# Software Process and Project Management

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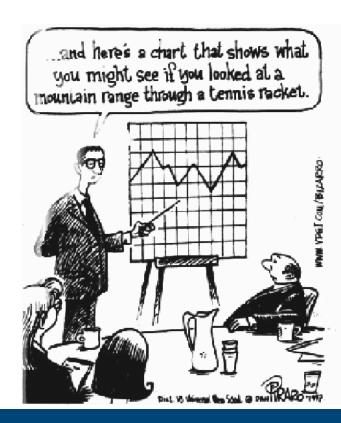
Sommerville, Chapters 4, 17 Pressman

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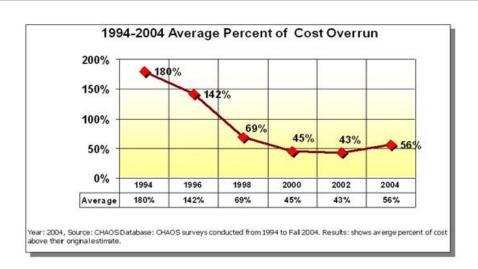
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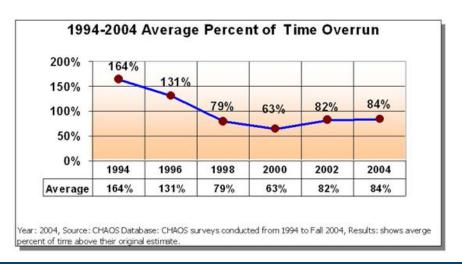
office: room 88, Research 1

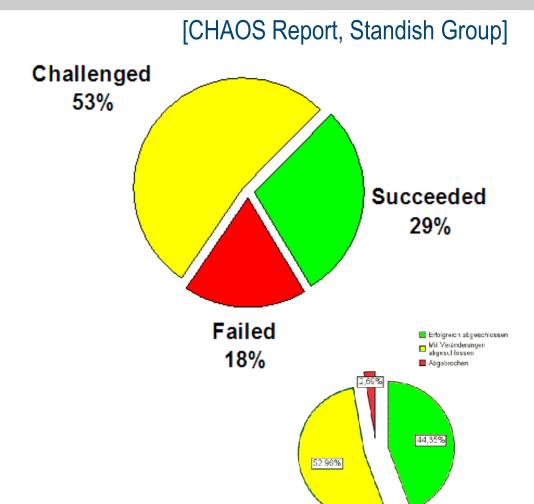


### **Project Sucess/Failure Rate**









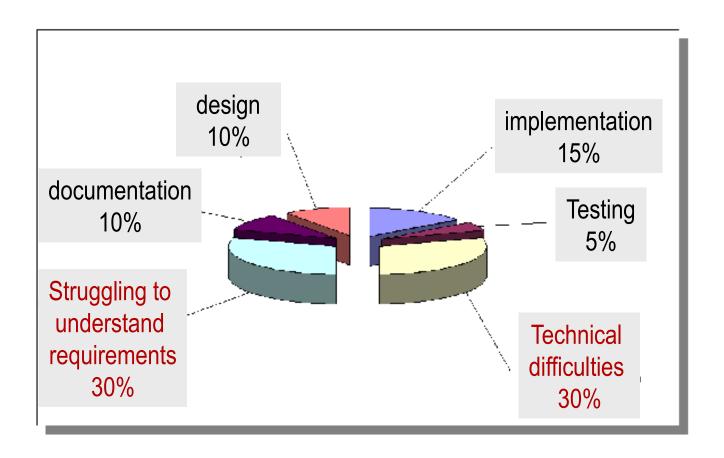
# Top 10 Project Failure Factors: Lack of...



