DevOpsSchool

Course curriculum · November 2026

MANAGERS · CERTIFICATION-FOCUSED PROGRAM

Software Development & Architecture Mastery for Technical Managers Training

A practical, hands-on Software Development & Architecture Mastery for Technical Managers Training curriculum: 161 topics over 3 days. Learn live online in a small batch, as a private corporate batch, or self-paced with one year of LMS access.

LIVE ONLINE **Max 8-10 hours**	CORPORATE **Private team batch, on demand**	SELF-PACED VIDEO **1-year LMS access**
BATCH SIZE **Max 10 learners**	NEXT BATCHES **1st of every month · weekends: first Saturday**	CERTIFICATE **Verifiable certificate of completion**

INSIDE THIS CURRICULUM

Who should attend	Objectives, audience, prerequisites
Agenda	161 topics over 3 days
Formats and fees	Live, 1:1, self-paced, corporate
Trainer and reviews	Rajesh Kumar
Enrolment	Batches, payment, contacts

WHY DEVOPSSCHOOL

- Rated 4.6 on Google
- 1,500+ verifiable certificates issued in the public registry
- Trainer Rajesh Kumar: 20 years in industry
- Small batches: max 10 learners, every session recorded

Course page: www.devopsschool.com/courses/managers/software-development-architecture-mastery-technical-managers.html
Talk to us: WhatsApp +91 99057 40781 · +1 (469) 756-6329 · contact@DevOpsSchool.com · reply within 1 hour

COURSE FIT

Who this program is for

Use this page to decide whether Software Development & Architecture Mastery for Technical Managers Training matches your role and experience.

1

Objectives

Understand the core concepts and usage model, apply practical workflows through examples and guided tasks, and prepare for implementation, certification or team adoption.

2

Who should attend

Developers, DevOps engineers, administrators, SREs, security engineers, platform teams, release teams, technical leads and corporate teams working with this topic.

3

Before you start

Basic computer literacy and awareness of software, operations, cloud, DevOps or security workflows is helpful. Deep programming experience is not needed unless the topic requires it.

AGENDA AT A GLANCE · 161 TOPICS OVER 3 DAYS

Day 1

34 topics · Architectural Approaches and Software Architecting Process

Day 2

54 topics · Latest best practices and trends in software development

Day 3

73 topics · Quality Process Implementation and Stage

AGENDA · 161 TOPICS OVER 3 DAYS

Software Development & Architecture Mastery for Technical Managers Training agenda

Days are for corporate (day-wise) delivery; live online batches cover the agenda in max 8-10 hours.

DAY 1

34 topics

1. Architectural Approaches and Software Architecting Process
2. Microservices Architecture
3. Monolithic Architecture
4. Serverless Architecture
5. Event-Driven Architecture (EDA)
6. Layered (N-Tier) Architecture
7. Domain-Driven Design (DDD)
8. Component-Based Architecture
9. Microkernel Architecture (Plug-in Architecture)
10. Client-Server Architecture
11. Peer-to-Peer (P2P) Architecture
12. Hexagonal Architecture (Ports and Adapters)
13. CQRS (Command Query Responsibility Segregation)
14. Service-Oriented Architecture (SOA)
15. Lazy Loading Architecture
16. Server-Side Rendering (SSR) and Static Site Generation (SSG)
17. Scalability Best Practices
18. Software architecting process
19. Understanding Business and Technical Requirements
20. Defining Architecture Vision
21. Selecting the Right Architecture Style
22. Defining High-Level System Components
23. Choosing Technology Stack
24. Defining Data Architecture
25. Designing for Scalability
26. Designing for Availability and Fault Tolerance
27. Security Architecture
28. Performance and Optimization
29. Defining Integration and Interoperability
30. Prototype and Proof of Concept (PoC)
31. Review and Refine Architecture
32. Documentation and Communication
33. Implementation and Deployment
34. Continuous Improvement and Maintenance

DAY 2 54 topics

35. Latest best practices and trends in software development
36. Agile and DevOps Integration
37. Microservices Architecture
38. Serverless Computing
39. Cloud-Native Development
40. Artificial Intelligence (AI) and Machine Learning (ML)
41. Edge Computing
42. Blockchain Technology
43. Low-Code and No-Code Development
44. Automated Testing and Quality Assurance
45. API-First Design
46. Security-First Approach
47. Containerization and Kubernetes
48. Cloud Security and Compliance
49. Progressive Web Apps (PWAs)
50. Infrastructure as Code (IaC)
51. Real-Time Collaboration and Communication Tools
52. Containerized Databases and Data Services
53. User-Centered Design and UX/UI Optimization
54. Observability and Monitoring
55. Ethical Software Development
56. Balancing Software Development Skills and Output
57. Introduction to Software Development Skill vs. Output
58. Understanding Software Development Skills
59. The Impact of Skills on Software Quality and Output
60. Measuring Software Development Output
61. Skill vs. Output in Agile Teams
62. The Influence of Developer Experience on Output
63. Optimizing Developer Skills for Better Output
64. The Role of Continuous Learning in Balancing Skill vs. Output
65. Managing Developer Output vs. Well-Being
66. Measuring and Tracking Skills in the Team
67. Quality Assurance and Its Impact on Output
68. Collaboration and Communication for Improving Output
69. Managing Trade-offs Between Skills and Output
70. Leveraging Tools and Technology to Improve Output
71. Performance Management and Skill Development
72. Case Studies and Real-Life Examples
73. Team Organization

