



Software Craftmanship Awareness

Duration 2 day(s) (SENSIBILISATION-CRAFT-02)

Software Craftmanship Basics with Workshops

Description

Know the principles and practices of the Software Craftmanship movement.

Goals

- Have a clear idea of what Software Craftmanship is and its benefits.

Public

- Developers - Project managers

Prerequisites

- Have OO programming basics

Structure

50% Theory, 50% Practice

Program

Definition and chronology of Software Craftsmanship

- Definition
- Chronology
- Agility and Software Craftsmanship
- Manifesto
- Attitude of Craftsman

ROI of Software Craftsmanship

- The quality
- The technical debt
- ROI tests
- ROI of refactoring

eXtreme Programming

- History
- Practices
- Values

Refactoring, Clean Code and patterns

- Smells code
- Refactoring
- Patterns
- SOLID principles

Test Driven Development

- Definition of TDD
- Why the TDD
- The TDD cycle

Other practices

- Coding Dojo
- Domain Driven Design
- BBL, Book Clubs etc ...
- Craftswap
- Pet projects

Workshops

- Bowling Kata - TDD in ping pong programming
- Refactoring - Legacy code refactoring
- Code Review - Individual bad smells in the code