

Scrum League™ Team Developer (icSTD™): Certification

French-language review and international recognition

Hands-on course of 2 days - 14h

Ref.: SRF - Price 2024: €1 890 (excl. taxes)

EDUCATIONAL OBJECTIVES

At the end of the training, the trainee will be able to:

Understand the Scrum framework.

Understand the role of an agile developer

Understand agile design, development and testing practices

Be able to plan out your actions as a development team member in an Agile project

Prepare for and take the Scrum League™ "icSTD" exam

TEACHING METHODS

Participatory lecture with feedback and verification that understanding is being attained over time through exercises and a mock exam with commented answers.

CERTIFICATION

This course prepares participants to take the Scrum League™ "icSTD" certification. The exam, in French, is included and taken at the end of the course. It consists of 45 multiple-choice questions, answered in 45 minutes. Getting 85% correct is required to pass.

THE PROGRAMME

last updated: 06/2022

1) Agility overview

- New needs.
- The agile culture (introducing a change, characteristics).
- Principles and benefits.
- Origins and manifesto.
- Implementing agility: appropriate cases, inappropriate cases.

Group discussion : Learn agility concepts

2) Overview of the Scrum memento

- Scrum, an empirical process: its pillars, its values.
- The different roles within Scrum: the product owner, the Scrum master and the development team.
- Overview of events: sprint, sprint planning, sprint review, retrospective and daily scrum.
- Overview of artifacts: product backlog, sprint backlog and increment.
- Other concepts: sprint 0, definition of done, user story, estimation and velocity.
- Definition of an event and an artifact.

Exercise : Scrum mapping.

3) Architecture and development

- Technical debt: concept and consequences.
- Examples of coding best practices: common rules, templates (SOLID and GRAPS) and refactoring.
- Layering architecture, the spike principle, cross-cutting concern.
- Bug handling: bug report and bug lifecycle.
- Code quality, cyclomatic complexity, code coverage.
- Other examples: design pattern and pair-programming.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@ORSYS.fr to review your request and its feasibility.

- Notion of coupling and cohesion.
- Measures to take for the technical debt.

Exercise : Code smells.

4) Testing and integration

- Classification of tests.
- Principle of test-driven development (TDD): concepts and benefits.
- Continuous integration and automation: concepts and benefits.
- Infrastructure and tools.
- Behavior-driven development (BDD) and Acceptance test-driven development (ATDD).
- Configuration management.

Exercise : User stories and tests.

5) Preparation for certification

- Registration for the exam.
- Practical exercises, mock exam with commented correction.

Exercise : Mock exam.

6) Scrum League™ "icSTD" Exam

- Reminder of the exam rules and conditions for obtaining certification.
- Some tips.
- Taking the Scrum League™ "icSTD" (Scrum team developer) exam.

Exam : Official exam.

DATES

REMOTE CLASS

2024 : 26 Sep, 07 Nov