

Unit: II

Software Project Management



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- Team Processes and responsibilities
- Participation and conflict resolution
- Effort estimation
- Risk categories and management of risks

- Software projects need to be managed:
 - ▶ Building computer software is a complex undertaking task; and
 - ▶ It involves many people working over a relatively longer time.
- Software project management is the first layer of software engineering process.
- **Crucial activity:**
 - ▶ success and failure of the software is directly depends on it.
 - ▶ budget constraints, schedule constraints, and quality oriented focus.
- **Definition:**
 - ▶ Planning, monitoring and control of the people, process and events that occurs as software evolves from a preliminary concept to an operational implementation.
 - ▶ **Umbrella** activity within software engineering.
 - ▶ It begins before any technical activity is initiated and continues throughout the definition, development and support of computer software.
 - ▶ Project management activity encompasses measurements and **metric estimation, risk analysis, schedules, tracking** and **control**.

- Effective software project management focuses on four P's: **people**, **product**, **process**, and **project**.
- **People**: software engineering work involves intense human endeavour.
- **Product**: encourage comprehensive customer communication early in the evolution of a project.
- **Process**: reduce the risk of inserting competent technical methods and tools into a vacuum.
- **Project**: embark with a solid project plan for success of the product.

- **Importance:** Software Engineering Institute (SEI) has developed a **people management capability maturity model** (PM-CMM).
- **Measurement:** readiness of software organizations to undertake increasingly complex applications.
- **Objective:** attract, grow, motivate, deploy, and retain the talent needed to improve software development capability.
- PMM is a companion to the software capability maturity model that guides in creation of a mature software process.
- **Areas:**
 - ▶ Recruitment, selection, performance management, training, career development, and team culture environment.

- Before planning the project:
 - ▶ Product objectives and scope should be established.
 - ▶ Alternate solutions should be considered.
 - ▶ Technical and management constraints should be identified.
 - ▶ Software developer and customer must meet to define product objectives and scope.
 - ▶ Objectives identify the overall goal for the product from customer's point of view.
 - ▶ Scope identifies the primary data, functions and behaviours that characterize the product and bind the characteristics in a quantitative manner.

- A software process provides the framework from which a comprehensive plan for software development can be established.
- A small number of framework activities are applicable to all software projects, regardless of their **size** or **complexity**.
- **Task set:** tasks, milestones, work products and quality assurance points—enable the framework activities to be adapted.
- **Umbrella activities:** software quality assurance, software configuration management, and measurement.

- **Planned and controlled software projects:** it is the only known way to manage complexity.
- The overall development cycle is called as **Project**.
- In order to avoid project failure, a **software project manager** and the **software engineers** must avoid
 - ▶ a set of common warning signs,
 - ▶ understand the **critical success factors** that lead to good project management, and
 - ▶ develop a commonsense approach for **planning**, **monitoring** and **controlling** the project.

- The best team structure depends on
 - ▶ nature of the project and product; and
 - ▶ individual characteristics of the team member.
- Basic team structures are
 - ▶ Democratic teams
 - ▶ Chief programmer teams
 - ▶ Hierarchical teams

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- **Democratic Teams:**
 - ▶ Also known as **Democratic Decentralized (DD)**.
 - ▶ The team leader position does not rotate among the team members because
 - a team functions best when one individual is responsible for coordinating team activities and for making final decisions in situations where collective decisions can not work.
 - ▶ All the decisions are made by collective effort of the members.
 - ▶ All the activities carried out during project are collectively discussed and handled.

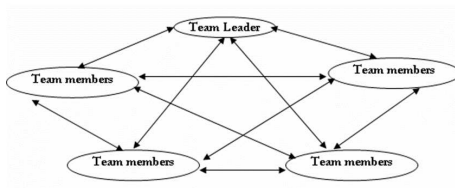


Figure 1: Democratic Team Structure

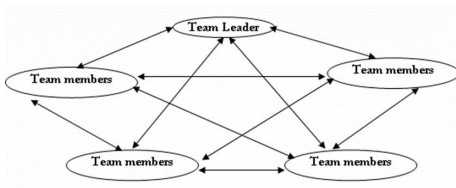


Figure 1: Democratic Team Structure

• Advantages

- ▶ Opportunity for team members to contribute to decisions.
- ▶ Opportunity for team members to learn from each other.
- ▶ Increased job satisfaction due to equal importance and non threatening environment.
- ▶ These teams can stay together for several years and may work on several different projects.