1. Executive support	(18%)	
2. User involvement	(16%)	
3. Experienced project manager	(14%)	
4. Clear business objectives	(12%)	
5. Minimized scope	(10%)	
6. Standard software infrastructure	(8%)	
7. Firm basic requirements	(6%)	
8. Formal methodology	(6%)	
9. Reliable estimates	(5%)	
10.Other criteria	(5%)	[CHAOS Report,
	( )	Standish Group International, Inc.]

### Where Time Really Is Spent In Practice

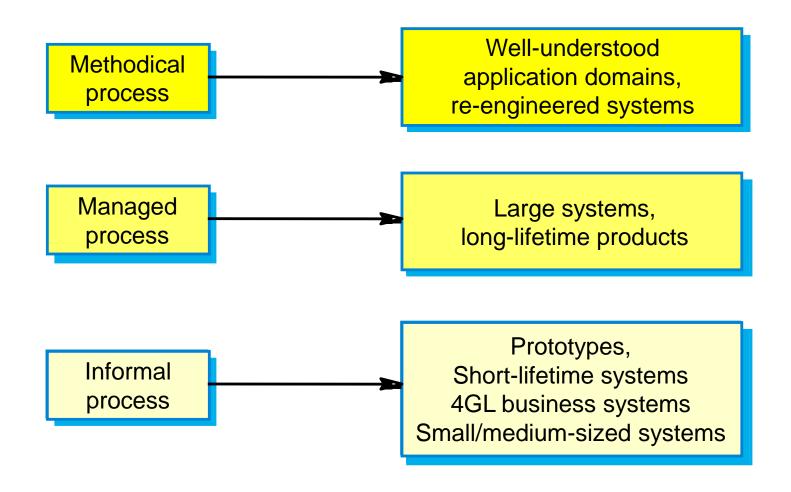




Source: unknown

## **Process Applicability: Right-Sizing Mgmt**





### Roadmap



- Project management
- Project planning
- Risk management

"Failing to plan is planning to fail."

### **Software Project Management (PM)**



- Project Management = activities to ensure that result is delivered
  - on time
  - on schedule
  - in accordance with requirements of customer and vendor (!)
- Core: planning & monitoring
- needed because software development always subject to
  - vendor budget & schedule constraints
  - changes

### What Fills a PM's Day



- Proposal writing
- Customer (and sales, and marketing) communication
- Project planning and scheduling
- Project costing
- Project monitoring and reviews
- Personnel selection and evaluation
- Report writing and presentations

- Probably most time-consuming activity
- Continuous, regularly revisited
- Various types of plan

# The Project Plan



- Project plan sets out:
  - The resources available to the project ...who?
  - The work breakdown ...what?
  - A schedule for the work ...when?

- Project plan structure:
  - Introduction
  - Project organisation
  - Risk analysis
  - Hardware & software resource requirements
  - Work breakdown
  - Project schedule
  - Monitoring & reporting mechanisms

## **Types of Project Plan**



Plan	Description
Quality plan	Describes the quality procedures and standards that will be used in a project. See Chapter 27.
Validation plan	Describes the approach, resources and schedule used for system validation. See Chapter 22.
Configuration management plan	Describes the configuration management procedures and structures to be used. See Chapter 29.
Maintenance plan	Predicts the maintenance requirements of the system, maintenance costs and effort required. See Chapter 21.
Staff development plan.	Describes how the skills and experience of the project team members will be developed. See Chapter 25.

cf. Sommerville Chapters!

### **Project Planning Process**



Establish project constraints

Make initial assessments of the project parameters

Define project milestones and deliverables

Draw up project schedule

while project has not been completed or cancelled loop

Initiate activities according to schedule Wait ( for a while )

Review project progress

Revise estimates of project parameters

Update the project schedule

Re-negotiate project constraints and deliverables

if (problems arise) then

Initiate technical review and possible revision

end if

end loop

### **Activity Organization**



- Activities in a project should be organised to produce tangible outputs at welldefined points for management to judge progress
  - Tasks (Work packages) with subtasks organize work to be done, and responsibilities
  - Milestones = end-point of a process activity
     = predictable state where a formal report of progress is presented to management
  - Deliverables = project results delivered to customers (or management)
- Good rules:
  - Design task as self-contained units with clear goal
  - Concurrent tasks → optimal use of workforce
  - Minimize dependencies → no waiting → no delays
- waterfall process allows for straightforward definition of progress milestones

