



AGILE TESTING COURSE

Agile Development concepts are being used more and more in organisations, either as a development methodology in its entirety or they want to blend areas of agile into traditional methodologies.

This course is intended to give an introduction and processes to the agile methodologies available, the benefits of agile and then concentrates on the role of testing within an agile project. The objective is to ensure that every tester can provide an effective and immediate contribution to the development team. Throughout the course, practical advice, examples and exercises are applied. This outline can also be run as a two day course which allows greater depth (and practical elements to be utilised fully on the topics discussed).

AGILE TESTING

Who Will Benefit?

Test managers, team leaders, development, project managers, QA managers, users, testers and anyone wishing to gain an introduction to agile practices and who is keen to understand the impact on testing in an agile project.

Prerequisites

None. However, delegates would benefit from a little knowledge relating to IT Software Development and testing.

Course Objectives

To give an understanding of what agile is and how it differs from 'traditional' methodologies, the benefits and pitfalls and to ensure testers are aware of their contribution to this approach.

Skills Gained

- Obtain an understanding about agile development theory
- Understand approaches to agile development, similarities, differences and areas to consider when choosing an approach
- Understand how to adopt an agile approach to testing
- Understand how to estimate and plan an iteration or release
- Getting the best use of testing techniques in agile development
- How to avoid pitfalls in terms of communication and ownership
- How to monitor and report progress and how to interpret the information within an iteration/release
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Course Content

What is Agile?

Describes the concept of agile development and its history with introduction to the agile manifesto.

Types of Agile Software Development

Introduces various agile software development types you might be asked to introduce. Development approaches such as XP, RUP, Scrum, Crystal and DSDM will be introduced. Similarities and differences of each will be given.

People side to Agile

Communication and joint ownership are critical to the success of agile. Sometimes traditional approaches have made barriers between development and testing. This area will explain the importance of breaking down those barriers and making agile successful.

User Stories

There is no such thing as the perfect requirement specification within traditional methodologies so agile can sometimes produce user stories. These are popular within agile and show features of the system. The objective is to help define the scope of the product (system) and subsequent iterations. They are then used to break down the scope into tasks and establish what needs to be produced how to develop and finally test it. **Static testing techniques that can be used on the user stories**

This section shows how to produce user stories and understand what level of detail to document.

Planning & Estimation

Traditional planning involves estimating and planning of tasks. Planning & estimating on agile projects is based on features rather than tasks. The iterations should be easy to re-plan at any point. This section will cover all these points and also techniques for estimating features.

Test Techniques

Different techniques can be used at different levels of testing and some are more applicable to certain situations than others. This section describes the techniques available for use and their advantages/disadvantages. Particular emphasis is placed on Test Driven Development and Exploratory Testing.

Progress Reporting, Monitoring and Control

Throughout the iterations knowing where we are in terms of progress is vital. This essential information is needed also to take action where appropriate. This session will show various progress reports you can use within your iteration such as a nightly build pass/fail tests and burn-down charts.

Action Plans

Creating an action plan showing what areas of agile to introduce into the organisation, how to implement agile development methodologies into an organisation, what steps need to be taken and what the tester can do to prepare for testing within an agile environment.

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