

# **SWE20001**

## **Managing Software Projects**

Lecture 5b

Work Breakdown Structure



Commonwealth of Australia  
*Copyright Act 1968*

**Notice for paragraph 135ZXA (a) of the *Copyright Act 1968***

**Warning**

This material has been reproduced and communicated to you by or on behalf of Swinburne University of Technology under Part VB of the *Copyright Act 1968* (the *Act*).

The material in this communication may be subject to copyright under the *Act*. Any further reproduction or communication of this material by you may be the subject of copyright protection under the *Act*.

Do not remove this notice.

# Planning for Software Development

---



- Split items into *tasks* or *activities* using a suitable “SDLC” as an anchor
- Create a *Work-Breakdown-Structure* (WBS)
  - breaks the project down into a set of well-defined, discrete tasks
- For each task or subtask, estimate the time for completion and assess resources required



# Work Breakdown Structure, WBS

---

- An *outcome-oriented analysis* of the work involved
- Aim: To break the work required into smaller and more manageable pieces
- Different approaches to generate a WBS
  1. Activity-based approach (focus on the different things to be done)
  2. Product-based approach (focus on the different things to be produced)
  3. A *Hybrid approach* (focus first on the different things to be produced, then for each of these, focus on the things to be done)

# Different approaches of WBS

---



## 1. **Activity-based** approach

Focus on the different things to be **done**

## 2. **Product-based** approach

Focus on the different things to be **produced**

## 3. **Hybrid** approach

Focus first on the different things to be **produced**

**then** for each of these, focus on the things to be **done**

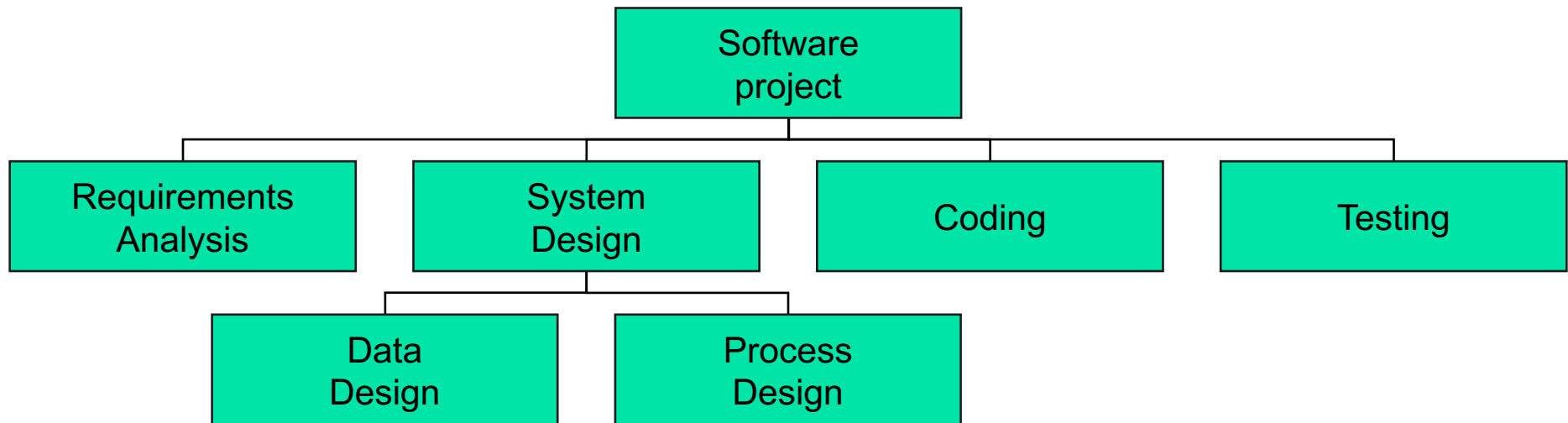
# Activity-based Approach

---



- The decomposition is based on activities to be undertaken
- This involves the following steps:
  - ☐ Identify the *main activities* of the project
  - ☐ Break each main activity into sub-activities
  - ☐ Continue to divide each sub-activity into lower level activities until the activities *can be finished with acceptable levels of effort*
- ☞ The chosen software development lifecycle model should give a good sense of the top level breakdown: *analysis, detailed design, implementation, testing at some appropriate level of granularity*

