

ISTQB® Agile Tester Extension

- **Formato do curso:** Presencial
- **Preço:** 1900€
- **Duração:** 21 horas

Destinado aos profissionais de Software Testing, este curso aborda o papel do *tester* numa equipa *agile* e explora os processos de *agile testing* numa workshop interativa.

Este curso prepara os formandos para o exame de certificação ISTQB® Foundation Level Agile Extension.

- 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.

Em parceria com a entidade acreditada:



Destinatários

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.

Pré-requisitos

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.

Programa

Introduction

- Validation
- 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

Agile Planning and the User Story (continued)

- Constraints
- Sizing stories
- 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