

PROFESSIONAL SCRUM DEVELOPER

PSDJava | [Atlassian Jira](#) / [Oracle Java](#) | 3 Days

Accentient's Professional Scrum Developer course is a unique and intensive three-day experience intended for anyone involved in software development. The course guides teams on how to turn product requirements into business value in the form of potentially-releasable increments of done, working software. This is accomplished using the Scrum framework, Java development tools, and modern Agile development practices.



This course is a mix of lecture, demonstration, group discussion, and hands-on software development. The true value of the course is realized as each student collaborates with other team members, on a case study product, using Atlassian Jira and Java development tools, over several mini-Sprints.

| | Day 1 | Day 2 | Day 3 |
|-----------|--|--|---|
| Morning | <ul style="list-style-type: none">• Introductions• Scrum Framework | <ul style="list-style-type: none">• Sprint 1• Application Lifecycle Management | <ul style="list-style-type: none">• Emergent Architecture• Quality Code |
| Afternoon | <ul style="list-style-type: none">• Case Study• The Product Backlog | <ul style="list-style-type: none">• Quality Software• Sprint 2 | <ul style="list-style-type: none">• Sprint 3• Scrum Challenges and Next Steps |

The Sprints

Timeboxing is a critical concept in Scrum as well as in this course. This is especially evident during the Sprints. Each event (Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective) within a Sprint has a timebox duration and each team is expected to obey it.

Audience

This course is suitable for any member of a Scrum Development Team, such as those who develop tests, architecture, design, schema, or code. Entire teams are encouraged to attend this course and experience the positive effects of collaborating inside of a timebox according to their definition of done. Each team must be cross-functional, ensuring it has the necessary skills. Product Owners, Scrum Masters, stakeholders, and those evaluating Scrum's effectiveness are welcome to attend, but keep in mind that every attendee will be expected to participate and collaborate equally, working towards the achievement of their team's goals.

Note: This course assumes that each student has read the [Scrum Guide](#), has a basic understanding of Scrum, and is using Atlassian Jira to plan and track their Java development effort. Failure to meet any of these prerequisites may result in a diminished learning experience.



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At Course Completion

Through a combination of instructor-led training, hands-on activities, and team-based exercises you will be exposed to the key components of Scrum and the skills required to help successfully deliver done, working software.

At course completion, you will have had exposure to most of the topic areas outlined in the [PSD Subject Areas](#):

Fundamentals of the Scrum framework

- ✓ Scrum roles, artifacts, and events
- ✓ Complementary development practices

Application Lifecycle Management

- ✓ Atlassian Jira
- ✓ Jira for Scrum Teams
- ✓ Git version control
- ✓ Branching and merging for Scrum Teams
- ✓ Support for various release models

Refining the Product Backlog

- ✓ Defining and assuring quality
- ✓ Definition of done
- ✓ Reporting bugs
- ✓ In-Sprint vs. out-of-sprint bugs
- ✓ INVEST and 3C techniques
- ✓ Agile estimation
- ✓ Wall estimation and Planning Poker techniques

Agile Testing

- ✓ Testing in parallel with coding
- ✓ Development, acceptance, and exploratory testing
- ✓ Unit testing using JUnit
- ✓ Test-Driven Development
- ✓ Analyzing code coverage
- ✓ Acceptance testing
- ✓ Acceptance Test-Driven Development

Emergent Architecture

- ✓ Fitness (fit) for purpose
- ✓ Avoiding upfront requirements and design
- ✓ Developing in slices, not layers
- ✓ Minimizing documentation

Quality Code

- ✓ Quality code == quality software
- ✓ SOLID principles
- ✓ Clean code == quality code
- ✓ Code and test smells
- ✓ Java code quality tools
- ✓ Continuous Integration (CI)
- ✓ Automating the build
- ✓ Continuous feedback and related tools
- ✓ Refactoring and refactoring tools
- ✓ Technical debt and how to pay it back

Scrum Challenges

- ✓ Getting done and avoiding undone work
- ✓ Running experiments (spikes)
- ✓ Cross-functional team collaboration
- ✓ Not changing Scrum
- ✓ Overcoming common dysfunctions & case studies
- ✓ Working with challenging team members
- ✓ Improving productivity
- ✓ Becoming a high-performance Scrum Team

Course Designer

This course was designed by Richard Hundhausen, an experienced software developer, Professional Scrum Trainer, co-creator of the Scaled Professional Scrum framework (the “Nexus”), author of Professional Scrum Development with Microsoft Visual Studio (Microsoft Press) and an experienced trainer.

