

# TRAINING MATRIX

	Software Engineer	Lead Analyst / Designer / Architect	Team Leader	Project Manager	Business Analyst / Customer
Introductory	UML in a Nutshell (1 day)				
	Agile 101 (1 day); Best of Agile Methodologies (2 days) *				
	Code Inspection (0.5 days)				
	Requirements Analysis: JAD to Prototype (1 day)				
Intermediate	OO Principles & Patterns (1 day)				
	OO Software Engineering (3 days) *				
	Scrum (1 day)				
	eXtreme Programming (XP) (1 day)				
	OO Project Mgmt (2 days)				
Advanced	Software Architecture (2 days)				

## Legend:

- ⋮ These workshops extend the techniques introduced in the Agile 101 and Best of Agile Methodologies workshop.
- Best of Agile Methodologies workshop.
- ↓ Object-Oriented Software Engineering (or equivalent industry experience) is a pre-requisite.
- + Agile 101 is a cut-down (1 day) version of the Best of Agile Methodologies
- \* Object-Oriented Software Engineering combines:
  - UML in a Nutshell
  - Requirements Analysis: JAD to Prototype (subset)
  - OO Principles & Patterns
  - Software Architecture (3 hour overview)

