



TFS - Team Foundation Server for Developers

Duration: 2 Days **Course Code: GK3393**

Overview:

Visual Studio 2012 and Visual Studio Team Foundation Server 2012 help software development teams successfully deliver complex software solutions. In this course, you will learn how Visual Studio and Team Foundation Server enable you to enforce best practices for software development and improve your application lifecycle management. This course uses the latest (2012) versions of Visual Studio and Team Foundation Server. Note: You are required to bring your own laptop.

Target Audience:

Software developers, Team leaders, testers, product owners, and project managers will all benefit to varying degrees.

Objectives:

- Configure the Team Foundation Server to support your software development process
 - Use work item tracking to support software development using Scrum, Agile, CMMI, and Kanban
 - Use the source control system and workspaces
 - Branch visualization, change tracking, and how to create custom check in policies
 - Types of automated build
 - Customize the build process
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Prerequisites:

- At least six months of C# experience
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Content:

Day 1

Introduction to Visual Studio and Team Foundation Server

Work Item Tracking in Scrum, Agile, CMMI and Kanban

- Work items are the lifeblood of a team project and are used to represent any item of work that needs to be tracked and completed. This can be development work, bug fixes, problems to resolve, test cases and more. The Work Item Tracking system in Visual Studio and Team Foundation Server provides the ability to manage work items through

Day 2

Introduction to Source Control

In this module, we will look at the source control system. Visual Studio and Team Foundation Server support the concept of a repository, a server-side store for managing source code and other project artefacts. Team members check items into and out of source control using workspaces, which store and manage client-side copies of server-side files. This module addresses all these concepts in detail, in addition to looking at conflict resolution and TF.exe, the Team Foundation Version Control Tool.

Branching, Merging and Shelving

The source control repository supports the concept of branching, which is an isolation mechanism that allows multiple version of a codebase to be managed, worked on and versioned independently. This allows developers, for example, to start work on new features while the main codebase is being stabilised ready for release. This module explores branching and reviews a number of strategies that can be used when devising your branch plan. It will also cover merging, which is the process of taking changes from one branch and merging them into another and shelving, a way to save changes on the server that are not yet ready to be incorporated into the live codebase. Branch visualisation, change tracking and merge conflict resolution are also covered. Finally, check in policies are examined as a means of controlling what is checked in, also

Team Foundation Build

Further Information:

For More information, or to book your course, please call us on 00 966 92000 9278

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