

AGILE SOFTWARE DEVELOPMENT TRAINING

Accelerate Your Career & Empower Your Team

Build-Your-Own Agile Training Week

Pair two courses in the same location and save up to \$300!

See page 3 for details.

NEW FALL 2008 SCHEDULE

AGILE SOFTWARE DEVELOPMENT

Scrum Master Implementation Workshop **NEW**

User Stories and Estimation in Agile Development **NEW**

Design Patterns Explained **NEW**

Practical Test-Driven Development **NEW**

Lean-Agile Testing Practices **NEW**

MICROSOFT VISUAL STUDIO® TEAM SYSTEM 2008

Visual Studio® 2008 Team Foundation Server

Testing Applications with Visual Studio® Team System 2008

On-site Training Available—

For additional savings, bring this course to your organization for team training.

SATISFACTION
Guaranteed

Relevant, Up-to-Date Content

Small Classroom Workshop Environment

Best Practices

World-Class Expert Instructors



www.SQETraining.com

Public Training
On-site Training
eLearning
Consulting

CHOOSE THE BEST LEARNING OPTION FOR YOU AND YOUR TEAM

P Public Training Courses

We provide the widest selection of specialized training courses—and we're expanding our selection all the time. Developed by top industry consultants, all courses are based on the latest industry practices and updated regularly to reflect current technologies, trends, and issues. Industry experts teach all SQE Training courses. We enhance your experience with expert instruction, content tailored to students' needs, and group discussions. We offer you the best training value in the software industry.

O On-site Training

Looking for ways to save training and travel dollars? Take advantage of the cost-effective convenience of on-site training. To provide your team the training they need without sacrificing project schedules or incurring travel time and expenses, bring our training to your facility.

TW Training Week

Maximize the impact of your training by combining courses in the same location to create a customized training week. Look for **TW** marked on Training Week courses. Pair two and save \$300!

For more information about SQE Training's courses and management consulting services, please visit www.SQETraining.com.



For additional information or to receive a FREE quote, call 888.268.8770/904.278.0524, or email onsitetraining@sqe.com.

ON-SITE TRAINING

Looking for ways to save training and travel dollars? Take advantage of the cost-effective convenience of on-site training to get your team the training they need without requiring them to sacrifice project schedules or incur travel time and expense. Our on-site training offers many benefits:

- Save time and money—Bring team training to your location
- Manageable workloads—Schedule training around your projects, not the other way around
- Customizable content—Offer your team a training curriculum that adheres to your corporate goals, technology environment, and business needs
- Consulting services—Learn from instructors who are world-class consultants with exceptional qualifications and a broad range of real-world experience, augment your training programs with SQE Training's consulting services
- Small groups—Benefit from focused training that offers your team members individual attention with plenty of time for questions. Class sizes can range from 6–25 people
- Employee development—Develop the talent already on your team, increase employee satisfaction—and save company dollars

If you have six or more people to train, consider the advantages of on-site instruction

For additional information call 904.278.0524 or email onsitetraining@sqe.com.

WHO'S BEHIND THE TRAINING?

SQE Training provides the widest selection of specialized software training courses available. Developed and taught by top industry consultants, all courses are based on the latest industry practices and updated regularly to reflect current technologies, trends, and issues. Find the training you need for software testing, development, management, requirements, and security. www.SQETraining.com



Easy to Register



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Ways to Save

Take advantage of the different "Ways to Save" on training using our discount programs listed below. Purchase specialized software training for your whole team and save.



Bring any course to your location for team training. Take advantage of this cost-effective convenience for your team of six or more. For a free quote, contact us at onsitetraining@sqe.com or 888.268.8770 or 904.278.0524.



Attend a week's worth of specialized training in the same location and save up to \$300. See page 3 for details.



Add a StickyMinds.com PowerPass to any training purchase for only \$125. With a PowerPass you save \$100 on all future training registrations. What's a PowerPass? Visit www.StickyMinds.com/PowerPass to learn more.

