

Course code: **AGILETEST**

Course title: **Agile Testing**

Days: 3

Description:

Course intended for:

The training is intended for anyone interested in performance of tests in the agile methods environment. The offer is addressed to those, for whom Agile is a new concept, and those, who have acquired some experience but would like to structure their knowledge. In particular, we encourage testers, who would like to find out more about testing in Agile and to see how their role will change. If you have wondered how to fit the test activities and techniques required for ISTQB into the two-week or even one-week iterations, this offer is definitely for you.

Course objective:

The training has two basic objectives. The first one is to deliver the necessary knowledge on agile methods, mainly Extreme Programming and Scrum in the context of tester work. The participants should understand how their role changes and how they can best support their teams in providing a finished Product Increment at the end of the iteration. The second objective is to present the techniques and tools that every Agile Tester should know and use in their work. In addition, we discuss the practical cases and problems encountered by the training participants.

Course strengths:

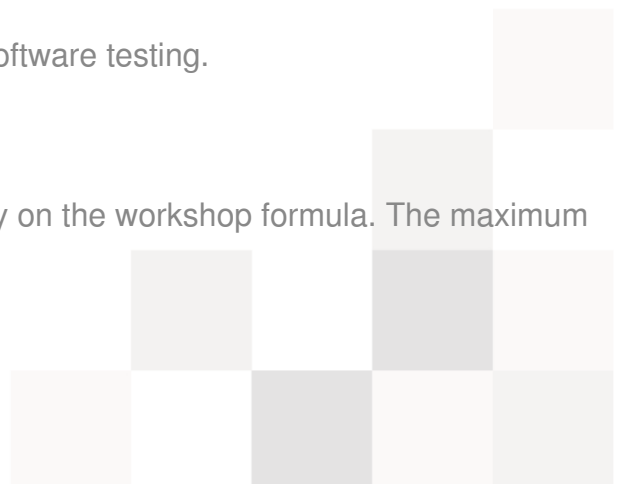
The training is conducted mainly as a workshop. The trainer has more than 9 years of experience in testing, more than 8 years of experience in Agile and extensive knowledge, confirmed by numerous certificates.

Requirements:

The participants should have basic knowledge on software testing.

Course parameters:

3 days of 6 hours each. The training is based mainly on the workshop formula. The maximum group size is 16 participants.



1. Agile – the new reality

- Traditional methods
- The Agile family
 - The Agile manifesto and 12 principles of Agile
 - A comparison of Agile and Waterfall
 - Discussion of basic types and principles of Agile
 - Lean Software Development
 - Kanban Software Development
 - XP
 - FDD
 - DSDM
- Scrum
 - Introduction to Scrum
 - Team and team roles
 - Scrum timeframe
 - Scrum artifacts
 - The definition of Ready
 - The definition of Done
 - Burndown charts
 - Backlog grooming
 - Scrum BUT



- The role of the Project Manager

2. The product building process in Agile

- The vision
 - The vision
 - The product vision
 - Vision building
- Personas
 - Personas
 - Persona types
- User Story
 - Structure and components of the User Story
 - User Story vs. Traditional Requirements
 - Model 3C
 - The programmer and the system in the User Story
 - Model INVEST
 - The Product Backlog Iceberg
 - Sharing of User Story
- Estimation
 - Estimation methods
 - Planning Poker
- Planning
 - Scope specific planning
 - Date specific planning



3. Quality Assurance in Agile

- The Tester Role in Agile
 - What changes for the tester?
 - Test activities in Agile
 - Pair Testing and „Show me“
 - Agile Testing Quadrants
 - Test Pyramid
 - TDD - Test Driven Development
 - ATDD - Acceptance Test Driven Development
 - BDD – Behavior Driven Development
 - Test Documentation in Agile
 - Metrics and visualization – what, why and what for?
 - Exploration testing
 - The best quality assurance practices
- Tips & tricks
 - The mini-waterfall trap
 - The best automation practices
 - Everyday order of priorities
 - End Game
 - Signs of problems
- Tools
 - Continuous integration
 - Hudson, Jenkins



- Jira, Rally, Version One
- Selenium
- Fitnesse
- JBehave
- Mind Maps
- The basics for good communication in a team
 - Precise communication
 - Building rapport with the interlocutor
 - Providing feedback

4. Training summary and retrospective

