



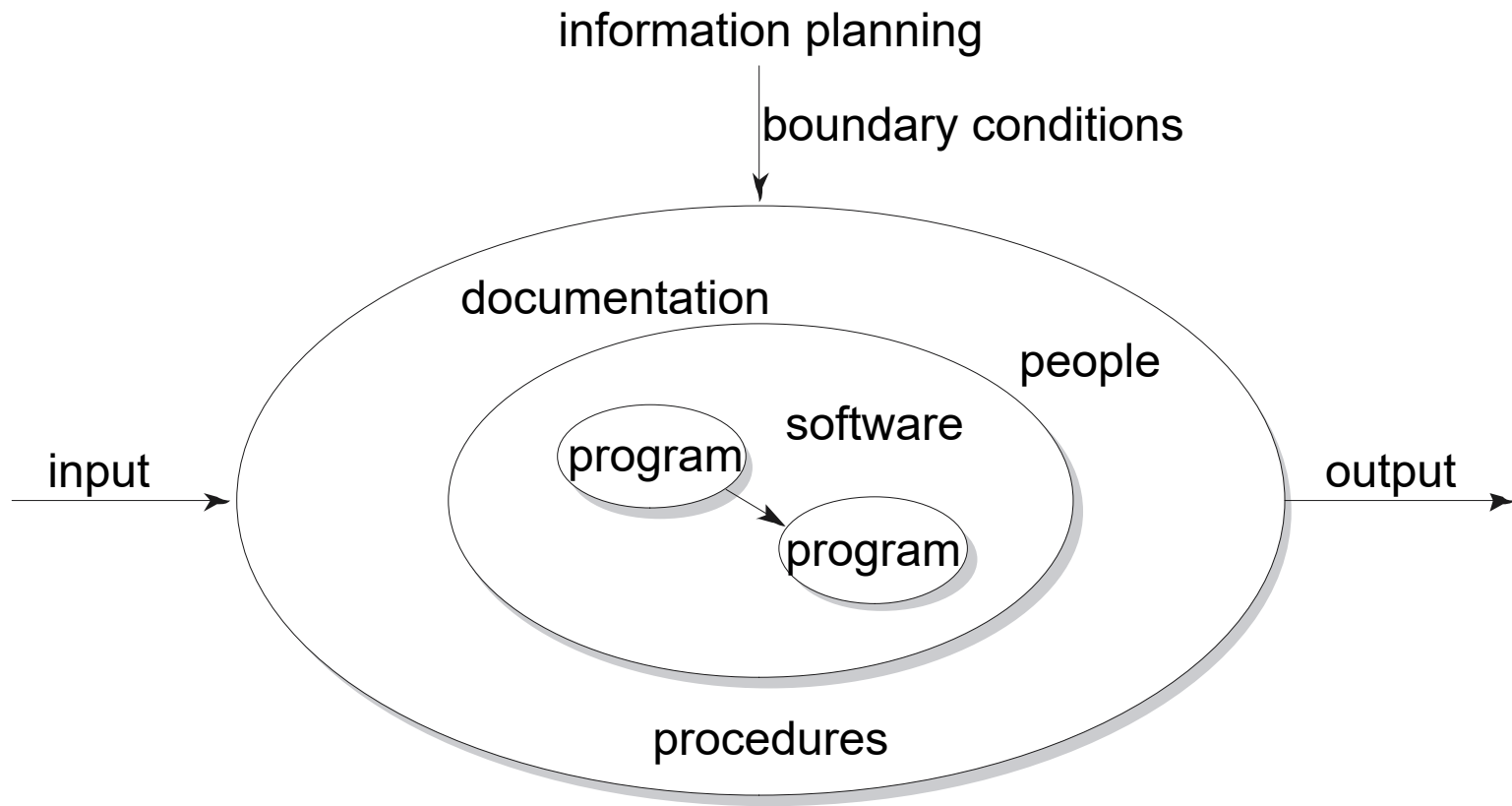
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CS 410 / CS 560: Software Engineering

