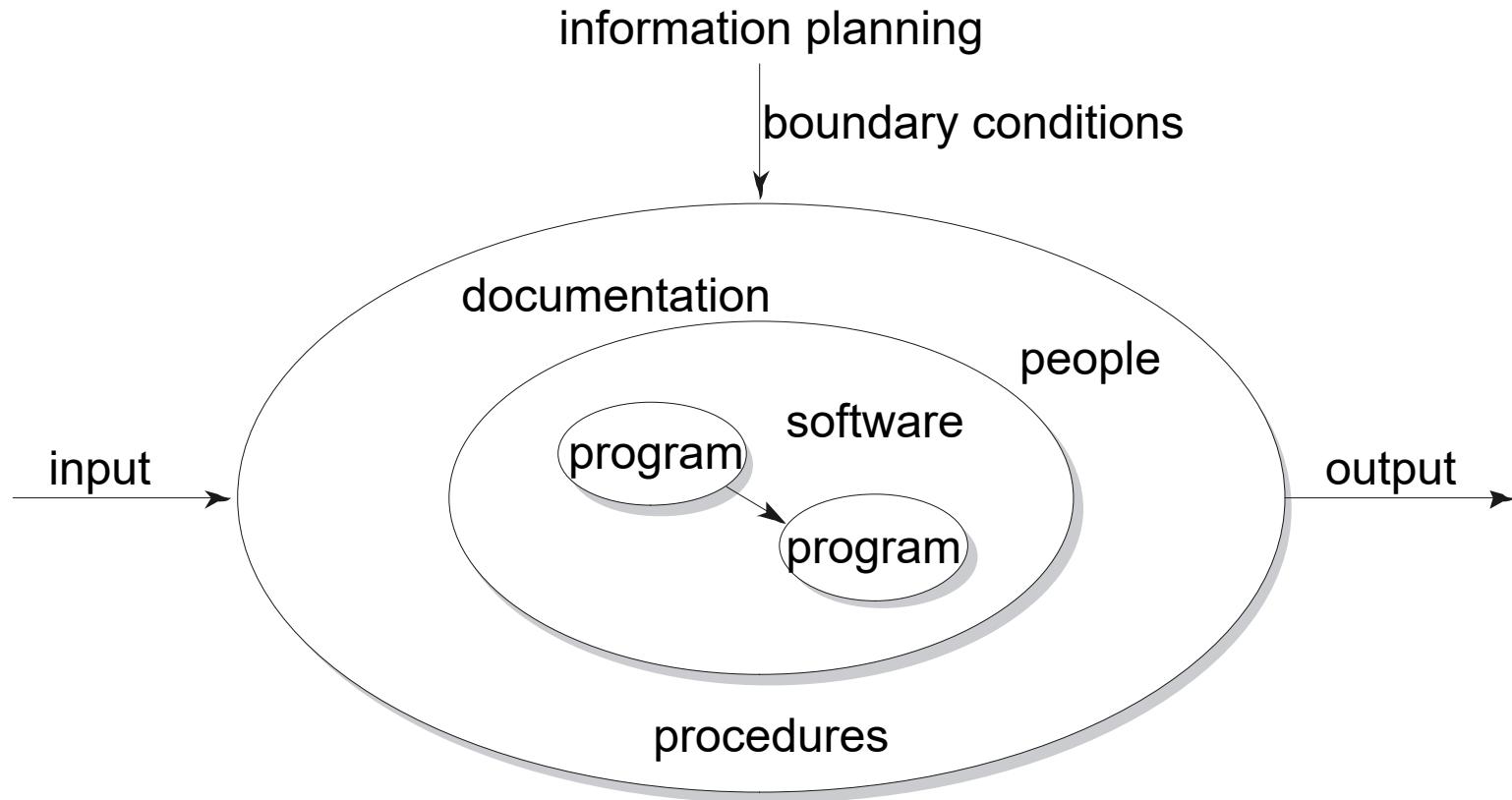




Software Engineering Management

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A broader view on software development



Example: Information plan of a university registration of student data

- ❖ Relations to other systems: personal data, courses, course results, alumni, ...
- ❖ Use both by central administration, at faculty level, and possibly by students themselves
- ❖ Requires training courses to administrative personnel
- ❖ Authorization/security procedures
- ❖ Auditing procedures
- ❖ External links, e. g. to scholarship funding agencies, ministry of education

Contents of project plan

- ❖ Introduction
- ❖ Process model
- ❖ Organization of project
- ❖ Standards, guidelines, procedures
- ❖ Management activities
- ❖ Risks
- ❖ Staffing
- ❖ Methods and techniques
- ❖ Quality assurance
- ❖ Work packages
- ❖ Resources
- ❖ Budget and schedule
- ❖ Changes
- ❖ Delivery

Project control

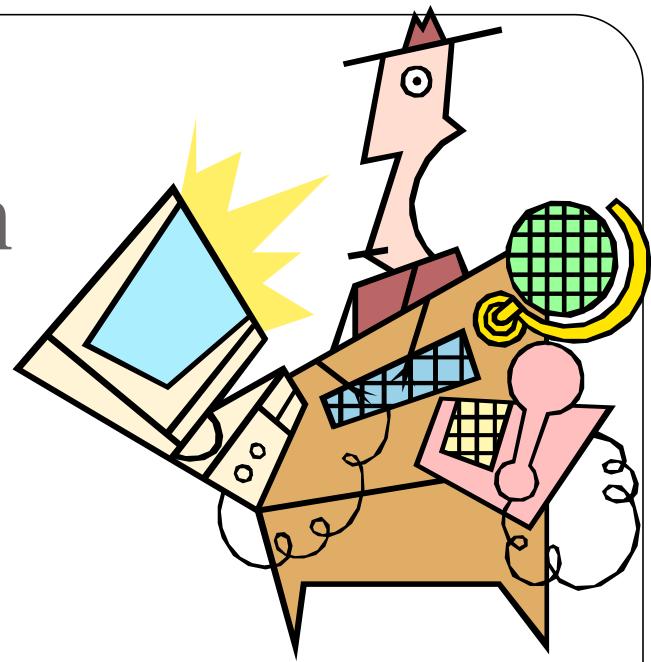
- ❖ Time, both the number of man-months and the schedule
- ❖ Information, mostly the documentation
- ❖ Organization, people and team aspects
- ❖ Quality, not an add-on feature; it has to be built in
- ❖ Money, largely personnel

Managing time

- ❖ Measuring progress is hard (“we spent half the money, so we must be halfway”)
- ❖ Development models serve to manage time
- ❖ More people \Rightarrow less time?
 - ❖ Brooks’ law: adding people to a late project makes it later

Managing information

- ❖ Documentation
 - ❖ Technical documentation
 - ❖ Current state of projects
 - ❖ Changes agree upon
 - ❖ ...
- ❖ Agile projects: less attention to explicit documentation, more on tacit knowledge held by people



Managing people

- ❖ Managing expectations
- ❖ Building a team
- ❖ Coordination of work



Managing quality

- ☒ Quality has to be designed in
- ☒ Quality is not an afterthought
- ☒ Quality requirements often conflict with each other
- ☒ Requires frequent interaction with stakeholders



Managing cost

- ❖ Which factors influence cost?
- ❖ What influences productivity?
- ❖ Relation between cost and schedule

Summary

- ❖ Project control concerns

- ❖ Time

- ❖ Information

- ❖ Organization

- ❖ Quality

- ❖ Money

- ❖ Agile projects do less planning than document-driven projects