*For **Group Discounts** or more details on our discount policy, contact the SQE Training Client Support Group at sqeinfo@sqe.com or call 888.268.8770 or 904.278.0524.*

BUILD-YOUR-OWN TRAINING WEEK

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Maximize the impact of your training by combining courses in the same location to create a customized training week. Pair two courses and save up to \$300.

Pair any of these courses in the same location to build a week of training and save up to \$300.

TRAINING LOCATIONS

AGILE SOFTWARE DEVELOPMENT

September 8–12, 2008 Washington, DC
 September 22–26, 2008 Denver, CO
 October 6–10, 2008 Chicago, IL
 October 20–24, 2008 Seattle, WA
 November 3–7, 2008 San Diego, CA

MICROSOFT VISUAL STUDIO® TEAM SYSTEM 2008

September 22–25, 2008 Chicago, IL
 October 13–16, 2008 Washington, DC

AGILE SOFTWARE DEVELOPMENT

MONDAY	TUESDAY	WEDNESDAY
Scrum Master Implementation Workshop		
Practical Test-Driven Development		

THURSDAY	FRIDAY
Design Patterns Explained	
User Stories and Estimation in Agile Development	

MICROSOFT VISUAL STUDIO® TEAM SYSTEM 2008

MONDAY	TUESDAY
Visual Studio® 2008 Team Foundation Server	

WEDNESDAY	THURSDAY
Testing Applications with Visual Studio® Team System 2008	

These additional courses are also available! Check online at www.SQETraining.com for dates and locations.

Software Engineering Training

MASTERING THE REQUIREMENTS PROCESS UPDATED

Build the Right Software—the First Time

REQUIREMENTS MODELING UPDATED

Use Models to Improve Your Requirements Gathering and Systems Analysis

INTRODUCTION TO THE CAPABILITY MATURITY MODEL INTEGRATION® (CMMI®) NEW

Practical Software Process Improvement with Staged and Continuous Approaches

BUSINESS-DRIVEN SOFTWARE MEASUREMENT NEW

Develop and Improve your Software Measures and Metrics

Software Testing Training

SYSTEMATIC SOFTWARE TESTING

A Risk-Based Approach for Producing Better Software

MASTERING TEST DESIGN UPDATED

Techniques for Developing Focused Test Cases

SOFTWARE TESTING CERTIFICATION

Certified Tester—Foundation Level Training

JUST-IN-TIME SOFTWARE TESTING NEW

Powerful Tools for Fast-Changing Projects and Priorities



TEST MANAGEMENT

What Every Test Manager Needs to Know

EXPLORATORY TESTING IN PRACTICE NEW

Plan, Design, and Execute Tests Simultaneously to Find More Bugs—Faster

LEAN-AGILE TESTING PRACTICES NEW

Rapid Delivery of High Quality Software

3 Days Topical Outline:

This course uses a sample project that provides the context of the exercises, including Scrum planning and retrospective meetings, daily activities, agile analysis, story sizing, and acceptance test definitions.

Scrum and Lean-Agile Basics

Evaluate process in agile software development
Scrum roles
Agile products and differences
Work item tracking
Impediment work item
Practice agile activities and learn what more you need to learn

Course Exercise Introduction

Create the basic business value tracking system
Form teams with all Scrum roles filled
Understand the goals of the sample project

Agile Analysis

Feature analysis and breakdown to provide business value
Creating and maintaining a product backlog
The ever-unfolding story
Story sizing
Minimally releasable feature sets
Release planning
Defining acceptance tests

How Scrum Changes Development

Architecture and analysis
QA role
Options for writing acceptance tests
Options for test-driven development
How product documentation and specifications change

Principles for Successful Development

Lean software development
Biggest waste according to lean
What lean tells us to do
Where we start with lean
Why we need to focus on time more than on money spent

Principles and Practices at Work

Practice activities during a simulated release
Details on how to make Scrum work
Sprint iteration story and task tracking

