Learning Journal 4

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Course: Software Project Management

Journal URL: https://github.com/arextron/SPM---Journals.git

Dates Range of activities: 15th October to 7th November

Date of the journal: 8th November

Chapter 8
Project Closure

Key Concepts Learned:

- Project closure involves completing and formalizing project deliverables and archiving project data.
- Key activities include finalizing source code version management, filtering metrics data, and documenting lessons learned.
- Emphasis on lessons learned for improving future project efficiency and outcomes.

Application in Real Projects:

- Applied project closure techniques by reviewing completed project metrics and archiving key data for a client project.
- Practiced documenting lessons learned to highlight process improvements for future similar projects.

Peer Interactions:

- Discussed the value of structured data archiving with peers to enhance accessibility for future projects.
- Exchanged methods for effective documentation, which helped refine my own approach to final project reporting.

Challenges Faced:

- Difficulty in determining which metrics are most valuable for archiving.
- Ensuring all team members contribute to the lessons learned documentation.

Personal Development Activities:

- Practiced version control and metric filtering using case studies to solidify my understanding.
- Researched best practices for documenting lessons learned in project management tools.

Goals for the Next Week:

- Refine skills in project closure activities, especially around data archiving.
- Explore additional strategies for creating more comprehensive lessons learned documents.

Chapter 9

Software Lifecycle Management

Key Concepts Learned:

- Software lifecycle models guide the development process and include models like Waterfall, SCRUM, and Extreme Programming.
- Quality assurance is essential at each lifecycle stage, with quality gates ensuring standards are met.
- Iterative models offer flexibility in updating requirements, while the Waterfall model is more rigid.

Application in Real Projects:

- Compared iterative and Waterfall models for a software upgrade project to decide on the best fit for the team's timeline and project scope.
- Focused on SCRUM's iterative approach, allowing for incremental development and regular feedback.

Peer Interactions:

- Discussed iterative model benefits with peers working on fast-paced technology projects.
- Shared insights on quality gates and their role in maintaining software standards during development.

Challenges Faced:

- Difficulty adapting to the fast-paced iterations in SCRUM for detailed software requirements.
- Managing quality control in the iterative model without affecting project timelines.

Personal Development Activities:

- Practiced implementing SCRUM through simulated project sprints.
- Reviewed articles on quality assurance techniques for iterative development.

Goals for the Next Week:

- Strengthen understanding of SCRUM model adaptations for project-specific needs.
- Focus on developing quality control techniques that fit within iterative models.