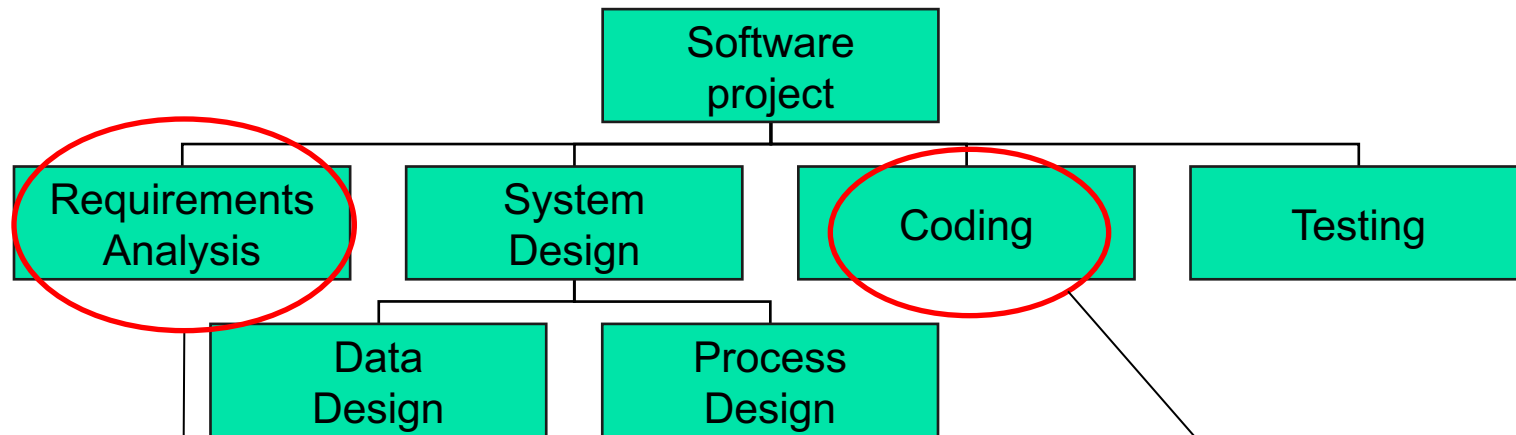
# Activity-based Approach – Example



This is a very generic decomposition at a high level, applicable to many projects using a waterfall approach.

See Lecture 1a SDLC for those major steps

# Activity-based Approach – Example



Plausibly some coding could start before all reqts have been determined. So we may have task dependencies between subtasks of different “main tasks” – pure waterfall would not have this!

Decompose this (and other top level “tasks”) into subtasks that relate to coding of various modules, where there may be some dependencies



# Activity-based Approach (cont.)

---



## ■ Advantages:

- ☐ It is more likely to obtain a structure that is complete and is composed of non-overlapping activities
- ☐ The structure can be refined as the project proceeds
- ☐ The structure already suggests the dependencies among the activities/tasks
- ☐ The structure can be readily used as a basis for project scheduling
- ☐ The structure is easy to understand and can be used to communicate with project stakeholders

## ■ Disadvantage:

- ☐ *It is likely to miss some of the products/deliverables to be produced!*



# Common Issues in WBS

---

- If there are too many levels in WBS, there will be a large number of small tasks
- If there are too few levels (the WBS is too shallow), the details for project control will be insufficient
- Ideally, each leaf (the lowest level work) of a WBS can be finished by an individual team member within several hours of work
- The actual durations appropriate for individual tasks depend from project to project
- Getting it right is a challenge!!

