# Scrum for Developers

### Audience Course Scrum for Developers
The course Scrum for Developers is intended for teams and individuals who want to learn how Scrum can be used in the development of applications.

### Prerequisites Scrum for Developers
Experience with programming in a modern programming language like Java, C#, JavaScript or Python is required to participate in this training.

### Realization Training Scrum for Developers
During the training the participants are part of a Scrum Development Team that develops an application. In this way they can experience how a self-organizing team works and what is involved in it. Course times are from 9.30 to 16.30.
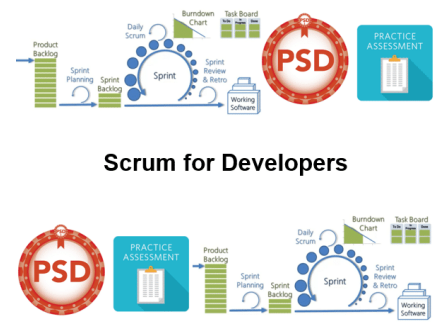
### Certification Scrum for Developers
After successful completion of the course the participants receive an official certificate Scrum for Developers. Participants can also take the online exam 'Professional Scrum Developer'.

**Duration: 2 days**     **Price: € 1299**

**Open Schedule**

**Scrum for Developers**

# Content Course Scrum for Developers

In the course Scrum for Developers a Scrum Development Team learns how to get a flying start in both efficiency and productivity when developing software by applying Scrum. Developing quality software requires a well-functioning team, an Agile process through Scrum and appropriate tooling.

### Scrum en Agile
The course starts with an introduction in the background of Scrum and the Agile Manifesto. The different roles in Scrum such as Product Owner and Scrum Master are discussed. And also Ceremonies, Planning, Daily meeting and Review are treated. Furthermore attention is paid to Requirements Gathering, User Stories and Acceptation Criteria.

### Scrum Artifacts
Subsequently Scrum artifacts such as Stories and Product Backlog are on the agenda and the division of activities in Sprints and Best Practices in Scrum are discussed.

### Self Organizing Teams
During the training the participants are part of a Scrum Development Team so that they can experience how a self-organizing team functions and what it involves. The participants learn how the team can deliver software in every Sprint that can in principle be put into production immediately.

### Theory en Practice
The training is a mix of theory and applying it in practice. Java is used for the practical assignments and the participants do requirements engineering, design, development, testing, integration and deployment within a single iteration.

### Technical Skills
The course covers all the technical skills you need as a team member to successfully develop and deliver the desired functionality.

### Scrum Certification
After completing the course you will be able to obtain Scrum certification through an official exam. This exam is called "Professional Scrum Developer" and can be taken online.

# Modules Course Scrum for Developers

| Module 1 : Scrum Intro | Module 2 : Using Scrum | Module 3 : User Stories |
|---|---|---|
| What is Scrum? | Working in Scrum Teams | User Story Parts |
| Project Management | Roles | Acceptation Criteria |
| Self-organized teams | Product owner | Why User Stories? |
| Business sets priorities | Scrum Master | Gathering Stories |
| Target accomplishment | Development Team | Requirements Gathering |
| Agile introduction | Manager | Writing User Stories |
| The Agile Manifesto | Ceremonies | Acceptation Criteria |
| Agile Methods | Planning | Prioritization |
| Method differences | Daily meeting and Review | Story Mapping |
| **Module 4 : Scrum Artifacts** | **Module 5 : Best Practices** | **Module 6 : ALM** |
| Artifacts | Test-driven Development | Application Lifecycle Management |
| Stories | Continuous Integration | ALM tools with Scrum |
| Product Backlog | Refactoring | Manage and Monitoring |
| Prioritization | Emergent Architecture | DevOps Culture |
| Size Estimation | Incremental DB Design | Requirements Management |
| Product Timeline | Definition of Done | Requirements Workflow |
| Sprints | Planning | Estimation and Planning |
| Life in the Sprints | Code Review | Incident Management |
| Sprint Backlog | Pair Programming | Testing |
| Sprint Planning | Version Control | Quality Assurance |
| Charts | Acceptance Tests | Deployment and DevOps |