

Training



Agile Design (5 days)

The Agile Design Challenge

How do we deliver software that addresses the immediate needs of the business, whilst ensuring we can accommodate their long-term goals?

It's a dilemma that's got the majority of Agile teams *stumped*.

Over a decade of experience has earned Agile a reputation for being good at delivering tactical point solutions at the expense of strategic architectural goals.

Many managers believe that the Agile approach misses the bigger picture, and are skeptical that Agile approaches will scale up to address wider organizational needs.

The Agile Design Solution

In this 5-day course, you will learn how to address short-term and long-term design goals using practices and techniques that are 100% Agile.

You will learn how to balance plan-driven up-front design techniques with feedback-driven approaches, and how to align strategic business goals with the systems you create today without resorting to the tyranny of heavyweight processes or Big Design Up-Front.

Who Should Attend?

Architects, design authorities and design-oriented developers will find this course valuable

How Much Does It Cost?

The course is delivered on site for a cost of £7,495 (+VAT and expenses) for a maximum of 12 students

How Do I Find Out More?

Call +44 208 715 2645 or email training@parlezuml.com

Training



Course Outline

•Day 1

Introduction to Agile Design
The Agile Design Process
Up-front Design on Agile Projects

Day 2

Test-driven Design
Agile OOAD (not necessarily) using UML

Day 3

Feedback-driven Design on Agile Projects
Software Design Principles
Code Smells & Refactoring

Day 4

More Code Smells & Refactoring To Patterns
Measuring Code Quality

Day 5

Enterprise Architecture on Agile Projects
Capturing Business Goals
Modeling Business Architecture & Mapping To Software
Traceability Through End-to-end Testing

This course is run as a highly practical workshop, with maximum hands-on practice and minimal lecturing.

You will require a laptop with a suitable software development environment installed (e.g., Visual Studio, Eclipse).

All lecture examples are written in C#