "bottlenecks" in the product development process and attempt to eliminate these using the tools learned,
- Know the broad range of tools, available at each stage, and be able to use these in the appropriate context (e.g. by proper formulation of User Stories, "agile" releases)
- Correctly and effectively communicate with representatives of other roles.

Requirements:

The training can be attended by programmers, as well as people involved in product development - Product Owner / Product Manager. Programming skills are an advantage,

however, they are not required for participation.

Course parameters:

3*8 hours (3*7 net hours) in the following proportion: 80% workshops, simulations, discussions; 20% lectures

Group size: no more than 8-10 participants.

Course curriculum:

1. Introduction

- Differences between the project and product-based approach in software development

2. Defining of requirements according to BDD

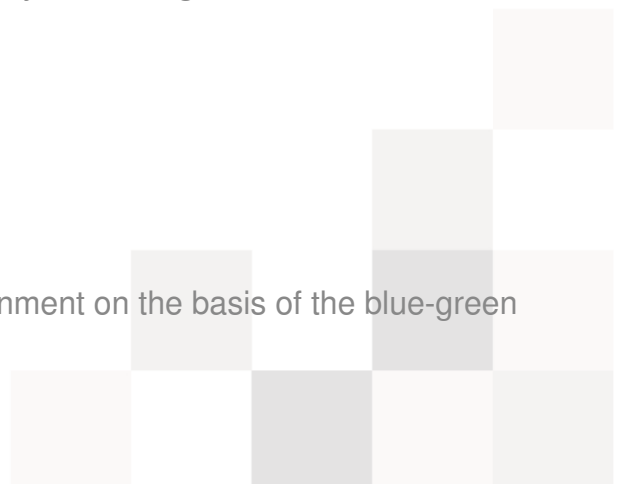
- What is BDD?
- The basics of BDD
- How to write stories?
- BDD in practice
 - Cucumber
 - Geb
 - WebDriver or Selenium IDE

3. System architecture conducive to ease releases and deployments

4. Continuous Integration and Continuous Deployment using Jenkins

5. Releases

- Release policy
- Release automation
- Architecture of the production environment on the basis of the blue-green



6. Scrum

- Introduction
- Product Owner role
- Simulation LEGO 4 SCRUM (by Alexey Krivitsky)
- discussion

7. Kanban

- Introduction
- Identification of „bottlenecks“
- WIP
- discussion

8. DevOps

- Introduction
- Principles
- Methods
- Practices
- discussion

