Agile for Developers

Course Number: AGL-100

Duration: 3 days

Skills Gained

By the end of the course, students will be able to effectively use the practices and discipline of Agile and Scrum to create more reliable, scalable, and adaptable code.

Prerequisites

Although there are no prerequisites for this class, students should be experienced with at least one object-oriented programming language. The course materials are presented in a language-agnostic manner, but object-oriented design principles are discussed.

Training Materials

All attendees receive comprehensive courseware covering all topics in the course.

Software Requirements

For in-person deliveries, attendees do not need computers for this course. We will provide full classroom setup instructions that will include seating in small groups, with supplies such as flipcharts, sticky notes, markers, and pens for the attendees and a projector and Internet connection for the instructor's laptop.

Online deliveries for this interactive training will use an online meeting platform (such as Zoom, WebEx, GoTo, or Teams) to have face-to-face contact online, including use of breakout rooms for group activities.

Course Details

Outline

- Introduction
- Agile and Scrum Overview
  - The Agile Potential
  - The Agile Manifesto
  - Agile alone is NOT enough
  - Can Scrum fail?
  - THE Best Agile
- Positional Agile
  - Aces In Their Places
  - Roles And Responsibility
  - Games Product Owners Play
- Requirements
  - Giving Up Hope
  - Change Happens
- Why Object Oriented Principles Are Critical To Agile
  - First Principles of Object Oriented Programming
  - Object Oriented Programming for Business People
  - OO Design For Mere Mortals
  - OO Judo
- UML Essentials
  - The Trifecta - OO, UML and Agile
  - Use Cases
  - Class Diagrams - Turning Straw Into Gold
- SCRUM
  - Project overview
    - Telling Smaller Lies
    - Saying No
    - Saying Yes

- Sprint Planning Meeting
    - Just Enough...and no more
    - Controlling Chaos
- Sprint
    - Creating a Sense Of Urgency
    - Driving Your Project
- Conducting the Daily Scrum
    - Chickens and Pigs
    - Life Is...Daily!
- Doing Iterative Development
    - Design
    - Test
    - Code
    - Refactor
- Tricks Developers Play
- Sprint Review Meeting
    - The Best Agile for YOU
    - The Internal Consultant
- Planning as you go
    - Information Radiators
    - Velocity
    - Watching The Horizon
- Scaling with Scrum
    - Team sizes and break down
    - Scrum of Scrums

- Where to go from here
    - TDD
    - Acceptance Test
    - Pondering Patterns
- Conclusion