

- Discover how testing is implemented in different agile environments
- Learn about user stories and how to test them
- Explore key agile testing practices—ATDD, BDD, TDD, and ET
- Examine technical and team skills you need for success
- Recognize the main agile testing challenges and how to address them

Agile software practices are being employed within many development organizations worldwide. More and more test teams and testers are participating in agile projects or are embedded within agile teams. Many testers struggle to understand the agile development process and their place in it. Learn the fundamentals of agile development, the role of the tester in the agile team, and the agile testing processes. From user story elicitation and grooming through development and testing, this course prepares you to be a valuable member of an agile development team. Explore the business and technology-facing tests agile projects demand and how agile testers help the project succeed. Learn about the techniques of Test-Driven Development (TDD), Acceptance Test-Driven Development (ATDD), and Behavior-Driven Development (BDD). Learn technical and team skills testers need for success in the world of agile development.

Practice of Agile Testing Techniques

Explore agile testing processes in an informal and interactive workshop setting. Examples are studied through a series of small group exercises and discussions.

Who Should Attend?

This course is appropriate for both novice and experienced software testers. Developers expected to test within agile teams will find this course extremely useful. Test and development managers also will benefit from this course. A background of basic development and testing processes is helpful.

ISTQB® Certification

The International Software Testing Qualifications Board (ISTQB) is the world's most widely-recognized certification of software testing skills and knowledge. Founded in 2002, the ISTQB is a not-for-profit association that has issued more than 750,000 certifications in 129 countries around the globe.

The ISTQB Software Tester Certification—Foundation Level (CTFL) is a prerequisite for the ISTQB Foundation Level Extension—Agile Tester (CTFL-AT) exam. For more information visit the [ISTQB Tester Extension Page](#) [1] or view the [syllabus](#) [2]. The ISTQB Foundation Level Extension—Agile Tester (CTFL-AT) exam fee is an additional \$200 and is not included in the course price. Please contact us regarding exam purchase at clientsupport@coveros.com [3].

ICAgile Certification

Successful attendees are awarded the ICAgile Certified Professional in Agile Testing (ICP-TST). Additionally, the certified attendees will be listed on the ICAgile website, indicating their designation. Coveros recommends [From Fragile to Agile: Practical Approaches to Adopting Agile](#) [4] for those seeking ICAgile's Agile Testing certifications. *The ICAgile certification fee is included with your registration for your convenience.*

Students not looking for certification and only taking the Agile Testing course should already have a good knowledge of agile principles and how agile teams function.

Course Outline

Introduction
Validation

Agile Planning and the User Story (continued)
Constraints
Sizing stories

Verification
Exploration
Testing as a skill set
Testing to support customers
Testing to support developers
Testing to support stakeholders
Test matrix
Agility, grace, and flexibility

Agile Testing Origins

Agile testing history
Agile testing philosophy
Traditional vs. agile testing
Evolving lifecycle models
Waterfall
Spiral
Structured
Scrum
Extreme Programming
Kanban
Testing and the agile manifesto
Testing and agile principles
What is quality
What is done
Testing as a team approach
Teams and process
Requirements
Unit testing
Integration testing
System testing
Acceptance testing

Agile Planning and the User Story

Testing during iteration planning
Testing's role in planning
Release Planning
Product backlog
Story tests

Backlog grooming
Sprint backlog
Basis for testing
Testing activities in the sprint

Testing in the Heat of the Sprint

Continuous integration
Test-driven development
Automating unit tests
Acceptance test-driven development
Behavior driven development
Scripting
Exploratory testing
Non-functional testing
Post-development testing
Release testing
User acceptance testing
Live testing

At Sprint's End

Customer demo
Retrospective
Avoiding technical debt

Organizing Agile Testing

Measuring progress
Test documentation
Test environments
Bug management
Agile test automation
Distributed agile teams

Wrap Up