Teams Experiences

Release planning meeting
Sprint/iteration planning meeting
Sprint/iteration activities
Sprint/iteration review and retrospective
Release activities
Release review and retrospective

Implement Scrum for Your Team

Explore scaling agile issues
Explore and identify organization and human challenges
Discussion of one or more Scrum Master case studies

SCRUM MASTER IMPLEMENTATION WORKSHOP **NEW**

Applying Lean-Agile Software Development Practices with Scrum

- Learn, experience, and practice the Scrum Master approach to managing development
- Apply lean-agile principles to software development projects
- Build a cohesive agile team to deliver high quality software more quickly
- Plan and execute small development iterations and internal releases
- Respond to emerging requirements and competitive pressures
- Practice Scrum leadership within a simulated project

HELD IN
COOPERATION WITH:

Net Objectives

Eliminate Barriers to Development Success

Scrum is an agile development method for project management that removes barriers between your customers and the development team. Using the Scrum approach, your organization will more easily meet market and customer needs while attaining its ROI objectives for your project. As a trained Scrum Master, you will help improve the quality of life and productivity for all members of your team. Implementing Scrum boosts productivity, unleashes creativity, provides “quick wins” for your team, and improves the quality of your software.

Empower Your Team

Lean-agile principles empower a development team to learn as they go and eliminate waste while making decisions as late as possible. By following lean-agile practices, your team will deliver high quality, working software as fast as possible. Implementing lean-agile practices and Scrum at the team, IT management, and business levels improves engineering practices and tools, resulting in a potentially shippable product at each increment of completed work.

Learn by Doing

Learning how to be a respected Scrum Master requires certain skills, many of which are only learned by doing. Experience an actual Scrum project during the course and practice—rather than just hear about—the skills you need to learn. The course consists of training, case studies, discussions, and hands-on exercises surrounding the interaction of a Scrum Master and a development team. Participants live the life of a Scrum Master as they interact with team members, peers, and management.

Who Should Attend

This course is appropriate for project managers, team leaders, development managers, analysts, QA staff, and anyone who needs to learn the fundamentals of Scrum team management and lean-agile practices. Because of the experiential learning nature of this course, it is appropriate for all members of your development teams.

ABOUT THE INSTRUCTOR



Guy M. Beaver is a change leader and technology executive with a track record of success in Lean-Agile implementations in large, mid-sized and start-up organizations. He is a recognized expert in Lean, Agile and Scrum technical development with a proven ability to lead, manage and motivate organizations

to realize significant productivity and quality improvements. As a Senior Consultant and Coach, he facilitates enterprise clients in successfully transitioning to Lean-Agile practices and methodologies with business-focused strategies and implementation expertise.

Bob Hartman, Ken Pugh, and Alan Shalloway are additional instructors for this course.

PUBLIC COURSE OFFERINGS

Washington, DC	September 8–10, 2008
Denver, CO	September 22–24, 2008
Chicago, IL	October 6–8, 2008
Seattle, WA	October 20–22, 2008
San Diego, CA	November 3–5, 2008

TW Indicates a Training Week course. See page 3 for details.

For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/smw

USER STORIES AND ESTIMATION IN AGILE DEVELOPMENT NEW

How to Write User Stories and Estimate Development Time

- Create user stories that describe what the user really needs
- Manage user stories over the life of the project
- Combine or split up stories to fit in one iteration
- Make sure you have all the stories you need
- Ensure that user stories are consistent
- Learn to accurately estimate story development time
- Group stories to optimize iterations

Learn and Practice a Repeatable Process for Discovering and Managing Stories

This course focuses on uncovering and managing the customers' true needs for the product you are building. Learn how to discover user stories in an agile development process. Going beyond the practice of merely pulling out stories as they are encountered, you will learn how to organize stories so they can be more easily implemented in a consistent manner. Practice techniques on how to organize agile requirements to help ensure consistent and complete information from your customers and subject experts.

