

SWEN90016

Software Processes & Project Management

Marion Zalk

Department of Computing and Information Systems

The University of Melbourne

mzalk@unimelb.edu.au

2021 – Semester 1

Lecture 2

Lecture 1 – Recap

- ✓ Understand Assignments and our expectations
- ✓ Understand key elements of a Project and why organisations use them
- ✓ Understand the foundational components of Project Management
- ✓ Understand key skills, responsibilities & activities of a Project Manager
- ✓ Understand key elements of how to manage Projects
- ✓ Exposure to some Project Management Methodologies

Lecture 1 – Recap

- ✓ Explore key drivers in why projects fail / succeed
- ✓ Understand how organisations select the best / right projects
- ✓ Understand the Project Initialization process, Business Case structure and why organisations use them
- ✓ Explore various Investment techniques and financial models
- ✓ Understand responsibilities associated with building a Business Case and the accountable group / individual
- ✓ Understand what a Project Charter is and how it is used

L1 - Recap



Intended Learning Objectives

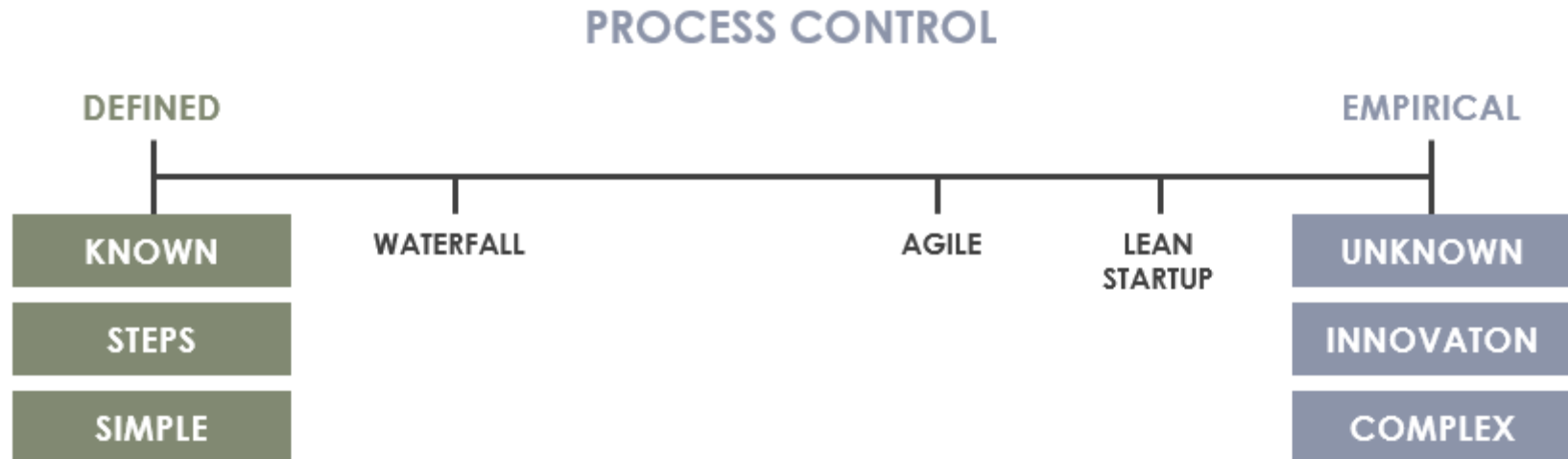
Module 4 – Process

Module 5 – Formal.

Module 6 – Agile

Module 4.1 – Empirical and Defined Process

Empirical process control expects the unexpected, while defined process control expect every piece of work to be completely understood in upfront.

