

Scrum Training: Professional Scrum Developer (SCRUMD, 3 jours)

Description

The course Scrum Training: Professional Scrum Developer teaches participants how to develop sound object-oriented code using a proper Scrum based methodology and toolset. Starting with a detailed exploration of major Scrum activities, the training course teaches you how to perform product backlog refinement, effort estimation and sprint planning using practical techniques and tools. The course discusses sprint planning in detail as well as the setup and use of test driven development and continuous integration using Git and TFS (Or any other tool that your organization uses). The training also discusses the characteristics of good object-oriented code and explores the use of various metrics for the assessment of code quality. This is the definitive development course for professional developers who work in a Scrum environment.

Tarifs

- Tarification: \$2,750/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

Plan de cours

Moving from Traditional to Agile

Introduction

Traditional Project Management

Agile Manifesto

Agile Project Management Declaration

What is Agile Project Management with Scrum?

Benefits of an Agile Approach

The Critical Importance of Communication

Making Agile work in a Traditional Organization

The Scrum Framework

Introduction

The Team

The Process

The Product Backlog

The Sprint

The Sprint Review

The Sprint Retrospective

A Process Approach

Backlog Refinement

What is a Sprintable PBI?

Roles, Responsibilities and Timing

Exploring Estimation Techniques

Breaking Down Backlog Items to Sprintable Size

The Art of Continuous Refinement

Implementing Continuous Integration

Exploring the Tools and Techniques of Continuous Integration

Creating the Branches: Master, Development, Feature and HotFix

Git Overview

Git Base Operations: Push, Pull, Merge

Making use of Pull Requests

Working with Git for Version Control

Implementing Automatic Builds with TFS

Implementing Automatic Deployments with TFS

Designing and Implementing Integration Tests

Sprint Planning

Overview of Sprint Planning

The Objectives of Sprint Planning

Determining your Velocity

Getting to Ready

Writing a Definition of Done

Identifying Tasks and Ensuring Feasibility

Estimating Task Effort

Best Practices and Common Mistakes for Sprint Planning

Scrum Development

Why Object-Oriented Programming is Essential in Scrum

Applying S.O.L.I.D. Programming Principles

The Essential Concept of Object Cohesion

Making Appropriate use of Class Encapsulation

Making Appropriate use of Inheritance

The Power of Interfaces

The Power of Generics

The Power of Design Patterns

20 Code Smells that tell your Code Stinks

Test Driven Development

Exploring Test Driven Development

Creating a Test Bench

Designing the Tests

Automating Testing

Exploring Mock Objects for Testing

Putting it All Together

Closing out a Sprint

Reaching a Definition of Done

Goals and Objectives of a Sprint Review

Conducting a Sprint Review: Principles and Practice

Exploring what Comes Next

Goals and Objectives of a Sprint Retrospective

Conducting a Sprint Retrospective: Principles and Practice

Implementing Effective Continuous Improvement

Adopting and Supporting Scrum

Major Mistakes – Overall Scrum

Scrum Anti-Patterns – The Development Team