

Professional Scrum Developer (Generic)

Learn via: **Classroom / Virtual Classroom / Online**

Duration: **3 Day**

Overview

The Professional Scrum Developer (PSD) course is a 3-day course that teaches how to create great software using the Scrum framework.

Scrum.org selects only the most qualified instructors to deliver this course. Scrum.org maintains the defined curriculum and materials to assure consistency and quality for delegates worldwide.

Assessment and Certification

All participants completing the Professional Scrum Developer course receive a password to take the Professional Scrum Developer level I assessment (PSD I).

The industry-recognized PSD I certification requires a minimum passing score on this rigorous assessment. Scrum.org maintains a public list with everyone holding the Professional Scrum Developer I certificate.

Prerequisites

The Professional Scrum Developer course is suitable for any member of a Development Team, including architects, programmers, database developers, testers, and others with some technical knowledge. The class focuses much on technology and requires pair programming.

Have a solid understanding of Scrum either through working on a Scrum Team, or through taking part in a Professional Scrum Foundations or similar course.

Have studied the Scrum Guide (required).

Passed the Scrum Open assessment.

Passed the Developer Open assessment.

Eclipse for Java or similar IDE

Java, JUnit, Subversion or Git experience

Jenkins, and Sonar experience would be beneficial

What You Will Learn

Delegates will:

Working in a series of Sprints, teams of delegates collaborate, apply modern engineering practices, and use the Scrum framework to cope with changes. They learn how to develop increments of potentially releasable functionality from a realistic Product Backlog.

Delegates concurrently do requirements engineering, design, development, testing, integration, and deployment within a single iteration. The course teaches how Agile engineering practices and supportive ALM tools improve a team's capabilities even more.

Outline

- Introduction
- The scrum framework
- Application lifecycle management
- Case study
- The product backlog
- Agile testing
- Emergent architecture
- Quality code
- Scrum challenges

- Next steps