

Course : Become an Agile developer

Practical course - 2d - 14h00 - Ref. VAG

Price : 1610 € E.T.



Scrum provides an effective and adaptable framework for developing products in Agile mode. This training course will enable you to master the essential role of the "Development Team", its tools, techniques and self-management.

Teaching objectives

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

- ✓ Develop in Agile mode using best engineering practices and Agile test automation
- ✓ Knowledge of testing techniques, Agile, automation
- ✓ Encourage self-organized teamwork
- ✓ Prepare for the optional Professional Scrum Developer® 1 (PSD 1®) certification from Scrum.org®.

Intended audience

Developers, architects, testers, future agile managers, Quality-Methods managers.

Prerequisites

Agile culture, ability to work in a team. Experience in software development and a sufficient level of English to understand the terms used and pass the certification.

Practical details

Hands-on work

This highly interactive course is supported by numerous exercises.

Teaching methods

Self-positioning test at the start of the course, and assessment of skills acquired throughout the session through exercises (50 to 70% of the time). Post-training validation test

Course schedule

PARTICIPANTS

Developers, architects, testers, future agile managers, Quality-Methods managers.

PREREQUISITES

Agile culture, ability to work in a team. Experience in software development and a sufficient level of English to understand the terms used and pass the certification.

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 A reminder of Agile principles

- Why Agility? New needs, motivations, a culture, principles, what are the benefits?
- The Agile Manifesto and the 12 principles.
- Its fields of application.

Exercise

Brainstorming and application exercises.

2 Scrum Method and roles in an Agile team

- Scrum theory: empirical process, pillars, Scrum values.
- Artifacts: increment, Product Backlog, Sprint Backlog, Definition of Done.
- Overview of events and presentation of the Sprint concept.
- Events: Sprint planning, Daily Scrum, Sprint Review, Sprint Retrospective.
- Roles: Scrum team, Product Owner, Scrum Master, development team.
- Interactions between the different roles and between the Scrum Master and the organization.
- Best practices: estimation and velocity, techniques, User Story, tracking and information radiators.

Exercise

Application exercises (Sprint realization, group decision-making). Debriefing.

3 Agile development techniques

- Starting point: the Product Backlog.
- Pair programming, refactoring.
- The importance of development standards within a team (technical debt and ground rules).
- Architecture, design patterns and cross-cutting concerns.
- Bug handling (bug report, life cycle).
- Measurements.

Exercise

Application exercises (creation of BackLog, measurements).

4 Agile testing techniques: TDD, BDD, ATDD

- Test classification: structural, functional, unit, integration, validation, acceptance.
- Test before you code, TDD: principles and benefits.
- Behaviour Driven Development, or BDD.
- Acceptance through testing, ATDD.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

5 Continuous integration and automation

- Concepts and benefits
- Installation and recommendations
- Configuration management: concepts, processes, branch diagrams
- Configuration management: centralized, decentralized
- Configuration management: check-out and commit
- Configuration management: merge
- Configuration management: baselines and changes

Exercise

Application exercises (set-up and management).

6 Infrastructure and tools

- Overview
- ALM - Application Lifecycle Management
- Tools - Development environment
- Tools - Unit testing
- Tools - BDD
- Tools - Continuous integration

Options

Certification : 260€ HT

Professional Scrum Developer® 1 (PSD1®) exam from Scrum.org® At the end of the training module, certification is optional: possible but not compulsory. - The exam (in English) will be taken at a later date: voucher for the official exam will be provided. - It will be taken online and will last an average of 1h00 - It consists of an 80-question multiple-choice and single-choice MCQ (85% correct answers are required to obtain certification) - Diploma can be downloaded from the Scrum.org website.

The certification option comes in the form of a voucher or invitation that will allow you to take the exam at the end of the training course.

Dates and locations

REMOTE CLASS

2026 : 1 June, 23 July, 21 Sep., 2 Nov.

PARIS LA DÉFENSE

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