

Course Outline

Module 1: Agile Concepts

- Introduction to Agile
- Overview of Scrum
- Scrum Values and Practices
- Anatomy of Sprints

Module 2: The Agile Life-Cycle & Artifacts

- Release Planning
- Sprint Planning
- The Product Backlog
- The Sprint Backlog
- The Impediments Lists
- Daily Stand – Up Meeting & SBC
- Sprint Execution
- Sprint Review
- Sprint Velocity
- Sprint Retrospective
- Sprint Demo
- Potentially Shippable

Module 3: The Scrum Team / Roles

- The Team
- The Product Owner
- The Client / Customer Proxy
- The Scrum Master
- The Tester
- The Developer
- The Business Analyst

Module 4: Test Team Dynamics

- Team Composition
- Understanding Tester Psychology
- Expectations Management
- Team Development
- Conflict Management

Module 5: Agile Engineering / Best Practices

- Test Driven Development (TDD)
- Pair Programming
- Collective Code Ownership
- Daily Builds
- Continuous Integration
- Small Releases
- System Metaphor

Module 6: Agile Testing Strategies / Planning

- Agile Test Planning
- Agile Testing Principles

<http://guruttam.com>
Tester's Bill of Rights
Exploratory Testing
Test ware management
Automation Strategies
Test Process Improvement

Course Title: Agile*Guru

Module 7: Estimation In Agile

Scope Planning in Agile
Size Measure
Time – Boxed Planning
Product Backlog
Release Planning

Module 8: Metrics

Defect Density
Defect Phase – wise Injection, Detection and Leakage Efficiency
Test Execution Productivity
Requirements Volatility
Earned Value Management (EVM)
COPQ (Cost of Poor Quality)
Others...

Module 9: Test Automation

Need for Automation
Automation Test Strategies
Unit Test Automation Framework
Tools and References
Test Automation Pyramid
Risks of Automation
Issues & Challenges
Benefits

Module 10: Case Studies and Exercises

Situational / Practical Exercises
Exercise on Estimation
Exercise on Release Planning
Sprint Role Model game