Estimate Story Development Time and More

Go beyond the agile mandate of prioritizing stories merely by customer value. Learn to use risk mitigation and customer feedback to organize stories into iterations. Estimate development time for different stories and the project as a whole. Use the project knowledge generated during development to dynamically refine early estimates and keep customers and management informed about progress.

Course Exercises

During this course you can apply what you have learned by participating in the following exercises:

- Create user stories from a high-level list of requirements
- Learn to use planning "poker" to create high-level estimates of effort
- Analyze a problem domain to discern its high level concepts

Who Should Attend

This course is for product owners, business analysts, developers, QA testers, Scrum Masters, team leaders, users, and anyone involved in discovering and documenting user needs and requirements within an agile development environment. Those investigating agile development practices also will benefit from this course.

HELD IN
COOPERATION WITH:

Net
Objectives

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San Diego, CA	November 6–7, 2008

Indicates a Training Week course. See page 3 for details.

For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/use

2 Days Topical Outline:

Five Reasons to Go Agile

Add business value quickly
Get clarity on customer needs
Project management
Help the team
Technical perspective

Risks of Software Development

Starting Analysis

Use Cases and Why To Use Them

How to employ use cases in an agile project
Use cases as containers for stories
Creating low precision use cases from high level requirements
Use case unfolding
Sub-dividing stories into smaller stories

Relationship Between Agile Analysis, Architecture and Design

Writing Stories

Estimating Stories

Agile project estimation
Agile story estimation

Selecting Stories for the Iteration

Prioritization
Risk mitigation
Increasing feedback

Stories and Testing

Role of QA in Analysis

Refining Our Test Cases

Story Boarding

Kano Analysis

The Changing Role of the Analyst

Wastes in Analysis and How To Avoid Them

3 Days Topical Outline:

Typical vs. Iterative/Evolutionary Development Cycles

Refactoring

What is refactoring?
Identifying refactoring opportunities: code smells
Working effectively with legacy code
Principles and patterns of dependency management

Test-Driven Development

Test-driven development overview
Testing frameworks: using xUnit (JUnit, CppUnit, NUnit)
Building test classes
Driving design of a single class
Test first design of object clusters
Testing patterns, mock object, etc.
Putting old code under test
Test-driven development in your group

The Definitions of “Legacy Code”

Evaluating costs/benefits of maintaining legacy code
Techniques for maintaining legacy code
Group exercise/demo: Adding unit tests to legacy code

HELD IN
COOPERATION WITH:



PRACTICAL TEST-DRIVEN DEVELOPMENT

A Revolutionary Approach to Software Design and Programming

NEW

- Practice using test-first design development methods
- Experience writing unit tests before writing production code
- Automate all unit testing with xUnit
- Gain experience developing programs in small verifiable steps for better designs
- Use test-driven development to add new functionality to applications without adding bugs
- Learn how to refactor (re-design) existing applications to make them more maintainable
- Improve design by developing programs in small steps
- Learn how to incrementally add new unit tests to legacy code while preserving existing behavior

This hands-on course shows you how to use automated unit and acceptance tests to drive your program design and deliver code with fewer bugs. You will practice development using the xUnit tool for unit testing. With extensive practice sessions, experience the revolutionary approach of letting tests drive your development. Learn how to keep new designs clean and simple through refactoring and how to transform unreadable code into well-structured, modular programs.

Approach design from the outside in by writing running code to satisfy automated tests to incrementally grow well-formed, easily maintainable systems.



This course involves hands-on programming. Please bring a laptop with your IDE loaded. If you have any difficulty bringing a laptop, please let us know immediately.

Hands-on Exercises to Improve Test-Driven Development Skills

This course contains a series of hands-on exercises to improve your refactoring skills in areas such as: recognizing poor code constructs, learning to improve design in small safe steps, using the xUnit framework (JUnit, NUnit, or C++ Unit Lite), driving object interface design with intentions, test-first programming, using Mock objects, and understanding the role of acceptance tests.