74. Introduction to Team Organization
75. Types of Team Structures
76. Key Principles of Effective Team Organization
77. Team Building and Development
78. Skills and Competencies for Team Managers
79. Effective Communication within Teams
80. Aligning Team Structure with Organizational Goals
81. Team Performance Management
82. Managing Cross-functional and Distributed Teams
83. Handling Team Transitions and Changes
84. Team Metrics and Analytics
85. Leadership Styles and Their Impact on Team Organization
86. Creating a Culture of Accountability and Responsibility
87. Sustaining High-Performing Teams
88. Soft Skills for Technical Leaders

DAY 3 73 topics

89. Quality Process Implementation and Stage
90. Introduction to Quality in Software Development
91. Overview of Quality Process Models
92. Quality Assurance vs. Quality Control
93. Stages of Quality Process Implementation
94. Best Practices for Quality Process Implementation
95. Roles and Responsibilities in Quality Processes
96. Quality Metrics and KPIs
97. Risk Management and Mitigation Strategies
98. Change Management and Continuous Improvement
99. Quality Audits and Reviews
100. Tooling for Quality Process Automation
101. Defect Management and Root Cause Analysis
102. Compliance and Regulatory Requirements
103. Quality in Agile Software Development
104. Challenges in Implementing Quality Processes
105. Best Practices in Software Development Documentation
106. Introduction to Software Development Documentation
107. Types of Software Documentation
108. Best Practices for Creating Effective Documentation
109. Tools for Software Documentation
110. Maintaining and Updating Documentation
111. Documenting Software Architecture and Design
112. API Documentation Best Practices

113. Documenting Testing and Quality Assurance
114. Documentation in Agile and DevOps Environments
115. Collaboration and Communication in Documentation
116. Security and Compliance in Documentation
117. Onboarding New Team Members with Documentation
118. Common Pitfalls in Software Documentation
119. Measuring the Effectiveness of Documentation
120. Case Studies and Real-Life Examples
121. Modern Software Development Tools
122. Version Control Tools
123. Continuous Integration/Continuous Delivery (CI/CD) Tools
124. Containerization and Virtualization Tools
125. Code Quality and Static Analysis Tools
126. Collaboration and Project Management Tools
127. Monitoring and Logging Tools
128. API Testing and Automation Tools
129. Database Management Tools
130. Cloud Platforms
131. Code Review and Collaboration Tools
132. Security Tools
133. Testing Frameworks
134. DevOps Tools
135. ChatOps and Communication Tools
136. Continuous Testing Tools
137. Solutions for Managing Production Environments
138. Monitoring & Observability
139. Log Management & Analysis
140. Alerting & Incident Management
141. Performance Testing & Load Testing
142. Configuration Management & Automation
143. Infrastructure as Code (IaC)
144. Container Orchestration & Management
145. Continuous Integration / Continuous Deployment (CI/CD)
146. Security & Vulnerability Scanning
147. Error Tracking & Debugging
148. Database Performance Monitoring
149. Service Mesh & API Management
150. Backup & Disaster Recovery
151. Cloud Cost Management & Optimization
152. Distributed Tracing & Debugging
153. Content Delivery Network (CDN)

154. Risk Management in Production
155. Emerging Technologies and Trends
156. Quantum Computing
157. 5G
158. IoT (Internet of Things)
159. Robotics
160. AI/ML for Software Development
161. Case Studies and Industry Examples

HOW YOU CAN LEARN

Formats and fees

The same agenda in four formats. Fees are in Indian rupees as of November 2026; the course page shows them in your currency.

FORMAT	DURATION	WHAT YOU GET	FEE
Live & interactive (online)	Max 8-10 hours	Instructor-led public batch of max 10 learners with demos, labs, Q&A and assignment review. Weekday batches start on the 1st of every month, weekend batches on the first Saturday of every month.	**INR 34,999**
1:1 live training (online)	Max 8-10 hours, one-to-one	The same agenda, taught one-to-one by the trainer. Starts immediately, without waiting for the next batch; sessions planned around your working hours, at your pace.	**INR 99,999**
Self-paced video	1-year LMS access	This program plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate	Planned with your team	A private batch for your team, on demand, with examples mapped to your platforms.	**Quote on request**

ASSESSMENT AND CERTIFICATE

Your progress is checked through hands-on tasks and assignments. On completion you receive a DevOpsSchool certificate of completion with a unique credential ID that anyone can verify at devopsschool.com/certificates.

INCLUDED WITH EVERY LIVE BATCH

- Every live session is recorded and stays in your LMS for a year.
- Can't attend your batch? Move to next month's batch.
- Free demo class before you pay.
- Free 10-15 minute call with an advisor or the trainer to check the course fits you.

YOUR TRAINER

Learn from Rajesh Kumar

Principal Architect, trainer and mentor in DevOps, SRE, DevSecOps and platform engineering, with 20 years across 8+ software MNCs, including Staff DevOps/SRE Engineer for a leading Japanese mobile-payment platform and Principal DevOps Architect and Manager in Europe.

Profile: www.rajeshkumar.xyz · Videos: youtube.com/@TheDevOpsSchool

20 years in industry	**200+** corporate trainings
10,000+ engineers mentored	**70+** organisations coached

REVIEWS

What learners say

Rated 4.6 on Google · more reviews at devopsschool.com/testimonials and in our video testimonials.

> “Rajesh is very good trainer. Rajesh was able to resolve our queries and question effectively. We really liked the hands-on examples covered during this training program.”
>
> Indrayani, India

> “The training was very useful and interactive. Rajesh helped develop the confidence of all.”
>
> Abhinav Gupta, Pune

START YOUR TRAINING

Join the next batch

Weekday batches start on the 1st of every month and weekend batches on the first Saturday of every month, with max 10 learners each. 1:1 training can start immediately; corporate batches run on demand. We reply within 1 hour.

Pay by UPI, credit and debit cards, net banking or PayPal. Before you pay, read our refund policy. All courses: www.devopsschool.com/courses/

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