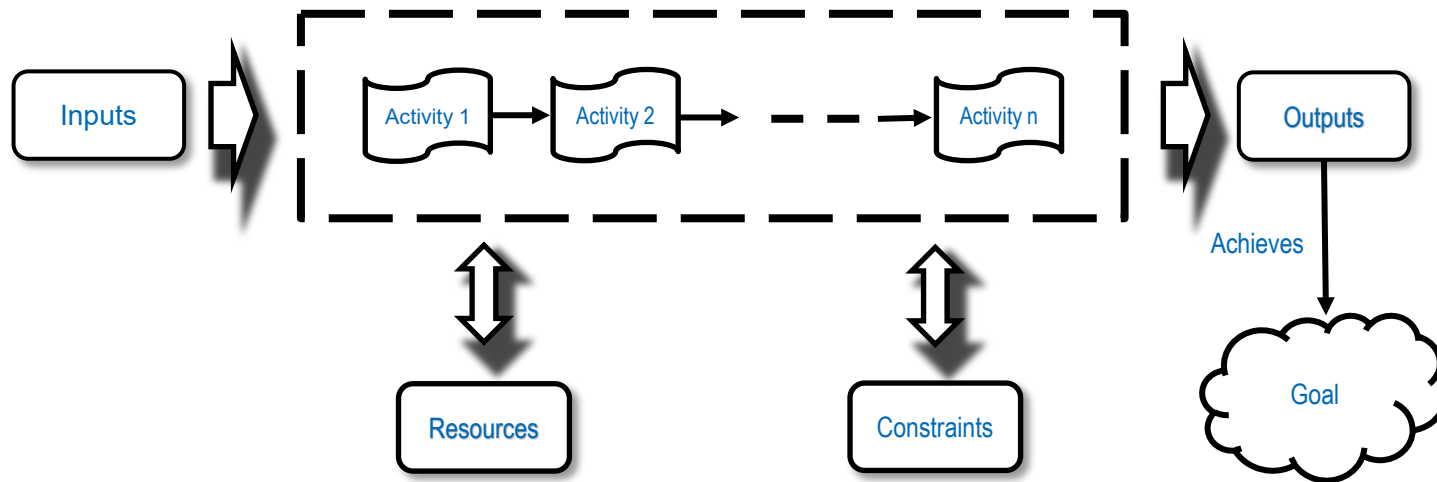


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Module 4.1 – Defined Process Control

A process with a well-defined set of steps. Given the same inputs, a defined process should produce the same output every time.

Great when in an environment with relatively low volatility that can be easily predicted; given the same inputs, a defined process should produce the same output every time based on its repeatability and predictability nature.



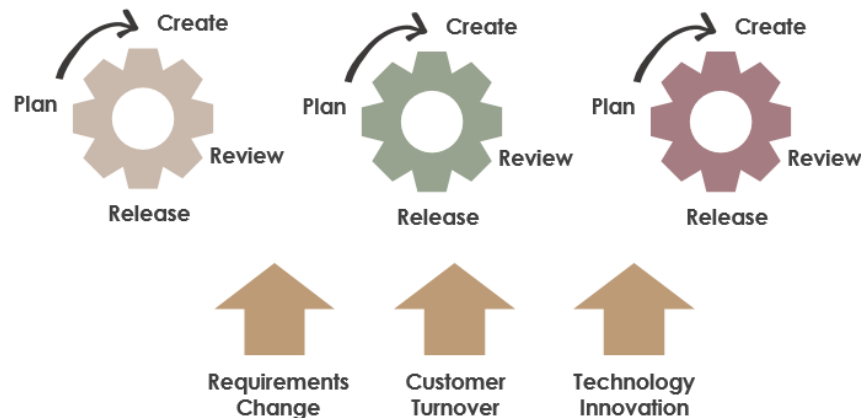
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Module 4.1 – Empirical Process Control

In empirical process control, you expect the unexpected. Empirical process control has the following characteristics:

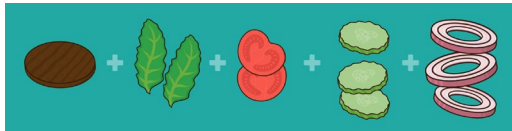
- Learn as we progress
- Expect and embrace change
- Inspect and adapt using short development cycles
- Estimates are indicative only and may not be accurate

Agile Project ▶



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Module 4.1 – Defined v Empirical