Who Should Attend

This is a technical course for software developers who have experience working with an object-oriented language and want to learn a new, test-driven approach to object programming. Working in pairs is encouraged—bring a friend!






ABOUT THE INSTRUCTOR




Rob Myers has nearly twenty years of professional experience in software development, including projects for industry leaders in medical, aerospace, and financial services. In the late 1990s, Rob became an xTreme Programming coach and traveled throughout the country assisting teams with agile software development practices and object-oriented design techniques. Rob brings to the classroom his passion for value-oriented software development, team development, and sane work environments. He currently teaches Test-Driven Development and Refactoring, Effective .NET, and the new, cutting edge Test-Driven ASP.NET course.

Scott Bain and Ken Pugh are additional instructors for this course.

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 Washington, DC	September 8–10, 2008
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For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/tdd

DESIGN PATTERNS EXPLAINED NEW

Principles, Practices, and Qualities of Good Design

- Learn what design patterns are and which are most common and useful
- Discover how design patterns work in an agile environment
- Strengthen your design and programming abilities
- Examine the concepts of commonality variability
- Learn to accommodate change using good object-oriented design techniques

Learn the Thought Process of Patterns

Design patterns assist in software development—from analysis to implementation. This course goes beyond merely teaching design patterns by giving you the principles and strategies to make design patterns good practice. Learn to use advanced design techniques in solving problems whether design patterns are present or not. After detailing several design patterns and their principles, the course goes further and shows how patterns can work together to create robust, flexible, and maintainable designs.

Learn What Quality Code Is

Design patterns are about using existing quality solutions to solve recurring problems. Learning about design patterns is valuable because knowing them:

- Provides quality solutions that you might not have thought about otherwise
- Gives a common set of terminology to be used by your team members
- Improves the team-wide design and code quality

Who Should Attend

This course is intended for software developers who have at least a basic understanding of object orientation and want to take their design, programming, and analysis skills to a new level.

HELD IN
COOPERATION WITH:


Practice a New Design Approach

Design is typically thought of as a process of identifying our objects and putting them together. A better approach is available. This approach involves viewing things at a higher, more conceptual level without leading to paralysis by analysis. Once design patterns have been explained, you will have the knowledge needed to use this new approach.

Course Exercises

This course contains practical exercises that will help you apply what you have learned.

Analysis Exercise: Learn how to perform commonality variability analysis, which will help you focus on finding strong abstractions and decoupling user requirements.

Design Exercise: Apply the qualities, principles, practices, and patterns in this course through a hands-on design exercise. You will see how patterns are applied, how to achieve greater flexibility without over-design, how to know when you've gone far enough (and too far) in design, and how requirements changes can be accommodated with high-quality design.






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 Denver, CO	September 25–26, 2008
 Chicago, IL	October 9–10, 2008
 Seattle, WA	October 23–24, 2008
 San Diego, CA	November 6–7, 2008

 Indicates a Training Week course. See page 3 for details.

For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/dpe

2 Days Topical Outline:

Writing Maintainable Code

Coding First Principles

Loose coupling
Strong cohesion
No redundancy

Gang of Four

Basic Object-Oriented Principles

Polymorphism
Encapsulation
Composition

Discovering the Strategy and Bridge Patterns

What are Design Patterns?

Coding best practices
Ways to contain variation
Forces

Comparison of Design Approaches “Standard” Entity and Behavior Analysis

Variation-based design
Pattern-based design

Commonality/Variability Analysis

How to design for variation
Strategy pattern

Using Design Patterns to Contain Variation

Analysis matrix and the abstract factory
Bridge
Adapter
Facade
Singleton

New Perspective of Object-Oriented Design

Family of proxy patterns
Decorator pattern
Observer pattern



Take-Home Bonus

Each public course participant receives a copy of *Design Patterns Explained: A New Perspective on Object-Oriented Design* by Alan Shalloway, James Trott, and John Vlissides.

