

# 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 \$500!  
See page 3 for details.

**SATISFACTION**  
*Guaranteed*

Relevant, Up-to-Date Content

Small Classroom Workshop Environment

Best Practices

World-Class Expert Instructors

## NEW SPRING 2009 SCHEDULE

### AGILE SOFTWARE DEVELOPMENT

Scrum Master Certification UPDATED

User Stories and Estimation in Agile Development

Design Patterns Explained UPDATED

Practical Test-Driven Development UPDATED

Lean-Agile Testing Practices

### 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.*



www.SQETraining.com

Public Training  
On-site Training  
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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 \$500!

**For more information about SQE Training's courses and management consulting services, please visit [www.SQETraining.com](http://www.SQETraining.com).**



**For additional information or to receive a FREE quote, call 888.268.8770/904.278.0524, or email [onsitetraining@sqe.com](mailto: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](mailto: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](http://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](mailto:onsitetraining@sqe.com) or 888.268.8770 or 904.278.0524. See page 6 for more details.



Attend a week's worth of specialized training in the same location and save up to \$500. See page 3 for details.



2 Pack allows you to purchase any 2 courses and save \$500 instantly. The courses can occur anytime or place throughout the year, but must be purchased at the same time. Please call our Client Support team at 888.268.8770 or 904.278.0524 to take advantage of this offer.



Receive a \$50 Amazon gift certificate if you register 6 weeks prior to any Training Week. Gift certificates will be delivered after payment is received and the event is completed.



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](http://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](mailto: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 any of these courses in the same location to build a week of training and save up to \$500.

### TRAINING LOCATIONS

#### AGILE SOFTWARE DEVELOPMENT

March 30–April 3, 2009 Washington, DC  
 April 20–24, 2009 San Francisco, CA  
 May 11–15, 2009 Chicago, IL

#### MICROSOFT VISUAL STUDIO® TEAM SYSTEM 2008

March 30–April 2, 2009 Boston, MA  
 April 20–23, 2009 San Francisco, CA

### AGILE SOFTWARE DEVELOPMENT

MONDAY	TUESDAY	WEDNESDAY
	Scrum Master Certification	
	Design Patterns Explained	

THURSDAY	FRIDAY
	Practical Test-Driven Development
	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](http://www.SQETraining.com) for dates and locations.

### Software Requirements

#### 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

### Software Testing Training

#### SYSTEMATIC SOFTWARE TESTING

A Risk-Based Approach for Producing Better Software

#### MASTERING TEST DESIGN

Techniques for Developing Focused Test Cases

#### TEST MANAGEMENT

What Every Test Manager Needs to Know

#### SOFTWARE TESTER CERTIFICATION

Certified Tester—Foundation Level Training

#### JUST-IN-TIME SOFTWARE TESTING

Powerful Tools for Fast-Changing Projects and Priorities

#### EXPLORATORY TESTING IN PRACTICE

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

#### LEAN-AGILE TESTING PRACTICES

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 CERTIFICATION UPDATED

## 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. Participants live the life of a Scrum Master as they interact with team members, peers, and management.

### Go Beyond the Normal Limits of Scrum

This course is designed with the bigger picture in mind—not merely how to take a team to Scrum, but how an organization can implement Scrum. Lean-Thinking is used throughout the course to consider critical topics such as teams driving from business value, keeping the big picture in mind while working on the smaller pieces, eliminating waste by focusing on good practices, and more.

### 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.

### Certification

This course is based on the principles of Scrum, and with three full days it allows participants time to practice the interactions that are so critical to their success as a Scrum Master. As a result students receive an extensive list of competencies that delineate the skills required for performing as a Scrum Master. Students also enjoy ongoing access to valuable on-line learning resources, providing them with the most complete information to continue their education. Upon earning a passing grade on the post-course Certification Competencies Exam, the student is granted their Professional Scrum Certificate by Net Objectives.

### 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.

*Ken Pugh, Alan Shalloway, and Rod Claar are additional instructors for this course.*

### PUBLIC COURSE OFFERINGS

Washington, DC	March 30–April 1, 2009
San Francisco, CA	April 20–22, 2009
Chicago, IL	May 11–13, 2009

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](http://www.SQETraining.com/smw)**

# USER STORIES AND ESTIMATION IN AGILE DEVELOPMENT

## Use Business Value to Drive Your Agile Development

- Create user stories that describe what the user really needs
- Manage user stories over the life of the project
- Make sure you have all the stories you need
- Drive your agile analysis from business value
- Ensure that user stories are consistent
- Learn to accurately estimate story development time
- Group stories to optimize iterations
- Create high-level release plans

### Learn and Practice a Repeatable Process for Discovering and Managing Business Value

This course focuses on uncovering and managing the customers' true needs for the product you are building. Learn how to focus on maximizing business value delivered 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.

