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Course: COMP6841 Software Project Management

Journal URL: https://github.com/DhruvalShah2051/Software_Project_Management_Winter_2025

Dates Range of activities: 16 Jan 2025 to 28 Jan 2025

Date of the journal: 28 Jan 2025

Key Concepts Learned:

In the first week of the semester, I learned the basics of software management such as processes, management, project charters, and more.

In week 2, I learned about estimation and the several concepts around it, such as the various kinds of estimates such as cost and effort estimates, along with the techniques employed in estimation. I also learned about risks, their identification and the assessment of their impact, and strategies to deal with risks.

Application in Real Projects:

Curious to understand how project management works, I took it upon myself to look at some famous examples of successful projects. I learned about how Apple's rapid innovation and seamless integration of various technologies were realized only because of effective project management in a fast-paced tech environment. I learned how in the Apollo 11 mission, a highly coordinated effort with multiple teams and intricate systems, highlighting the importance of detailed planning and precise execution under immense pressure.

Peer Interactions:

In both weeks, the interactions I have had with my peers have been fruitful. From my more experienced peers, I have learned about the importance of managing a software project. As a developer myself, I had never considered how necessary it is to work towards a goal as a team.

Personal Development Activities:

Realizing that planning always comes first is my takeaway from the first 2 weeks of learning. Jumping directly into coding will lead you to a plethora of unwanted problems.

Challenges faced:

I have found the material of the course to be quite intensive.

Goals for the next week:

Since I now know that managing a software project is just as important as developing the software itself, I now aim to understand how a project manager would start working on a software project from scratch.