

## Agile Software Development

 Duration: 2 Days

 Available Languages: English German

### Audience

Business Analysts, Developers, Product Owners, Project Managers, Requirements Engineers, Scrum Masters, Testers.

### Goals

Understand Agile methods, especially Kanban, Scrum, and XP.

### Contents

- Agile Overview
  - Agile Principles
  - Manifesto of Agile Software Development ( "Agile Manifesto" )
  - History and Context of Agile
  - Process Theory
- Inspect & Adapt
  - Process Categories
  - Deming Cycle
  - Mastering Chaos
  - PID Controller
- Scrum / XP Teams and Roles
  - Scrum / XP Team
  - Scrum Master / XP Coach
  - Product Owner / Onsite Customer
  - Team Philosophy (cross-functional, autonomous)
- Scrum / XP Ceremonies
  - Backlog Refinement Meeting
  - Planning Meeting
  - Daily Standup Meeting
  - Review / Demo
  - Retrospective
- Retrospective Methods
  - Prime Directive
  - 5 Whys
  - 6 Thinking Hats
  - Ishikawa Diagram

- Scrum Artifacts
  - Product Backlog
  - Sprint Backlog
  - Backlog Items, User Stories
  - Definition of Ready
  - Definition of Done
- Visualization
  - Visual Workspaces
  - Kanban/Sprint Board
  - Burndown Charts
  - Team Availability
- Agile Planning, Estimation, and Requirements Engineering
  - User Stories
  - Definition of Ready
  - Definition of Done
  - Product Backlog
  - Sprint Backlog
  - DEEP Product Backlog
  - INVeST stories and SMART tasks
  - Planning Poker, Triangulation
  - Spikes
  - Velocity, Cycle Time
- Scrum / XP Philosophy
  - XP Values
  - Fast Feedback
  - Planning/Feedback Loops
- XP Practices
  - Fine Scale Feedback
  - Whole Team
  - Pair Programming, Mob Programming
  - Small Releases
  - Continuous All-The-Things
    - Design Improvement / Refactoring
    - Testing
    - Integration
    - Acceptance Testing
    - Release / Deployment / Delivery
  - Test-Driven Development
  - Common Coding Standard
  - Collective Code Ownership
  - Simple Design
  - System Metaphor
  - Sustainable Pace
- DevOps
  - Coding, Building, Testing, Packaging, Releasing, Configuring, Monitoring
  - Relationship with Agile
  - Site Reliability Engineering (SRE)

- Miscellaneous
  - Lean
  - Flow in Psychology and Process
  - Limiting Work in Progress
  - How engineering practices enable agility
  - Software Craft and Clean Code
  - How to avoid Flaccid Scrum / Tractor Pulls

## Booking

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