Learning Journal 4

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Course : SOEN-6841 : Software Project Management

Journal URL : https://github.com/PrashantPawar30/SOEN-6841_LearningJournals

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Key Concepts Learned :
1. Project Closure : Project Closure is the **final phase** of the projects' lifecycle, where the project is finally completed and all related activities are finalized. In this phase, according to requirements all the **deliverables are provided such as software product, user manuals, user training** etc. All the **resources are released**. Various activities such as **source code version management, project data archiving** are performed so as to ensure everything **according to requirement is completed and accepted by the client**. This also helps to teams to conduct sessions for **lessons learned** discussions which allows the team to reflect the progress, challenges faced, contributing to continuous improvement.

2. Lesson learned sessions are important as they helps to handle issues in future projects like **resource allocation, risk management, cost or effort estimation**, also it may give **new approach/ new ideas** to **developers/teams to find better solutions** to any problem.

3. Software Engineering and its lifecycle phases : we learned what is **software engineering** and how does it **helps to improve project productivity, quality**. It provides **frameworks for managing complex projects**. Different lifecycle models such as **waterfall model, iterative model, SCRUM, exterme programming** are discussed.

4**. concurrent engineering** : different project phases like requirement, design are overlapped **instead of sequentially completing them and they are executed concurrently to each other.** This helps to **increase the delivery speed** and also helps to have **better collaboration** among different teams.

5. work products from each phase : each phase such as requirement, design, construction, UAT testing, and release phase produces **work products** such as **requirement specification document, product model, not-tested product, tested product, released product, user manuals** if required (**in order**).

6. quality gates : This are the checkpoints placed in the software lifecycle **to verify that the deliverable/project progress outcome meets certain/predefined quality standards, if they do, only then the project is moved to next phase**. This is helpful to identify and resolve the issues/quality errors earlier to **ensure high quality product**.

7. Customer requirements management : We learned that Customer requirements are **specifications provided by the clients/end users**. This requirement can be of two types **functional and non functional**. Functional means the **features the system should be providing** and non fucntional means **quality attributes the system should have like security, performance, usability, compatibility**. We

discussed how this requirements are **gathered and managed**. This requirements are gathered by **interacting to end users through interviews, surveys**. Requirement management is tracking and documenting this requirements through project lifecycle. Configuration management is helpful with the change management for the the requirements.

We discussed different **sources** of software requirements such as **end users, business environment, feedbacks, technology changes** etc. We also discussed about the requirements validation cycle. It **ensures** that all the requirements are **accurate and aligned with customers** needs.

Application in Real Projects :

In real-world projects, all these key concepts are used to **make sure the efficient delivery, quality, and alignment with client/customer needs**. **Project closure finalizes deliverables, archives data, and allows reflection** for future improvement of the **team/developer/organizations** also lessons learned **helps improve estimates and resource planning**. Big organizations make use of the **concepts like software engineering lifecycle models like SCRUM and Concurrent engineering** to handle complex projects and to speedup the delivery. **Quality gates and the customer requirements management both used together to ensure compliance and reliability, expectations of the end users**. Together, these concepts **simplify processes, improve collaboration, and ensure successful project outcome**.

Peer Interactions :

For the project deliverable 2, in our project team we have assigned **different tasks to ourselves**, after distributing all the task, we are **discussing**, **researching** further with the help of each other. We had few sessions where we discussed about **how to write the feasibility study, project plan, risk assessment and budget** as this are all required for deliverable 2. During this we also **discussed various topics** that came up.

Challenges Faced :

In this duration, it was challenging **to discuss project plan/solution ideas as every member has different approach**, it was all done with the discussions at the end and again it was **challenging to learn about how to write required parts** for deliverable 2.

Personal Development Activities :

Along with **enhancing other technical knowledge**, I spent some **additional time** reading about the project planning, project closure, concurrent engineering understand this topics and their **practical applications more deeply**.

In this duration, as we had some **group study sessions** and **project related sessions**, **participating in team discussions has improved my communication and collaboration skills, specifically, explaining and discussing this topics with my friends.**

Goals for the Next Week :

I am planning to **try implement all of this learned topics in the project** and try to understand them thoroughly which will be helpful for final exams.