

Software Project Management

Lab 3

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1. Estimated Effort:

$$E = a(KLOC)^b$$

SOFTWARE PROJECTS	A	B
Organic	2.4	1.05
Semi Detached	3.0	1.12
Embedded	3.6	1.20

Since this project will be slightly complex, involving payment calculations, GUI displaying all items and prices/quantity, it is fair to assume the project is semi-detached.

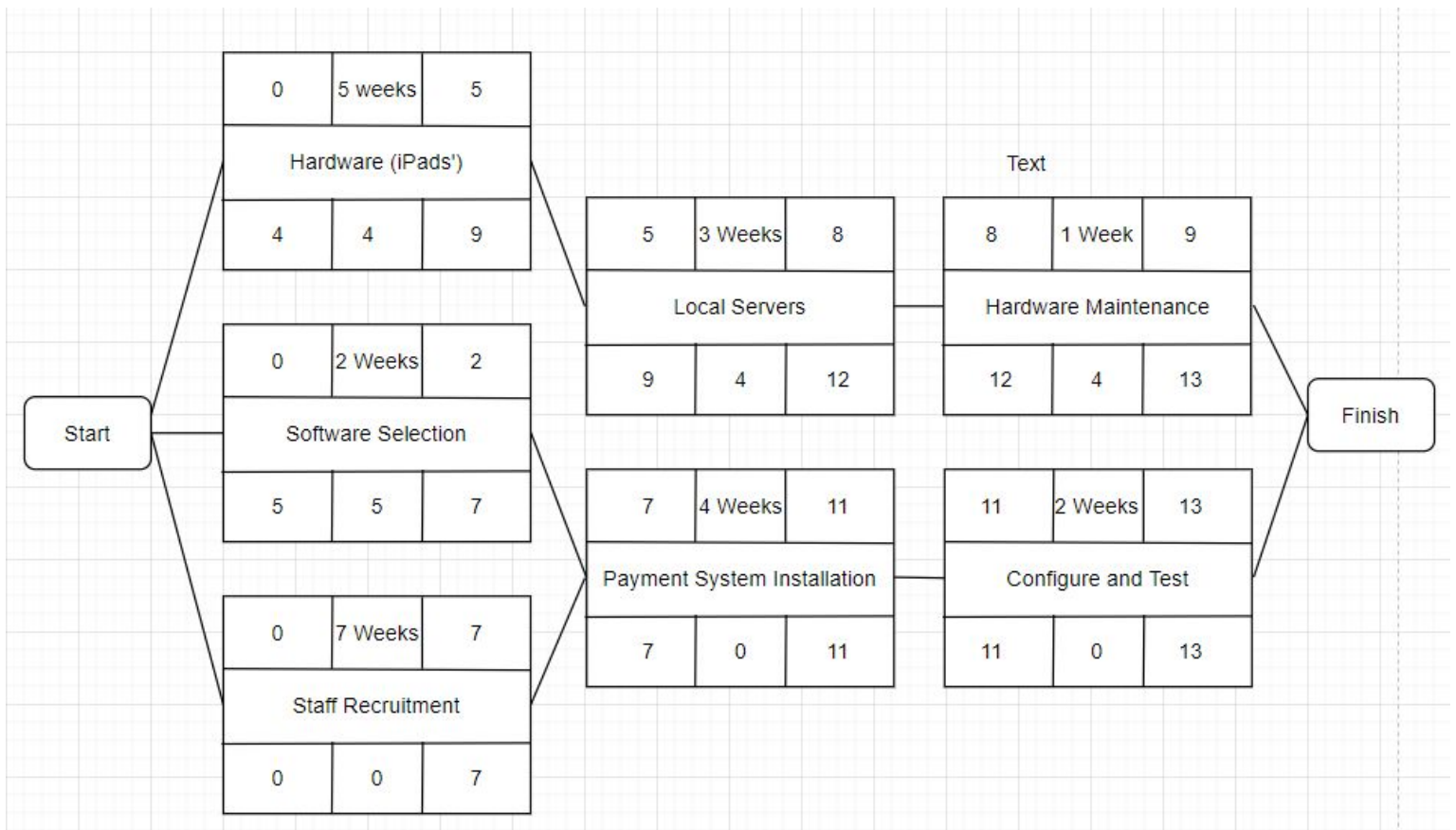
For a safe estimate on the LOC, I will use 2000 as a possible overestimate, depending on the features we wish to add.

Using this information, the estimated effort can be calculated as:

$$E = 3.0 * (2)^{1.12}$$

$$E = 6.52 \text{ Person Months}$$

2. Activity Network Diagram:



3. Risks with the Projects:

Risk 1: Local Server can potentially be down and cause the software of the iPad to not fully function.

Countermeasure: System shall contain a back-up server module to allow continuation of the software system.

Risk 2: New staff could have workers that may be inexperienced with certain requirements to the software of the system.

Countermeasure: Hiring team will conduct a strict training process which will allow workers to become versed with the programming language and contribute to the project in minimal time.

Risk 3: Payment system may crash which could result in an unsuccessful transaction for the customer.

Countermeasure: Develop various prototypes that contain additional security software, perform rigorous tests and conduct multiple meetings with the development team to ensure that the transaction is continuous throughout.

Risk 4: Customers can experience issues with software causing problems with items requested or quantity of items.

Countermeasure: Ensure there is a confirmation window at the end of the order so customers may view their order prior to having the server collect from the iPad. This can be done by adding a confirmation method in the program that shows all current items, quantity, and the price of each item.