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

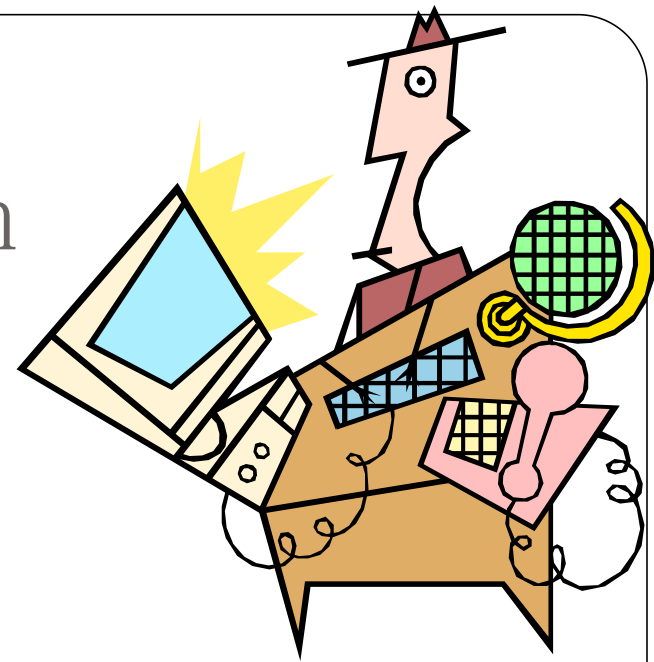
- ⌘ Technical documentation

- ⌘ Current state of projects

- ⌘ Changes agree upon

- ⌘ ...

- ⌘ Agile projects: less attention to explicit documentation, more on tacit knowledge held by people

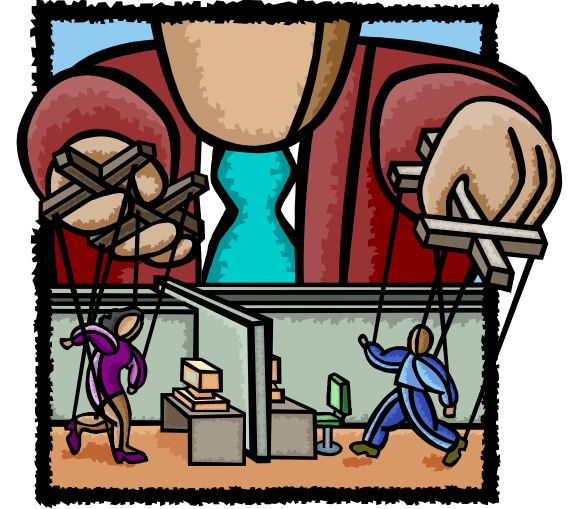


Managing people

⌘ Managing expectations

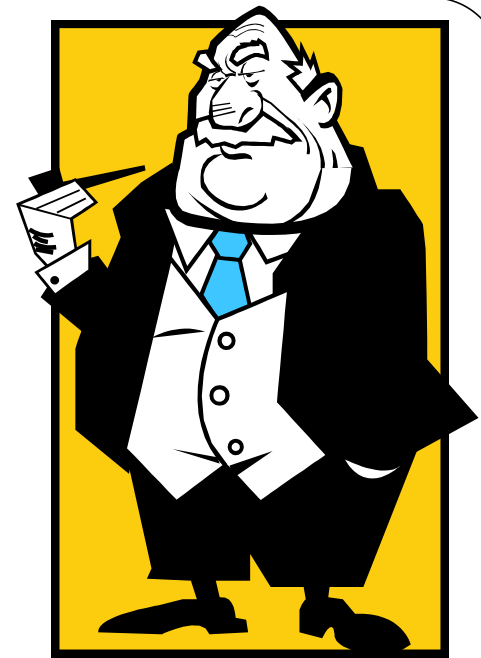
⌘ Building a team

⌘ 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