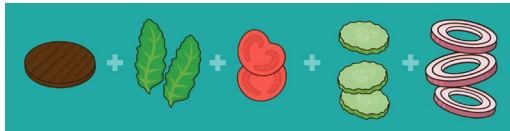


Defined / Repeatable Process



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Module 4.1 – Defined v Empirical



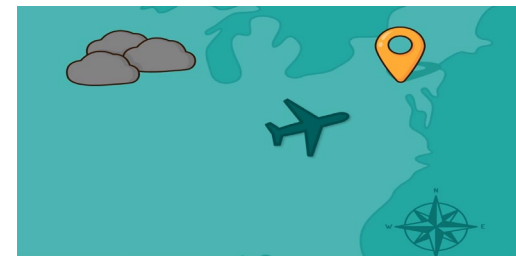
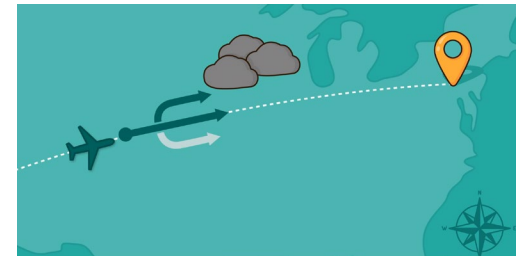
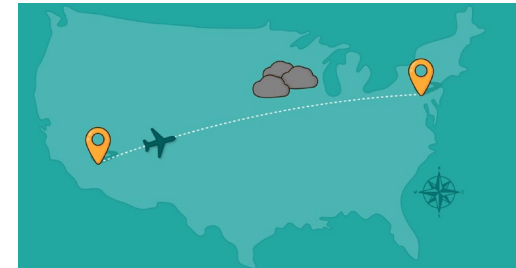
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Defined / Repeatable Process



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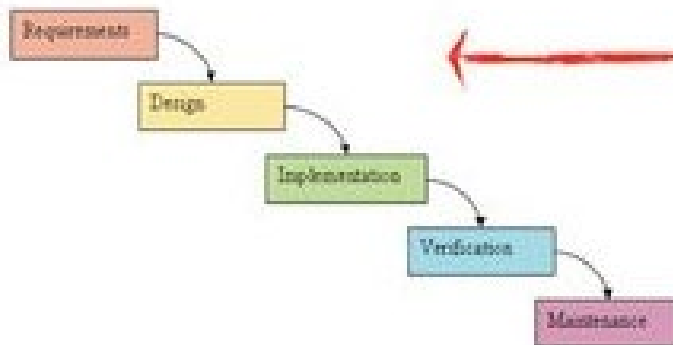
Module 4.1 – Defined v Empirical



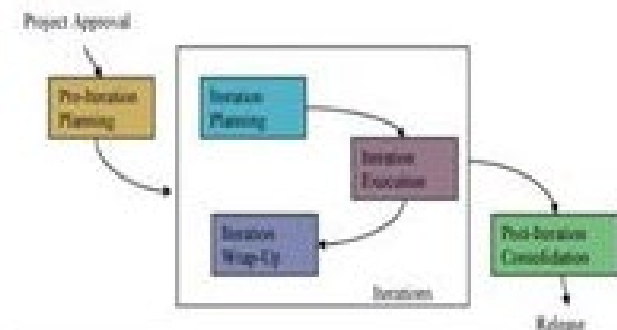
Requires that every piece of work be completely understood. Given a well-defined set of inputs, the same outputs are generated every time. A defined process can be started and allowed to run until completion, with the same results every time.

Provides and exercises control through transparency, frequent inspection and adaptation for processes that are imperfectly defined and generate unpredictable and unrepeatable outputs.

Waterfall



Agile



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Module 4.1 – What does a Process have to do with Project Management and Software Engineering?

1. Project Management is a process as it defines a series of tasks (Planning, Executing and Controlling) to deliver a specific / an agreed set of outcomes.
2. System Development Lifecycle (SDLC) is a term used in Software Engineering. It describes a process for planning, creating, testing, and deploying an information system. SDLC can be composed of hardware only, software only, or a combination of both.

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