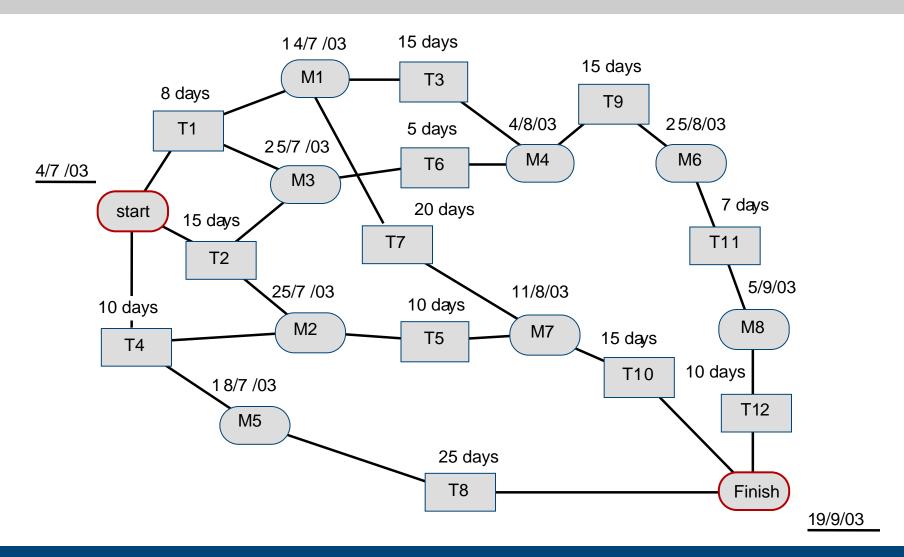
# Tabular Task Durations & Dependencies



Activity	<b>Duration (days)</b>	Dependencies
T1	8	
T2	15	
T3	15	T1 (M1)
T4	10	
T5	10	T2, T4 (M2)
T6	5	T1, T2 (M3)
T7	20	T1 (M1)
T8	25	T4 (M5)
T9	15	T3, T6 (M4)
T10	15	T5, T7 (M7)
T11	7	T9 (M6)
T12	10	T11 (M8)

