Learning Journal - 4

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Course: SOEN-6841 (Software Project Management)
Journal URL: https://github.com/JayPatel286/SOEN_6841_Software_Project_Management
Date Range of Activities: 04/11/2024 to 08/11/2024
Date: 09/11/2024

Key Concepts Learned:

Project Closure: Project closure is a crucial phase in project management, signifying the formal completion of all activities and deliverables. In this phase, teams ensure that all project goals are met, deliverables are finalized, and any remaining tasks are wrapped up. A key part of project closure includes conducting reviews to identify lessons learned, archiving project files, and obtaining client or stakeholder approval to officially mark the project as complete. This process not only brings the project to an organized conclusion but also provides valuable insights for future projects, improving efficiency and success rates.

Software Lifecycle Management: Software lifecycle management refers to the structured approach to planning, developing, testing, and deploying software. It is typically organized through Software Development Life Cycle (SDLC) models, such as the Waterfall model, which follows a linear progression, or Iterative models, which are flexible and adapt to changing requirements. Each SDLC phase, from requirements gathering to maintenance, helps ensure that the software meets both client needs and quality standards. By effectively managing the software lifecycle, teams can reduce risks, control quality, and deliver successful software projects.

Applications in Real Projects:

- Ensuring deliverables meet client expectations.
- Choosing the best lifecycle model: Waterfall for set requirements, Iterative for changing needs.
- Setting up quality checks for high-stakes projects.
- Using iterative models for projects with new or changing tech to manage rework.
- Structuring projects around defined SDLC phases.

Interactions:

- Discussed with classmates the role of automated testing and quality checks.
- Discussed the benefits of Iterative vs. Waterfall models, especially for dynamic projects.

Challenges Faced:

- Understanding when to use Waterfall vs. Iterative models.
- Applying rework strategies in real-world settings, particularly when switching from Waterfall to Iterative.
- Managing the detailed steps in finalizing project deliverables to ensure client satisfaction.

Personal Development Activities:

- Explored project management tools like JIRA, automated testing for quality control.
- Researched case studies to improve my approach to documentation.

Goals for the Next Week:

- Prepare for an upcoming quiz and read Chapters 8 and 9 of the textbook.
- Attend group meetings for project deliverable II with the Teaching Assistant and prepare for the final exam.