Experiment No. 6

SEMESTER: V (2024-2025)

DATE OF DECLARATION: 23/09/24

SUBJECT: SE

DATE OF SUBMISSION: 30/09/24

NAME OF THE STUDENT: Shaun Menezes

ROLL NO: 40

AIM	To use project management tool to prepare a plan for "**Monthly Finance Tracker**"
LEARNING OBJECTIVE	The student will select modern project management tool necessary for software engineering practice.
LEARNING OUTCOME	Students will be able to Use various software engineering tools.
COURSE OUTCOME	**CSL601.5:** Students will be able to Use various software engineering tools.
PROGRAM OUTCOME	**PO1:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems. **PO5:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations. **PO9:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
BLOOM'S TAXONOMY LEVEL	Understand Analyze Evaluate
THEORY	**Project Planning Process:** The objective of software project planning is to provide a framework that enables the manager to make reasonable estimates of resources, cost, and schedule. In addition, estimates should attempt to define best-case and worst-case scenarios so that project outcomes can be bounded. Although there is an inherent degree of uncertainty, the software team embarks on a plan that has been established as a consequence of these tasks. Therefore, the plan must be adapted and updated as the project proceeds. **Task Set for Project Planning:**

1. Establish project scope

2. Determine feasibility

3. Analyze risks

4. Define required resources

   A)   Determine required human resources.

   B)   Define reusable software resources.

   C)   Identify environmental resources.

5. Estimate cost and effort.

   A)   Decompose the problem.

   B)   Develop two or more estimates using size, function points, process tasks, or use cases.

   C)   Reconcile the estimates.

6. Develop a project schedule.

   A)   Establish a meaningful task set.

   B)   Define a task network.

   C)   Use scheduling tools to develop a time-line chart.

   D)   Define schedule tracking mechanisms.

Trello

Trello is a popular project management tool that helps teams organize tasks and collaborate more efficiently. It uses a visual board-and-card system that allows users to create boards for different projects, with lists that represent various stages of a workflow. Each card can contain tasks, checklists, attachments, due dates, and comments, making it easy to track progress and keep everyone on the same page.

Key Features
1. Boards and Cards: Trello's interface is centered around boards (representing projects) and cards (representing tasks). Users can easily move cards between lists to reflect progress.

2. Collaboration: Teams can invite members to boards, assign tasks, and comment directly on cards, facilitating communication and

collaboration.

3. Customization: Trello offers a range of customizable features, including labels, due dates, and checklists, allowing teams to tailor their boards to fit specific workflows.

4. Power-Ups: Trello supports various integrations (called Power-Ups) with tools like Slack, Google Drive, and Jira, enhancing its functionality and allowing teams to streamline their processes.

