

Technical Practices: Agile Engineering Fundamentals



'Reacting to Change over Following a Plan': real agility is about being capable of adapting the development work to more effectively deliver value to customers and users. While Scrum is an excellent way to implement project management in an agile way, the capability of implementing proper agile engineering practices is a potent complement and a strong enabler of agility.

This is why we recommend this class to development teams who are interested in exploring the technical part of agility: from the original Extreme Programming practices like Test-Driven Development and Pair Programming to more advanced paradigms like Continuous Delivery and Agile Architecture, our Agile Engineering Practices Fundamentals course is a compact and pragmatic introduction to these

topics.

The course is based on a previous assessment of what has been implemented by the participants and, building on that basis, will explore the most useful next steps for those particular development teams.

As such, this course's programme needs to be customised for that particular organisation and can be offered only to teams developing the same product or related products. It is usually configured as a two-day class, though longer classes can be discussed.

The class can be offered in various programming languages; please contact us to discuss your specific needs. Please note: These are mostly hands-on courses and participants will need their computer with their development environment of choice.

The training material is in English.

Your Take-Aways

- understanding the technical practices of agility
- knowledge of the Extreme Programming practices
- know the foundations of modern agile engineering practices like Continuous Delivery and Agile Architecture
- understand the relevance of the course contents in the own work environment
- having experienced live and practical exercises for the application and integration of the skills acquired in class

Course Organisation

The course with a total contact time of 16 hours is delivered in presence or in interactive online mode. The course is split in various modules, none of which exceeds two hours, with short breaks as needed and sufficiently long breaks between the sessions. The actual times for breaks are agreed upon in the group at the beginning of the course.

Pre-course and post-course activities are part of the training and are presented via our interactive online learning platform in various formats (video, text, quizzes, worksheets, further reading, ...).

Course Agenda

- Overview of the Agile Engineering Practices
- Agile Engineering practices as an enabler to lowering the cost of change
- Introduction to Test-Driven Development
- Pair and Mob Programming
- Automated testing and relative strategies
- Continuous Delivery practices: Continuous Integration, Testing, Delivery and Deployment
- Agile architecture
- Special consideration for embedded software development