Professional Software Testing Using Visual Studio 2017

This three-day course will introduce you to contemporary testing principles and practices used by Agile teams to deliver high-quality increments of software on regular iterations.

Length Days: 3 | Length Hours: 24

Target Audience

This course contains several modules, each covering a different set of Agile practices and related tools.

Course Objectives

This course is appropriate for all members of a software development team, especially those team members performing testing activities – regardless of skill level. This course also provides value for non-testers (managers, Scrum Masters, coaches, etc.) who want a better understanding of what Agile software testing involves.

You should take this class if any of these issues sound familiar:

- Release dates and budgets are missed due to low quality and bugs
- Testing activities are performed at the end of the sprint/iteration or release
- No collective ownership or collaboration exists between the developers and testers
- The team tests the wrong things at the wrong time
- No automated tests, no regression tests, and no idea of the quality of your software!

Course Outline

1 - Agile Software Testing

- Agile software development
- Agile testing behaviors
- Agile requirements and acceptance criteria

2 - Planning and Tracking Quality

- Forcasting and planning a sprint
- Defining done, reporting bugs

3 - Development Tests

- Unit testing, code coverage
- Test-Driven Development (TDD)

4 - Acceptance Tests

- Acceptance testing, integration testing, UI testing
- Performance testing, load testing, non-functional requirements
- Acceptance Test-Driven Development (ATDD)

5 - Exploratory Tests

- Exploratory testing, testing “tours”, providing feedback

6 - Build and Test Automation

- Automated building and testing, Continuous Integration (CI)
- Build and test using Visual Studio agents

7 - Delivering Quality Software

- Overcoming common dysfunctions, attributes and behaviors of high-performance teams