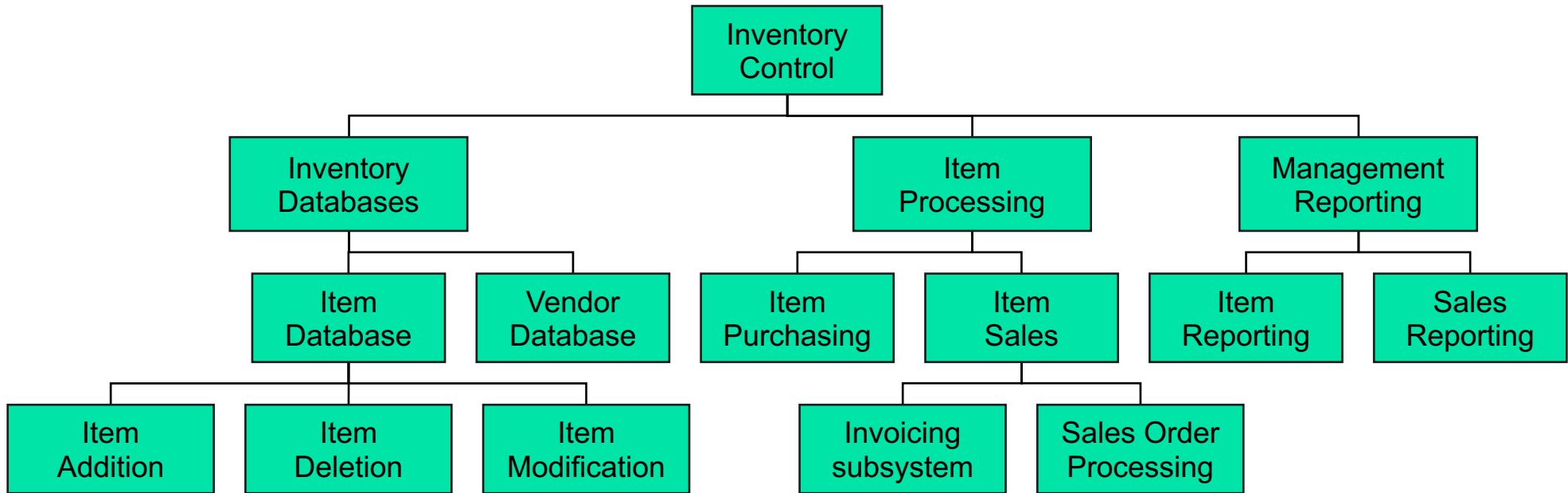


# Product-based Approach

---

- The decomposition is based on the products or deliverables to be produced
  - Examples: SRS, SDD, Source, STP, STD, User Manual, ...
- Also called *Product Breakdown Structure* (PBS)
- Product Flow Diagram (PFD)
  - To indicate, for each product, which other products are required as ‘inputs’

# Product-based Approach – Example



Danger is that dependencies between products is missed

# Product-based Approach (cont.)

---



## ■ Advantage

- ☐ It is less likely to miss a product which is expected from the structure.
- ☐ Good for agile projects – aim at delivering subsystems at the end of iterations

## ■ Disadvantage

- ☐ The activities or tasks used to create a product are not specified and may be missed, and some may be distributed amongst several products.

# A Hybrid Approach

---



- More commonly used approach

- ☐ A mix of activity-based approach and product-based approach

- The WBS consists of

- ☐ a list of the products of the project; and

- ☐ a list of activities for each product

NB : There may be some cross-product activity dependencies



# A Hybrid Approach – Example

---

- MITP methodology by IBM  
(Managing the Implementation of the Total Project)  
{which partly inspired PRINCE2}
  - Level 1: Project
  - Level 2: Deliverables (software, manuals etc)
  - Level 3: Components of each deliverable
  - Level 4: Work-packages
  - Level 5: Tasks (individual responsibility)