

AGILE TESTING

ICAGILE, ISTQB

DURATION

2 days

INTENDED FOR

- Testers working in an Agile environment
 - Test Analysts
 - Test Engineers
 - Test Consultants
 - Test Managers
 - User Acceptance Testers
 - Software Developers
- Project Managers
- Managers of teams involved in Agile development

PREREQUISITES

There are no prerequisites for this course unless you wish to take the ISTQB Foundation Level Extension - Agile Tester Certification exam. If you wish to sit the exam you will need the ISTQB Foundation Certification in Software Testing. You can get this by taking our ISTQB Foundation in Software Testing course.



Are you a tester working on Agile projects? Adapt and enhance your existing testing skills and learn to work effectively as a professional tester on an Agile team.

This course examines the application of testing in teams working on Agile projects, delves into the specific testing practices and techniques which are used on Agile projects, explains the theory and concepts behind the Agile testing approach and prepares team members to be immediately responsible and focused on quality while working in an Agile environment.

LEARNING OUTCOMES

By the end of the course you will be able to understand:

- The background to testing in an Agile project and the roles and responsibilities of a typical Agile testing team
- The definition of quality in an Agile project
- The various tools available to Agile test teams to facilitate the testing of the project
- The collaboration required for quality solutions
- How discipline and standards contribute to Agility
- How to set up testing for success in an Agile team

CONTENT

- The Agile culture and mindset
- The Agile lifecycle and iterations
- Roles and responsibilities within an Agile team
- Collaboration
- Agile testing components
- Agile testing approaches
- Working with distributed teams
- Categories/types of testing
- Feature and story testing
- Example driven development
- Automation in the Agile team
- Test strategies and test planning
- Successful delivery
- Environments and infrastructure
- Agile testing tools - big visible charts, things on walls, scope, definition of done
- Exploratory testing and supporting tools
- Working effectively in cross skilled teams
- Dealing with issues and feedback in the team

METHOD USED

Lecturing is kept to the minimum necessary, most of the learning is achieved through applying the practices and techniques in group exercises.