

Introduction to Agile and Lean Software Development

Become familiar with the principles and terminology of Agile and Lean Software Development. Then see them in practice by exploring Scrum Project Management and Extreme Programming practices. Decide if agile is suitable for your circumstances.

Course Overview

Assuming no prior knowledge of agile or lean, this course will introduce the student to the underlying philosophies of agile and lean. Once the principles have been established, the student will be shown these in action by learning the practices associated with Scrum Project Management and Extreme Programming.

For whom is this course suitable?

This is very much an introductory course and, as such, is ideal for someone who is new to agile and lean development. It will be of benefit to anyone who is considering an agile approach to managing their software development projects.

Learning Outcomes

At the end of this workshop, the student will be able to:

- Describe the underlying agile and lean principles
- Manage software development projects using Scrum
- Supplement Scrum by using the twelve Extreme Programming techniques
- Relate the agile and lean principles to Extreme Programming and Scrum
- Decide if agile methods are appropriate for their organization / project

Course Content

- Agile Principles
 - Four Principles
 - Iterative vs Incremental
 - Terminology Warning
 - Discussion
- Lean Principles
 - Seven Principles
 - Waste Identification exercise
 - Discussion
- Scrum Project Management
 - Scrum Overview
 - Definition of Done exercise
 - User Stories exercise
 - Estimation exercise
 - Aligning Scrum with the Project Management Body of Knowledge
 - Discussion
- Extreme Programming
 - Twelve Practices
 - Introducing the practices by outlining the steps involved in setting up a new project
 - Coding Standards exercise
 - Testing exercise
 - Discussion
- Are Agile Methods Right for You?
- References, Recap and Wrap Up