2 Days
Topical Outline:

The Power of Lean-Agile Development

Seven principles of lean-agile development
Test-driven design and unit testing
Continuous test-driven integration
Lean-agile quality planning
Exercise

How Agile Changes Requirements and Testing

Requirements definition—use cases, user stories
Agile testing vs. traditional testing
Test artifacts for lean-agile development
Manual vs. automated testing
Agile team case study
Mike Cohn's testing pyramid
Exercise

Agile Testing Practices for Speed of Need

Exploratory testing
Quick explore
Blink
Session-based testing
Release explore
Exercise

Automated Acceptance Testing

Improve acceptance testing
Open source FitNesse
Exercise

Agile Testing Transitions

People challenges—discussions and suggestions
Exercise
Technical challenges—discussions and suggestions
Exercise
Organization challenges—discussions and suggestions
Exercise

Look Back, Look Ahead

Where do you start? Where are you now?
Where do you go for help?
What are your next steps?

LEAN-AGILE TESTING PRACTICES

NEW

Rapid Delivery of High Quality Software

- Apply lean principles to quality and testing
- Deliver value to customers quickly with agile testing practices
- Discover opportunities for lean-agile improvements
- Learn about lean-agile testing practices across the entire release cycle
- Evaluate FitNesse as an automated acceptance testing tool solution
- Respond to and recommend agile testing transition actions

HELD IN COOPERATION WITH:



Quickly Deliver the Highest Value Features to the Customer

Lean-agile methods promote the rapid delivery of value to customers by deferring detailed definition and design of system features until the “last responsible moment.” This practice challenges the whole team, including testing, to stay continuously synchronized within very short release iteration cycles. To keep up with the fast pace, the team must be creative, smart, and efficient with their verification and validation testing activities.

Lean Principles Add Value to Your Organization

In this interactive workshop, you will examine agile testing practices including exploratory testing and automated acceptance testing approaches. Experience the “four-hour release” cycle and practice the activities important to testers in a lean-agile development environment.

Adapt to Agile Development Practices that Affect Your Team

Teams new to agile practices have discovered that moving from traditional “test last” to the lean-agile “test first” is a big challenge to the entire development organization—and especially to testers and the test group. Discuss the common obstacles facing teams and explore solutions that can work for your test team. Develop an action plan to become valued members of a lean-agile development team.

Who Should Attend

The audience includes test professionals, test managers, project leaders, quality analysts, and developers. No specific prerequisites are assumed. Experience in any form of software development (testing, programming, and managing) and some familiarity with agile practices is recommended.

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Bob Hartman and Ken Pugh are additional instructors for this course.

PUBLIC COURSE OFFERINGS

New York/New Jersey Area	September 11–12, 2008
Washington, DC	September 18–19, 2008
San Francisco, CA	October 23–24, 2008
Tampa, FL	November 20–21, 2008

Indicates a Training Week course. See page 3 for details.

This course is part of the Software Testing Training Week.
www.sqetraining.com/Public/TrainingWeek.aspx

For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/atp

VISUAL STUDIO® 2008 TEAM FOUNDATION SERVER

Understanding and Administering Microsoft® Team Foundation Server

- Customize work item definitions to support an agile software process in Team Foundation Server
- Create and modify work items
- Understand how to administer and manage Team Foundation Version Control
- Create, execute, and modify custom build scripts for Team Build

This course covers the major components of Visual Studio® 2008 Team Foundation Server. Learn how to build your organization's software process into Team Foundation Server by modifying the out of the box process templates for MSF for Agile Software Development and MSF for CMMI® Process Improvement. This course covers version control, reporting, automated build, work item tracking, and project management.

Who Should Attend

This course is designed for individuals responsible for source control, project management, build administration, and reporting.

Bonus: Computer lab is supplied for this course.

CMMI® is a registered trademark of Carnegie Mellon University.


