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TRAINING

Scrum League™ Team Developer (icSTD™): Certification
French-language review and international recognition

Hands-on course of 2 days - 14h
Ref.: SRF - Price 2025: 1 930 (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: 08/2024

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.

- 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
2025 : 10 juil., 16 oct.