Learning Journal 1

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Course: SOEN-6841 Software Project Management

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Dates Rage of activities: 9th Sep 2024 – 20th Sep 2024

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Key Concepts Learned:	Application in Real Projects:	Peer Interactions:	Challenges Faced:	Personal development activities:	Goals for the Next Week:
Chapter 1: Introduction To Project Management In chapter 1, I learnt that projects differ from regular jobs in that they have clear, specific goals, are more complex, and are not routine in nature. Software projects, in particular, pose unique issues due to their opacity, complexity, need for uniformity, and flexibility in adapting to changes. Managing these initiatives is substantially more complex than other sorts of projects.	**Chapter 1: Introduction To Project Management** **Applications:** Helps with project planning by identifying tasks, creating goals, and managing teams. It ensures effective resource allocation and clear project direction. **Challenges:** Learning the different phases and the complexity proved challenging, but having practical examples helped. **Benefits:** Enhances project outcomes, team coordination, and timely completion.	**During Chapter 1:** Engaging with peers gave me new perspectives on project management challenges. The discussions emphasised the significance of excellent communication and coordination in project teams, which is critical for successful outcomes. **About project:** Assembling a team of five and holding an introduction meeting with team members to establish connection.	**During Chapter 1:** Understanding the phases and subprocesses of project management was difficult, particularly how aspects interact in sophisticated software projects. I need to study more real-world case studies to better grasp their implementation.	**For Chapter 1:** I did further reading on software project management to better grasp the project phases, intricacies, and problems. I attended an online workshop on adaptive project management methodologies to learn how to manage flexible and dynamic project environments.	**Chapter 1:** My goal for the next week is to obtain a better grasp of the many stages of project management and how they apply to real-world software projects. **Challenging Component:** I'll look into case studies to see how project management abilities can help me advance my career in technology.
Chapter 2: Project Initiation In chapter 2, I learnt that project initiation entails developing a project charter,	**Chapter 2: Project Initiation** **Applications:** Establishing a project charter, scope, and SMART objectives	**During Chapter 2:** Collaborative talks helped me comprehend the actual application of project charters	**During Chapter 2:** Balancing SMART objectives while narrowing the project scope was difficult. It took	**For Chapter 2:** Researched best practices for creating project charters in order to improve	**Chapter 2:** I aim to improve my skills in establishing effective

defining the project scope, and identifying objectives. A project charter describes the reason for initiating the project, whereas the scope specifies which functionalities are necessary. The objectives should be SMART (Specific, Measurable, Achievable, Relevant, and Time-Constrained).	ensures that goals and stakeholders are aligned. This foundation enables improved project tracking and execution. **Challenges:** Balancing SMART goals without being overly vague or specific was difficult. **Benefits:** Provides clear direction and improves execution success.	and SMART objectives, which clarified goal description. **About project:** We continued to collaborate as a team, offering ideas to tighten our project scope and match our goals.	considerable effort to ensure that objectives were neither unduly ambiguous nor detailed. I'll look at more instances of project charters to develop my skills in this area.	project start and planning skills.	project charters and SMART targets by studying real-world examples. **Challenging Component:** I plan to use these abilities to increase my capacity to successfully start and plan projects.
Chapter 3: Efforts and Cost Estimation I In chapter 3, I learnt that effort estimation is critical for software projects since it determines the resources required to produce the software product. Experience-Based Estimation, Algorithmic Cost Modelling, Function Point Analysis (FPA), and COCOMO (Constructive Cost Model) are used to estimate effort and cost.	**Chapter 3: Efforts and Cost Estimation I** **Applications:** Techniques such as COCOMO and Function Point Analysis aid in precisely evaluating project effort, cost, and resources. This ensures more effective planning and resource management. **Challenges:** Estimating effort for unfamiliar technologies was uncertain. **Benefits:** This leads to improved budgeting, resource allocation, and project success.	**During Chapter 3:** Discussing estimating techniques such as COCOMO and FPA with peers revealed real issues. **About project:** We chose to use these strategies to our project, which improved planning and resource allocation.	**During Chapter 3:** Understanding the phases and subprocesses of project management was difficult, particularly how aspects interact in sophisticated software projects. I need to investigate additional real-world case studies to better understand how they are implemented.	**For Chapter 3:** Used COCOMO and FPA techniques to increase confidence in effort estimation. Attended an online session to improve understanding of cost estimation in real projects.	**Chapter 3:** My goal is to improve my understanding of effort and cost estimating approaches, with a focus on practical applications in software projects. **Challenging Component:** I intend to apply these estimation techniques to my current tasks to get real experience.