Course : Agile testing, approach and implementation

Practical course - 3d - 21h00 - Ref. TAG
Price : 1930 € E.T.

★★★★☆ 4,1 / 5

This course will give you an overview of Agile testing techniques and methods. It will teach you how to organize tests as part of an Agile project. You'll be better equipped to define a good solution, communicate it effectively to your team and implement it properly.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Review the principles of the Agile approach and their impact on test organization
- ✓ Draw up a vision of the application to be developed and prioritize user stories
- ✓ Understand the principle of Acceptance Test Driven Development and write a test scenario
- ✓ Understand the concept of test-driven development (TDD)
- ✓ Identify the principles of refactoring, code quality control and continuous integration

Intended audience

Analysts, project managers, developers, testers, project management assistants.

Prerequisites

Basic knowledge of software project management.

Practical details

Hands-on work

This course includes practical workshops on requirements and testing, as well as demonstrations on the technical side.

Course schedule

PARTICIPANTS
Analysts, project managers, developers, testers, project management assistants.

PREREQUISITES
Basic knowledge of software project management.

TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

1 Lifecycle and agile projects

- The opportunities offered by agile software and product development.
- Motivation for Agility. Values and principles, accepting changing customer needs.
- The agile, iterative and incremental approach.
- Testing in Agile development.

Role-playing
Group workshop to understand the Agile testing approach.

2 Expressing needs in Agile projects

- Identifying value from the user's point of view, testing ideas, Lean Startup.
- Know your users, test user categories, create Personas, UX.
- Making an impact, linking the actions of project stakeholders to their objectives and users, Impact Mapping.
- Break down needs into User Stories.
- Simplifying, prioritizing, writing and organizing user stories.

Hands-on work
Draw up an expression of need for an application to be developed (Story Mapping). Prioritize user stories.

3 The ATDD model, executable specifications

- The principle of ATDD (Acceptance Test Driven Development).
- BDD (Behavior Driven Development).
- Example specifications, executable specifications, non-regression tests, functional tests.
- Project cycle for executable specifications.

Hands-on work
Discover a business domain and write specifications by example. Tooling demonstration.

4 Definition and principles of TDD, test-driven development

- Test typology.
- The origins of TDD (Test Driven Development).
- TDD development cycle. Red Green Refactor, baby steps.
- Refactoring and emergent design.
- Test coverage.

Demonstration
Demonstration of test-driven Java development. Demonstration of refactoring on complex code.

5 Continuous integration

- The different components of continuous integration.
- Implementation of the continuous integration platform.
- Continuous integration and metrics.

Hands-on work
Demonstration of Jenkins and SonarQube.

Dates and locations

REMOTE CLASS
2026 : 22 June, 21 Sep., 16 Dec.

PARIS LA DÉFENSE
2026 : 22 June, 21 Sep., 16 Dec.