5. Automation: The Butler feature enables users to automate repetitive tasks, such as moving cards or sending reminders, saving time and reducing manual work.
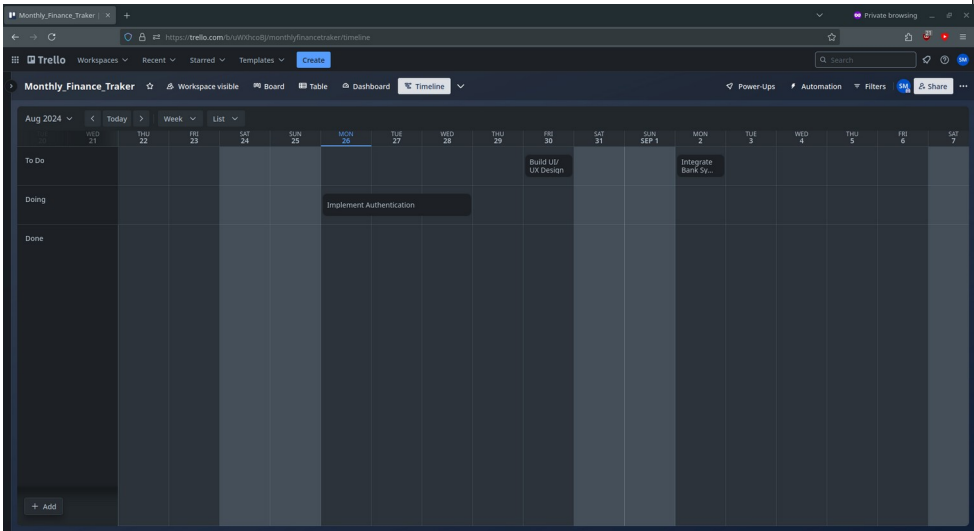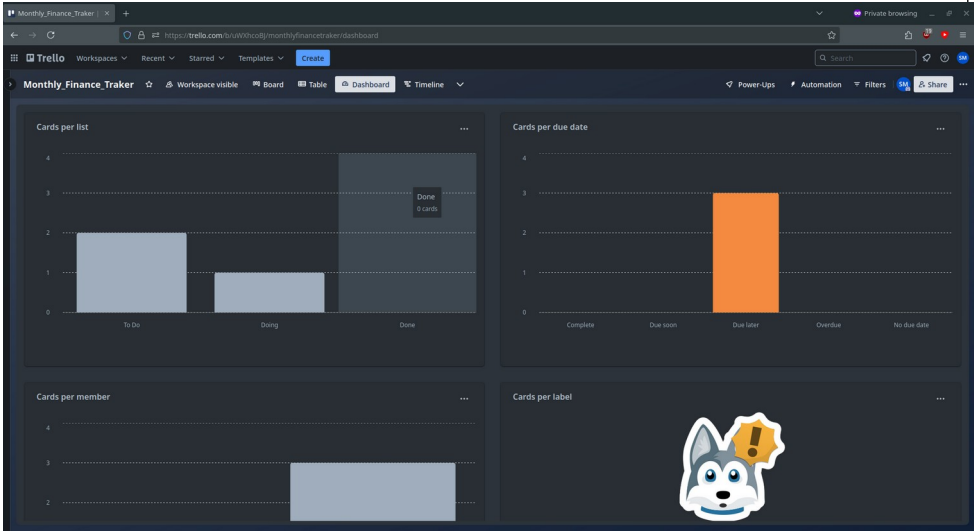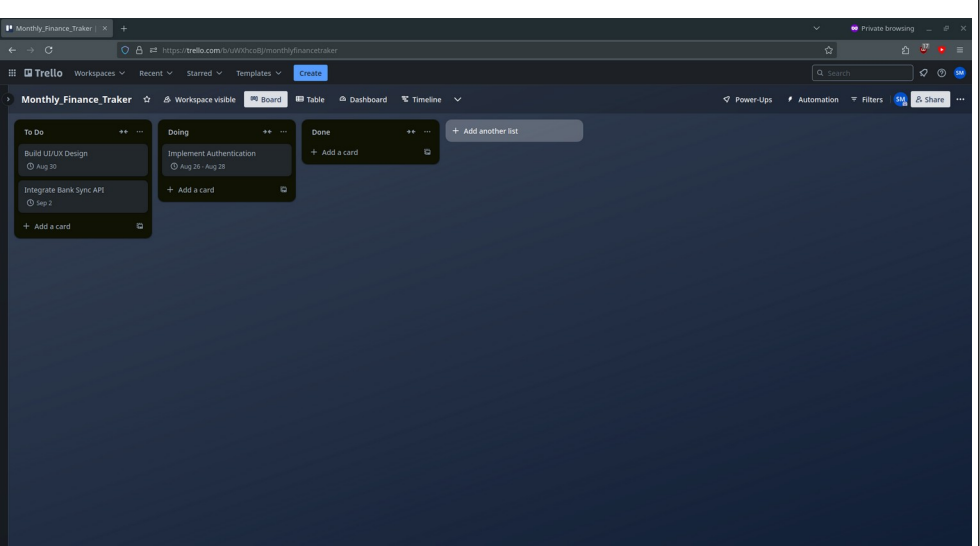
Use Cases
- Agile Project Management: Trello is widely used in Agile methodologies, where teams can create sprints and track user stories visually.

- Marketing Campaigns: Marketing teams can manage campaigns by creating boards for planning, content creation, and execution, ensuring everyone is aligned.

- Product Development: Product managers can use Trello to track feature requests, bug reports, and development progress, facilitating better communication between teams.

Benefits
- User-Friendly: Trello's intuitive drag-and-drop interface makes it accessible for users of all skill levels.

- Visual Organization: The visual nature of Trello helps teams quickly understand project status and priorities at a glance.

- Flexibility: Trello can be adapted for various workflows, from simple to complex, making it suitable for diverse industries and teams.

LAB EXERCISE

REFERENCES	1. Ian Somerville, Software Engineering, 9th edition, Addison Wesley, 2011 2. Roger Pressman, Software Engineering: A Practitioners Approach, (6th Edition), McGraw Hill, 2010 3. Write the name of at least three website you have referred for the tool.