301-258-8200 | Sales@PhoenixTS.com | www.PhoenixTS.com

View Full Course Details including Latest Schedule Online

SCRUM ALLIANCE

CSD (Certified Scrum Developer Certification)

BONUS! Cyber Phoenix Subscription Included: All Phoenix TS students receive complimentary ninety (90) day access to the Cyber Phoenix learning platform, which hosts hundreds of expert asynchronous training courses in Cybersecurity, IT, Soft Skills, and Management and more!

Phoenix TS 2–day Certified Scrum Developer Certification training and certification boot camp in Washington, DC Metro, Tysons Corner, VA, Columbia, MD or Live Online provides you an immersive, collaborative experience that requires students to participate in each exercise, hands on lab, and class discussion. Students will gain a solid understanding of the key concepts of the Agile methodology and scrum ceremonies. Students will be introduced to Agile concepts such as:

- Agile manifesto
- The Agile Team
- Daily Scrum
- Sprint setup, analysis, and review
- Test driven development
- Automated Builds
- Automated tests
- Continuous Inspection
- Continuous Integration

What You'll Learn

Participants in this course will:

- Define the core concepts of Agile Software Development
- Participate in Sprint Planning and Execution
- Implement Test Driven Development
- Incorporate Continuous Inspection
- Implement Continuous Integration

Schedule

All Class Times are Eastern Time Zone

DATE	LOCATION	
5/16/24 - 5/17/24 (2 days)	**Live Online** Open	Contact Us

Program Level

Advanced

Training Delivery Methods

Group Live

Duration

5 Days / 32 hours Training

CPE credits

26 NASBA CPE Credits

Field of Study

Information Technology

Advanced Prep

N/A

Course Registration

Candidates can choose to register for the course by via any of the below methods:

- Email: Sales@phoenixts.com
- Phone: 301-582-8200

- Website: www.phoenixts.com

Upon registration completion candidates are sent an automated course registration email that includes attachments with specific information on the class and location as well as pre-course study and test preparation material approved by the course vendor. The text of the email contains a registration confirmation as well as the location, date, time and contact person of the class.

Online enrolment closes three days before course start date.

On the first day of class, candidates are provided with instructions to register with the exam provider before the exam date.

Complaint Resolution Policy

To view our complete Complaint Resolution Policy policy please click here: Complaint Resolution Policy

Refunds and Cancellations

To view our complete Refund and Cancellation policy please click here: Refund and Cancellation Policy

Duration

2 Days

Benefits

In today's competitive job market, the Certified Scrum Developer training can set you apart from the pack. A successful Certified Scrum Developer is committed to continuous improvement. The coursework and dedication needed to achieve a CSD sharpens your skills to help you become a better practitioner of Scrum and Agile development. By earning a Certified Scrum Developer certification, you: • **Learn** the foundations of Scrum and the scope of the Certified Scrum Developer's role from the best minds in development agility • **Demonstrate** to employers and peers your understanding of core Scrum knowledge • **Expand** your career opportunities by staying relevant and marketable across all industry sectors adopting Agile practices • **Engage** with a community of recognized Scrum experts who are committed to continuous improvement

Who Should Attend

- Software Developers
- Quality Assurance
- Product Owners

- Development Team

Prerequisites

CSM course (2 days) Please note, that attendees are required to bring a laptop to participate in the hands-on activities during this class.

Certification Information

During your CSD courses, you must demonstrate an understanding of Scrum and Agile engineering practices by passing a CSD assessment provided by the REP instructor. The assessment may be an exam administered by the instructor to test your knowledge, or it may be an active, classroom-based assessment. When a REP instructor uploads a student's information into the Scrum Alliance system, they are recommending the student for certification.

Instructors

Angela Johnson, Anu Smalley, Bob Sarni, Bob Schatz, Christian Antoine, Jim Schiel, Jeff McKenna, Antoine Victor

Scrum Alliance Training Partner

cprime

Attendance and Virtual Camera Requirement

It is incumbent upon the trainer to verify that each participant meets the objectives for certification. To ensure participation, trainers will require attendees in this class to turn on their cameras. Attendees not meeting this criteria or who miss a portion of the class may not meet certification requirements, and therefore, will be ineligible to take the exam.

Duration

2 days

Customer Testimonials

"I really enjoyed this class and have learned so much. The instructor was an excellent trainer and source of knowledge. I look forward to attending more classes through ASPE in the future." – C. Lasson

“The workshop was good balance of team and lecture with lots of lessons in a short period of time while keeping a coherent story. The instructor was wonderful and great at creating approachable and pragmatic content while keeping us on task. I will seek for further coaching form ASPE.” – A. Johnson

“It was a very good and friendly introduction to the concepts of Scrum. The instructor was excellent and helped me, a total beginner to Scrum and Agile, to familiarize with the content and become acquainted with the important day to day concepts necessary to continue growth and become successful in the use of Scrum for product management.” – A. Shukla

Course Outline

I. Agile Principles and Practices We will briefly review the Agile Manifesto and introduce key Agile engineering practices. Many of the most successful, highly productive Scrum teams commonly leverage Agile engineering practices to achieve a sustainable pace while embracing the constant change. Effective Scrum teams must continually evaluate, introduce and adopt Agile engineering practices in an effort to continually improve. This course is designed to introduce many of these practices and the benefits they provide. A series of thoughtful, hands-on exercises will further solidify and enhance the understanding of these practices. EXERCISE: Defining Our Challenge Course participants will openly discuss challenges facing their current development teams. We will discuss common myths and misperceptions of both the Agile discipline and the Agile developer. II. Feedback and Planning Planning as a result of feedback from the customer and team is a key component of successful Scrum teams. We will explore the levels at which we plan, and how to effectively incorporate feedback into each of these levels to guide the team to success.