In cooperation with:



INSTRUCTORS: Chris Menegay, Dave McKinstry, Donovan Brown, and Trent Nix

PUBLIC COURSE OFFERINGS

 **Chicago, IL** September 22–23, 2008
 **Washington, DC** October 13–14, 2008

 Indicates a Training Week course. See page 3 for details.

For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/vfs

2 Days Topical Outline:

Team System Overview

Development challenges and features
Role-based approach
Packaging
Team Foundation security settings
Groups, permissions, and supporting services
LAB

Team Projects and Process

How process is integrated with Visual Studio® 2008 Team System
MSF for Agile Software Development and CMMI® Process Improvement

Team Project Security

TFS security review, team project security, supporting services, and version control security
LAB

Project Management and Work Items

Work item tracking system
Creating custom work item queries
Work item integration with Microsoft Project and Microsoft Excel
LAB

Version Control

Architecture overview
Integrated and atomic check-in
Parallel and remote development
Check-in notes, notification, and policy
LAB

Advanced Version Control

Shelving, branching, and merging
Multiple solutions and common admin tasks
LAB

Build Process

Team build architecture
Creating build scripts
Executing builds and command-line tasks
Running Web tests
Scheduling builds
Continuous integration

Modifying Work Item Definitions

Changing work item definitions on live projects
Adding workflow and controlling field access
LAB

Modifying Process Templates

Modifying document templates, work items, and MS Project synchronization
Using custom processes with team projects
LAB

Planning Deployment

Logical architecture
Server deployment architecture
Common administrative tasks
Building reports
LAB

TESTING APPLICATIONS WITH VISUAL STUDIO® TEAM SYSTEM 2008

Managing Lifecycle Testing

- Find out how to analyze build reports delivered within agile development teams
- Understand how to create and manage a variety of tests using the testing tools in Visual Studio® 2008 Team System
- Learn how to enter and edit defects using work item tracking
- Become familiar with Team Foundation Version Control, where all tests are stored and historical changes are tracked

This course provides hands-on experience with all the Team System testing functions including: defect reporting, defect tracking, and manual test creation, as well as execution of manual, Web, load, and unit tests. It covers how to utilize reporting features and create quality reports used to analyze the status of projects.

The testing portion of this course is taught using a shared Team Foundation Server. The testing aspects utilize Visual Studio® Team System 2008 Test Edition.

Who Should Attend

This class is intended for those individuals responsible for the QA and testing roles in the software development lifecycle.

Bonus: Computer lab is supplied for this course.


In cooperation with:



INSTRUCTORS: Chris Menegay, Dave McKinstry, Donovan Brown, and Trent Nix

PUBLIC COURSE OFFERINGS

 **Chicago, IL** September 24–25, 2008
 **Washington, DC** October 15–16, 2008

 Indicates a Training Week course. See page 3 for details.

For the latest information on this course and to download a PDF brochure, visit: www.SQETraining.com/vts

2 Days Topical Outline:

Overview

Team System overview
Development challenges and features
Role-based approach
Packaging
LAB

Introducing Visual Studio® 2008

Brief history/overview
Introducing the user interface
Developing solutions
LAB

Team Projects and Process

How process is integrated with Visual Studio® Team System 2008
Overview of MSF for Agile Software Development and for CMMI® Process Improvement

Project Management and Work Teams

Work item tracking system and handling work items
LAB

Version Control

Architecture overview
Integrated and atomic check-in
Parallel and remote development
Check-in notes, notification, and policy
LAB

Unit Tests

Test-driven development, unit testing, code coverage
LAB

Quality Assurance and Testing

Testing, test manager, writing manual tests, executing manual tests, reporting defects
LAB

Web Testing

Creating and executing Web application and Web services tests
Using extraction and validation rules
Test run configurations and data-driven Web tests
LAB

Load Testing

Creating and executing Web application and service load tests
Using the load agent
Analyzing results
LAB

Build Process

Analyzing test results, working with build reports

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