Professional Software Testing Using Visual Studio 2026

PTVS2026 | 3 Days

Test smarter and deliver higher-quality software using Visual Studio and Azure DevOps. This three-day course takes agile teams across the full testing discipline, from planning and tracking quality through development, acceptance, exploratory, and release testing, plus reporting and the behaviors that sustain quality. You'll work in teams on a common case study, the way a real agile team would.

Who should take this course?

This course is for all members of a software development team, especially those performing testing activities. It's equally valuable for non-testers, including developers, designers, and managers, who want a better understanding of what agile software testing involves. Some software development experience is recommended; experience with Visual Studio, Azure DevOps, and agile delivery is helpful but not required.

Course content

This course progressively builds your fluency with agile software testing using Visual Studio and Azure DevOps, from planning and tracking quality through development, acceptance, exploratory, and release testing, and on to reporting and delivering quality software. You'll work hands-on in teams on a common case study.

1. **AGILE SOFTWARE TESTING**
   - Agile software development and testing
   - The agile tester and testing practices
   - Agile requirements and acceptance criteria
   - Creating and managing a product backlog
2. **PLANNING AND TRACKING QUALITY**
   - Defining quality software
   - Planning a sprint with Azure Boards
   - Test plans, suites, and cases
   - Parameters, shared steps, and bug triage
3. **DEVELOPMENT TESTS**
   - Unit testing in Visual Studio
   - Parameterized unit tests and code coverage
   - Test-Driven Development (TDD)
   - Continuous and concurrent unit testing
   - AI-assisted unit testing with GitHub Copilot
4. **ACCEPTANCE TESTS**
   - Acceptance testing and ATDD
   - Manual and automated acceptance tests
   - Automating acceptance tests with BDD
   - Performance and load testing
5. **EXPLORATORY TESTS**
   - Introduction to exploratory testing
   - The Test & Feedback extension
   - Capturing data and exploratory tours
   - Requesting and providing stakeholder feedback
6. **BUILD AND RELEASE TESTING**
   - Build pipelines and automated builds
   - Running automated tests in the pipeline
   - Continuous Integration (CI)
   - Release pipelines and deployment
7. **REPORTING**
   - Agile metrics that matter
   - Alerts and notifications
   - The Analytics Service and dashboards
   - Reporting with Excel, Power BI, and the OData/REST API
8. **DELIVERING QUALITY SOFTWARE**
   - Understanding and managing technical debt
   - Defining and obeying a Definition of Done
   - Overcoming dysfunctional team behaviors
   - Becoming a high-performance team

Course Designer

This course was designed by Richard Hundhausen, Microsoft's first Visual Studio ALM/DevOps MVP, a Professional Scrum Trainer, and co-creator of the Nexus framework, with decades helping teams build and ship software. To see other Azure DevOps and GitHub courses, visit www.accentient.com.

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