### Keep the Big Picture in Mind While Creating Stories

Go beyond the beginner's rule 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 a project vision to guide your team
- Create a release plan based on maximizing return to your customers
- Create user stories from a high-level list of requirements
- Learn to use planning "poker" to create high-level estimates of effort
- Understand the importance of acceptance testing in estimation

### 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

### 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.

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

### PUBLIC COURSE OFFERINGS

Washington, DC	April 2-3, 2009
San Francisco, CA	April 23-24, 2009
Chicago, IL	May 14-15, 2009

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](http://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

2 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, NUnit, VSTS)  
Building test classes  
Driving design of a single class  
Testing patterns, mock objects, dependency injection, etc.  
Putting old code under pinning tests  
Test-driven development in your group

The Definitions of “Legacy Code”

Evaluating costs/benefits of maintaining legacy code  
Techniques for maintaining legacy code

TDD Immersion Exercise

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# PRACTICAL TEST-DRIVEN DEVELOPMENT

## A Revolutionary Approach to Software Design and Programming

UPDATED

- 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.

**LAPTOP REQUIRED** *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 eXtreme 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.

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

#### PUBLIC COURSE OFFERINGS

<b>Washington, DC</b>	April 2–3, 2009
<b>San Francisco, CA</b>	April 23–24, 2009
<b>Chicago, IL</b>	May 14–15, 2009

**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/tdd](http://www.SQETraining.com/tdd)

# DESIGN PATTERNS EXPLAINED UPDATED

## 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  
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Objectives

### 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.

### ABOUT THE INSTRUCTOR



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Washington, DC	March 30–April 1, 2009
San Francisco, CA	April 20–22, 2009
Chicago, IL	May 11–13, 2009

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](http://www.SQETraining.com/dpe)

## 3 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  
Encapsulating object construction

#### Comparison of Design Approaches “Standard” Entity and Behavior Analysis

Variation-based design  
Pattern-based design

#### Commonality/Variability Analysis

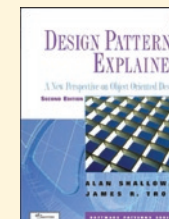
How to design for variation  
Strategy pattern

#### Using Design Patterns to Contain Variation

Analysis matrix and the abstract factory  
Bridge pattern  
Adapter pattern  
Facade pattern  
Singleton pattern  
Abstract Factory pattern

#### New Perspective of Object-Oriented Design

Family of proxy patterns  
Decorator pattern  
Chain of Responsibility pattern  
Null Object 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 R. 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

## 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

### 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.

**HELD IN COOPERATION WITH:**



### ABOUT THE INSTRUCTOR



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### PUBLIC COURSE OFFERINGS

<b>Boston, MA</b>	March 26–27, 2009
<b>San Diego, CA</b>	April 23–24, 2009
<b>Chicago, IL</b>	June 4–5, 2009

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](http://www.sqetraining.com/Public/TrainingWeek.aspx)

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

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In cooperation with:



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

### PUBLIC COURSE OFFERINGS

 **Boston, MA** March 30–31, 2009  
 **San Francisco, CA** April 20–21, 2009

 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](http://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

 **Boston, MA** April 1–2, 2009  
 **San Francisco, CA** April 22–23, 2009

 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](http://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

### Looking to the Future

A look at how the tools will evolve with the next release of Visual Studio® Team System



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### 2 Days — \$1,495

User Stories and Estimation in Agile Development

\*Lean-Agile Testing Practices

Practical Test-Driven Development

Visual Studio® 2008 Team Foundation Server

Testing Applications with Visual Studio® Team System 2008

### AGILE SOFTWARE DEVELOPMENT

**Mon. – Wed.** Scrum Master Certification

**Mon. – Wed.** Design Patterns Explained

**Thurs. – Fri.** User Stories and Estimation in Agile Development

**Thurs. – Fri.** Practical Test-Driven Development

### MICROSOFT VISUAL STUDIO® TEAM SYSTEM 2008

**Mon. – Tues.** Visual Studio® 2008 Team Foundation Server

**Wed. – Thurs.** Testing Applications with Visual Studio® Team System 2008

*\*Lean-Agile Testing Practices is part of the Software Testing Training Week*

## LOCATIONS

### AGILE SOFTWARE DEVELOPMENT

March 30–April 3, 2009 Washington, DC

April 20–24, 2009 San Francisco, CA

May 11–15, 2009 Chicago, IL

### MICROSOFT VISUAL STUDIO® TEAM SYSTEM 2008

March 30–April 2, 2009 Boston, MA

April 20–23, 2009 San Francisco, CA

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8:30 a.m. - 12:00 p.m. Course  
12:00 p.m. - 1:00 p.m. Lunch  
1:00 p.m. - 5:00 p.m. Course

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## NEW SPRING 2009 SCHEDULE

### AGILE SOFTWARE DEVELOPMENT

Scrum Master Certification UPDATED

User Stories and Estimation in Agile Development

Design Patterns Explained UPDATED

Practical Test-Driven Development UPDATED

Lean-Agile Testing Practices

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