- Disadvantages

- ▶ Communications overhead required for reaching to collective decisions.
- ▶ A lot of coordination required between team members.
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- Chief Programmer Teams

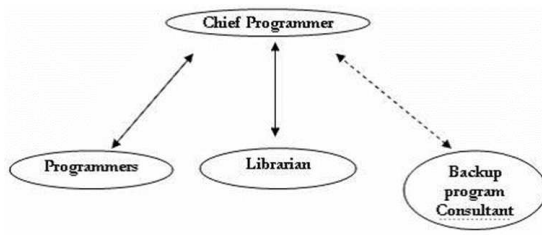


Figure 2: Chief Programmer Team Structure

- Also known as **Controlled decentralized (CD)**.
- They are highly structured.
- The chief programmer designs the product and makes all the decisions.
- The chief programmer implements the critical parts of the project.
- The chief programmer allocates the work for the individual programmer under him.
- Usually the number of programmers ranges from 2 to 5 only.
- The programmers do the coding, debug; document and unit test the system.
- The chief programmer is assisted by a **backup consultant programmer** on various technical problems, provides connection with the customer provides interaction with quality assurance group and may participate in analysis, design and implementation phases.
- The chief programmer is also assisted by an **administrative program manager**, who handles the administrative details which includes time cards for the employees, sick leave and vacation schedule.

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- Disadvantages

- ▶ As all the decisions are taken by the chief programmer, hence it results in low moral among the programmers.
- ▶ The effectiveness of this structure depends solely on the efficiency and knowledge of the chief programmer.

- **Hierarchical Team**

- ▶ It is a mixed approach of Democratic and Chief programmer team structures.
- ▶ The project leader has under his control, 2 to 5 senior programmers who individually have 5 to 7 junior programmers under their control.
- ▶ The various jobs of the Project leader includes
 - Assigning tasks
 - Attending reviews and walkthroughs
 - Detecting problem areas
 - Balancing of the work load
 - Participation in various technical activities
- ▶ The major decisions are taken by the Project leader and who in-turn gives some decision making power to the senior programmers also.

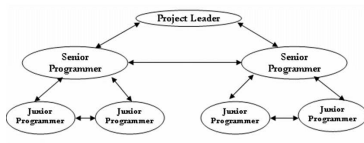


Figure 3: Hierarchical Team Structure

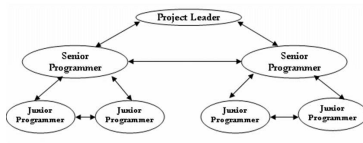


Figure 3: Hierarchical Team Structure

Advantages

- ▶ The number of communication paths are limited hence permitting effective communication.
- ▶ The time span required for deciding and implementing the decided processes takes less time.
- ▶ The job satisfaction is fairly good as the scope of promotions is good.

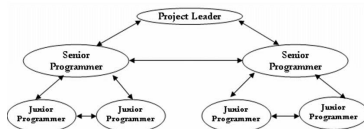


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Disadvantages

- ▶ The most technically efficient programmers tend to be promoted, so the best programmers are lost.
- ▶ The best programmers may not be good managers hence promoted to a management post might result in reduction in productivity.

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- **Steps of Risk Analysis and Management**
 - ▶ Recognizing what can go wrong is the first step, called **risk identification**.
 - ▶ Each risk is analyzed to determine the likelihood that it will occur and the damage that it will do if it does occur.
 - ▶ Risks are ranked, by **probability** and **impact**.
 - ▶ Finally, a plan is developed to manage those risks with **high probability** and **high impact**.
- **Steps:** risk identification, risk projection, risk assessment, and risk management.

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 - ▶ **Unpredictable risk**: joker in the deck. They can and do occur, but they are extremely difficult to identify in advance and handle.

- Reactive risk strategy

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- ▶ One way is to create the **checklist**.
 - focuses on known and predictable risks in the generic categories.

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- **Staff size and experience:** overall technical and project experience of the software engineers.

- Risk Projection

- ▶ Also known as risk estimation.
- ▶ Attempts to rate the risk in two ways:
 - likelihood or probability that the risk is real; and
 - consequences of the problems associated with the risk.
- ▶ **Project planner** along with other managers and technical staff, performs four risk projection activities:
 - Establish a scale that reflects the perceived likelihood of a risk,
 - Delineate the consequences of the risk,
 - Estimate the impact of the risk on the project and the product, and
 - Note the overall accuracy of the risk projection so that there will be no misunderstandings.

- Risk Assessment

- ▶ Risk analysis establishes a set of triplets of the form $\{r_i, l_i, x_i\}$, where
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- ▶ Risk assessment activities:
 - Define the risk referent levels for the project.
 - Attempt to develop a relationship between each $\{r_i, l_i, x_i\}$ and each of the referent levels.
 - Predict the set of referent points that define a region of termination, bounded by a curve or areas of uncertainty.
 - Try to predict how compound combinations of risks will affect a referent level.

- Risk Mitigation, Monitoring, and Management

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 - Assign a **backup** staff member for every critical technologist.