



Course: Agile Software Development with OpenUP/Scrum

Length: 2 Days

Course Description:

This course introduces agile software development practices and explores the underlying principles. It uses the practices of OpenUP as a framework, but also covers various popular agile practices, notably XP, Scrum and Lean.

Objectives:

- > Make students “conversational” in agile practices and terminology.
- > Serve as a starting point to adopting agile methods.

Audience:

The target audience are development teams, including analysts and testers, and their team leaders.

Prerequisites:

There are no prerequisites for this course.

Skills Learned:

- > Planning for iterative development
- > Writing user stories
- > Tracking queue-size, batch-size and cycle-time
- > Using software kanban and limiting work-in-progress
- > Estimating with Planning Poker
- > Agile documentation

Our Instructors:

Our instructors are all RUP certified and have years of practical hands-on experience. Our partners are founding members of the IBM's World Wide Methods advisory board.

Prices for the course and available dates can be provided upon request.
To find out more, visit us at www.UPMentors.com/education or contact:

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Course Outline:

Day 1

- > Introduction
 - Introduction to course
 - What is Agile?
 - OpenUP
- > Kernel Practices
 - Two-Level Project Planning
 - Iterative Development
 - Whole Team
 - Continuous Integration
 - Concurrent Testing
 - XP Game
- > Technical Practices for Scaling Agile
 - Evolutionary architecture
 - Evolutionary design
 - Shared vision
 - Test-driven development
 - Use-case-driven development
- > Scrum and XP

Day 2

- > Management Practices for Scaling Agile
 - Risk-value lifecycle
 - Change management
 - Agile Estimation
- > Lean Software Development
 - Theory of Constraints
 - Queuing theory
 - Development flow
 - Eliminating waste
 - Software kanban
- > Agile documentation
 - Agile Use-Case Driven Development
 - User stories
 - Agile formats
- > Final Exercise
 - User Stories
 - Planning Poker to estimate Stories
 - Prioritise stories
 - Create high-level plan
- > Course wrap-up

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