- Triple Constraints
- Five Levels of Planning
- User Stories
- Relative Sizing
- Sprint Execution
- Sprint Demo
- Team Retrospective

EXERCISE: Feedback and Continuous Improvement Course participants will work through a set of exercises aimed at reinforcing the importance of feedback throughout the lifecycle of an Agile project from requirements to execution. III. Collaboration Collaboration is a key element of Scrum teams. We will discuss forms and forums for collaboration with the team, in the team, and with the customer. Paring will be introduced and used continually throughout the remainder of the course.

- Customer Collaboration
- Team Collaboration
- Pair Programming and Pairing

EXERCISE: Self-Organizing Teams Through a series of interactive exercises, course participants will experience the chaos created by individuals without common goals. Ultimately the team will be allowed to

self-organize with minimal direction and experience the harmony and balance of a self-organized team. EXERCISE: Pairing Using the techniques introduced by pair programming, course participants will solve a problem in pairs. This exercise will demonstrate the value and effectiveness of pairing to develop better solutions and to increase shared knowledge of the team. IV. Architecture, Design, and Shared Understanding Discuss the role of architecture on Scrum projects and how the use of design principles can lead to simple, flexible designs and systems. We will introduce the shared aspects of design and code quality. Testability is a driving concern in Scrum teams and we will discuss the reasons and benefits from focusing on testability.

- Architecture as a Concern
- Design Principles
- Coding standards
- Collective code ownership
- Simple design
- System metaphor
- Testability as a Driving Concern

EXERCISE: Coding Standards Course participants will discuss thoughts and current practices regarding coding standards. Instructor will provide a working software example for the team to evaluate in the absence of coding standards. The class will discuss the potential waste effort that can exist in the absence of coding standards. Course participants will then work in teams to develop a simple set of coding standards. After applying the agreed upon coding standards they will look at the inherent benefits. V. Test Driven Development (TDD) We will introduce Test Driven Development and contrast to the traditional test last approach. Discuss the benefits and process of TDD and how it can lead to better overall design and simplicity.

- Test First vs. Test Last
- TDD Rhythm: Red, Green, Refactor
- TDD influence on Design
- Unit Testing Principles

EXERCISE: Test Driven Development Using Test Driven Development (TDD), course participants will develop a Test List and follow the TDD Red, Green, Refactor cycle to develop software and meet the instructor’s requirements. Course participants will experience the cadence and rhythm of the TDD process. VI. Refactoring There is a symbiotic relationship between good tests and the refactoring process. We will discuss why, when and how teams should consider refactoring.

- Safety Net of Tests
- Refactoring Patterns
- Refactoring for Maintainability

EXERCISE: Refactoring Instructor will provide working software and a test suite of unit tests. Using refactoring methods and patterns, course participants will incrementally refactor the software to achieve a simpler design and increase quality and maintainability. VII. Continuous Integration

- Discuss the concept of Continuous Integration and the CI Attitude. Continuous Integration provides

an essential role in maintaining a continuous process for providing feedback to the team.

- Discuss the Attitude of Continuous Integration
- Discuss how and why you must develop a single command line build
- Automating the Build
- The 10-minute build
- Benefits and Practices of Continuous Integration

EXERCISE: Continuous Integration Participants will define and execute a Continuous Integration process using a popular open-source Continuous Integration product. This exercise will reinforce the key tenants and practices of Continuous Integration and serve as a discussion opportunity on how to effectively utilize and leverage Continuous Integration to support the developer and the team. VIII. Testing Practices Various levels and types of testing and the benefits they provide Scrum teams will be reviewed. Additional discussion focuses on how and what to automate in order to shorten feedback cycles.

- Testing Quadrants
- Automation
- Unit Tests
- Integration Tests
- Acceptance Tests
- Functional Tests

IX. Acceptance Testing The discipline of Acceptance Testing can lead to better collaboration with both the customer and the team. Automating Acceptance Tests can provide an invaluable tool to support the creation of higher quality software and continue to support the team from story to story and sprint to sprint.

- Acceptance Criteria
- Writing Acceptance Tests
- Acceptance Test Driven Development
- Automating Acceptance Tests

EXERCISE: Acceptance Testing Course participants will develop a set of Acceptance Tests (Story Tests) from a sample set of User Stories containing Acceptance Criteria. Using Acceptance Test Driven Development (ATDD), course participants will use these Acceptance Tests to drive development of the sample User Stories. X. Adopting Scrum Developer Practices

- Recap Scrum Developer Practices and have an open discussion about how to introduce, adopt, and expand Practice use within Scrum teams.
- Recap Essential Scrum Developer Practices
- Team ground rules to start off on the right foot
- Develop a roadmap leveraging Scrum Developer Practices

EXERCISE: Create a Roadmap and Action Plan Course participants will prioritize the Agile engineering practices that they might want to introduce to their current projects, teams, and organizations. Using the three highest priority concepts, course participants will create a plan to bring these practices into action. The class will compare and discuss action plans.

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Phoenix TS is registered with the National Association of State Boards of Accountancy (NASBA) as a sponsor of continuing professional education on the National Registry of CPE Sponsors. State boards of accountancy have final authority on the acceptance of individual courses for CPE credit. Complaints re-garding registered sponsors may be submitted to the National Registry of CPE Sponsors through its web site: www.nasbaregistry.org

Starting at **$895**

ATTENTION

For GSA pricing or Contractor quotes call 301-258-8200 – Option 2.

GSA

10420 Little Patuxent Parkway Suite 500 Columbia, MD 21044

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Price Match Guarantee

We'll match any competitor's price quote. Call us at 240-667-7757.

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