

PROGRAMMING FOR TESTERS

Programming for Testers provides basic training in programming. Participants learn the principles and techniques for a modern programming language.

Programming for Testers is a two-day course for those wishing to obtain general, basic understanding of programming concepts. The course focuses on object-oriented programming, and is designed to provide participants with basic building blocks used in all programming. This knowledge will allow participants to read and understand many different programming languages.

The course also gives insight into why certain errors and bugs occur in software programs and explains how to troubleshoot code, in order to provide better support for developers in the project. The course is also a good foundation for testers who want to start using test automation.

UPON COMPLETING THE COURSE, YOU SHOULD BE ABLE TO:

- Read and understand code
- Follow code flows
- Troubleshoot code
- Write code

WHO SHOULD ATTEND?

Programming for Testers is designed for those working with test and quality assurance, but who wish to know more about programming basics.

LEVEL AND PREREQUISITES

No prerequisites needed.

COURSE STRUCTURE

The purpose of the course is to train and increase programming skills, so the course mainly comprises practical exercises. Microsoft® C# .NET® is the programming language used in the course.

COURSE CONTENTS

The basics

- What is a program?
- How is a program built?
- Comparisons with real-life scenarios

Object-oriented programming

- Object-oriented thinking
- What are the building blocks?
- Code examples

Languages and tools

- Selecting a programming language
- Tools for programming

Practical application

- Live coding
- Test
- Putting yourself in the developer's shoes
- Troubleshooting
- Debugging
- Interesting exercises