### **Activity Network**





# **Potential Scheduling Problems**

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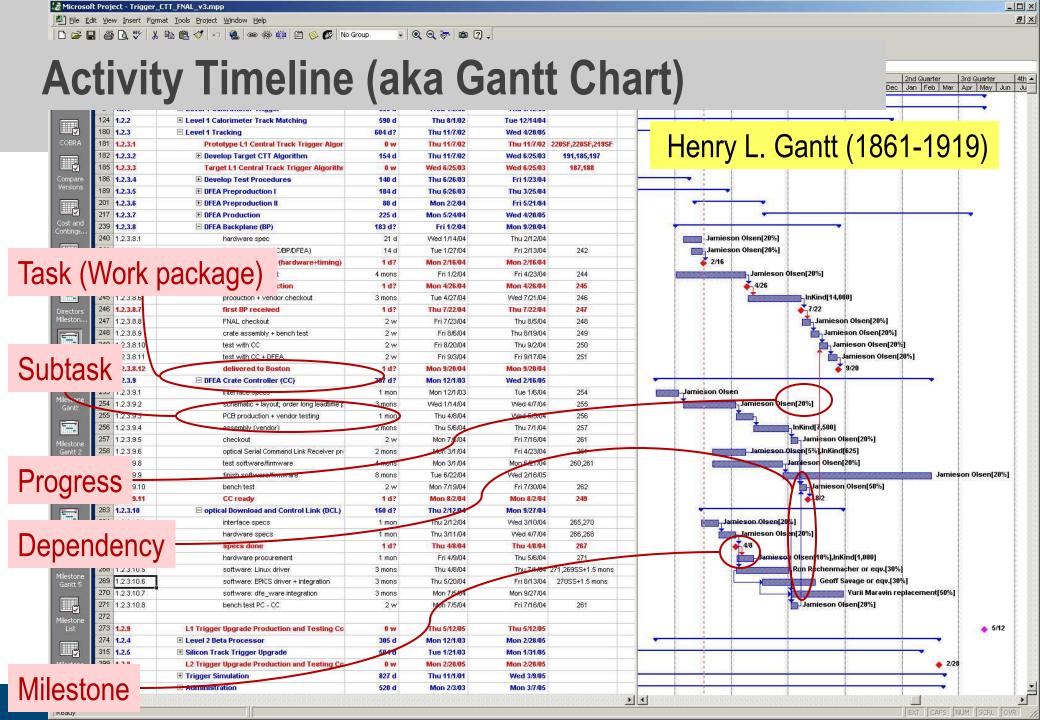
- Estimating difficulty of problems (hence, costs)
- Productivity !~ #people working on a task
- Adding people to a late project makes it later
  - communication overheads!
- The unexpected always happens!
  - Always allow contingency in planning







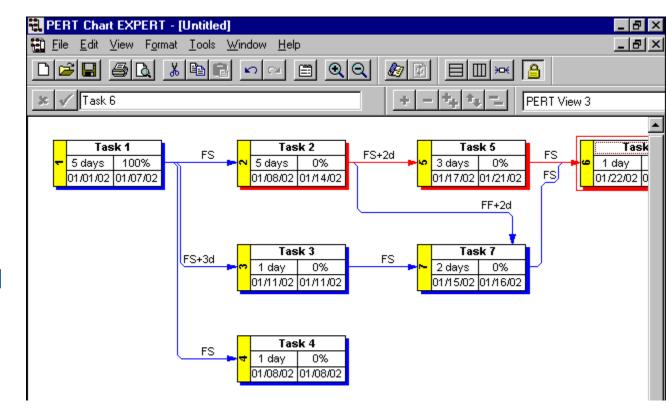
...as a partial little remedy, let's seek (tool) support



### **Task & Activity Flow Chart (PERT Chart)**



- PERT = Project Evaluation and Review Technique
  - Aka flowchart
- Shows relationships between activities
- Can attach to each task:
  - completion times
  - names of persons assigned
  - milestones; ...



### Risk Management



- Risk management =
  - identify risks
  - draw up plans to minimise their effect
- Risk = probability that some adverse circumstance will occur
  - Project risks affect schedule or resources
  - Product risks affect quality or performance
  - Business risks affect organisation

read Sommerville Chapter 5!

### Wrap-Up: Project Management



- Good project management essential for project success
  - intangible nature of software → extra challenges for management
- Managers have diverse roles most significant activities are planning, estimating and scheduling
  - iterative processes, continue throughout project
- Projects broken into tasks with deliverables at predefined milestones
  - Gantt chart, PERT chart for project activities, their durations and staffing
- Risk management for
  - identifying risks which may affect the project
  - planning → risks do not develop into major threats

### **Commonalities & Differences**



- SW & other engineering projects share commonalities:
  - Many activities not peculiar to software management
     →
     many techniques of engineering PM equally applicable to sw PM
  - Technically complex engineering systems tend to suffer from same problems as software systems: collaboration; deadlines; customers; ...

- On the other hand, software projects are different from projects in other disciplines:
  - product is intangible
  - product is uniquely flexible
  - Software engineering not recognized as an engineering discipline with the sane status as mechanical, electrical engineering, etc.
  - software development process not standardised (well, not completely)
  - Many software projects
     'one-off' projects