

AGILE TESTING (ICP-TST)

2 Days Classroom
3 Days Live Online

Individual: \$1295

Group: \$1195

GSA: \$1185

Credits: 14 PDUs

REGISTER HERE:
www.cprime.com/learning

COURSE OVERVIEW

This 2-day course will introduce you to the Agile Testing Process, and explore Agile testing practices that you can immediately take from the classroom into the office with newfound confidence. To address but not inhibit Agility, we examine concepts like pair testing and strengthening relationships in a team setting to build a sense of common purpose.



Upon successful completion of this course, attendees will be awarded with the ICAgile Certification in Agile Testing. The ICP-TST certification can only be earned by completing a live class. *Please note, the eLearning course does not provide attendees with ICAgile certification

COURSE OUTLINE

Part 1: Agile Testing Mindset

1. Overview of Agile Testing
 - Origins of Agile Testing
 - Agile Testing vs. Traditional Approaches
2. Mindset & Culture
 - Agile Testing Principles
 - Whole Team Approach
 - Building Quality In
 - Continuous Improvement and Feedback
 - Ingraining The Agile Testing Mindset (Hands-on Exercise)

Part 2: Testing Techniques

1. Categories of Testing
2. Collaborating with Developers
3. Example Driven Development
 - Acceptance Test-Driven Development (ATDD)
 - Behavior-Driven Development (BDD)
 - Spec by Example
4. Feature and Story Testing
 - User Story Testing
 - Feature Testing
 - Exploratory Testing
 - Non-Functional Testing

Part 3: Agile Testing Process

1. Roles and Responsibilities
 - Team-Based Testing Approach
 - Typical Business Representative Role in Testing
 - Typical Programmer Role in Testing
 - Typical Tester Role in Testing
 - Role of Test Managers in Agile
2. Test Strategy and Planning
 - Different Strategies Based on Levels of Precision
 - During Iteration Planning/Kickoff
 - Lightweight Test Plan Documentation
 - Defect Tracking and Management
 - Results Reporting
 - Test Metrics
 - Regression Tests
3. Successful Delivery
 - Time-Boxed Delivery
 - Continuous Delivery
 - Post-Development Test Cycles
 - Iteration Wrap-Up
 - Definition of a Release/End Game
 - User Acceptance Test (UAT)

See website for full outline

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