



SVKM'S
NMIMS
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SUPERVISOR'S
SIGNATURE
WITH DATE

DATE: 16/9/14

ROLL NO. A059

NAME: Chinmay Parikh TRIMESTER/SEMESTER: 7 DIVISION: A

PROGRAMME: B.Tech

SPECIALISATION: IT

MODULE (SUBJECT): SPM

TOTAL NO. OF SUPPLEMENTARY SHEETS ONLY: 1

| QUESTION NOS. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | TOTAL MARKS OBTAINED | MAXIMUM MARKS |
|---|-----|---|---|---|---|---|---|---|---|----|----|----|----------------------|---------------|
| (MARKS OBTAINED) (TO BE FILLED IN BY EXAMINER) | 4.5 | 4 | 3 | 4 | | | | | | | | | 12.5 | |

[Signature]

SIGNATURE OF THE EXAMINER

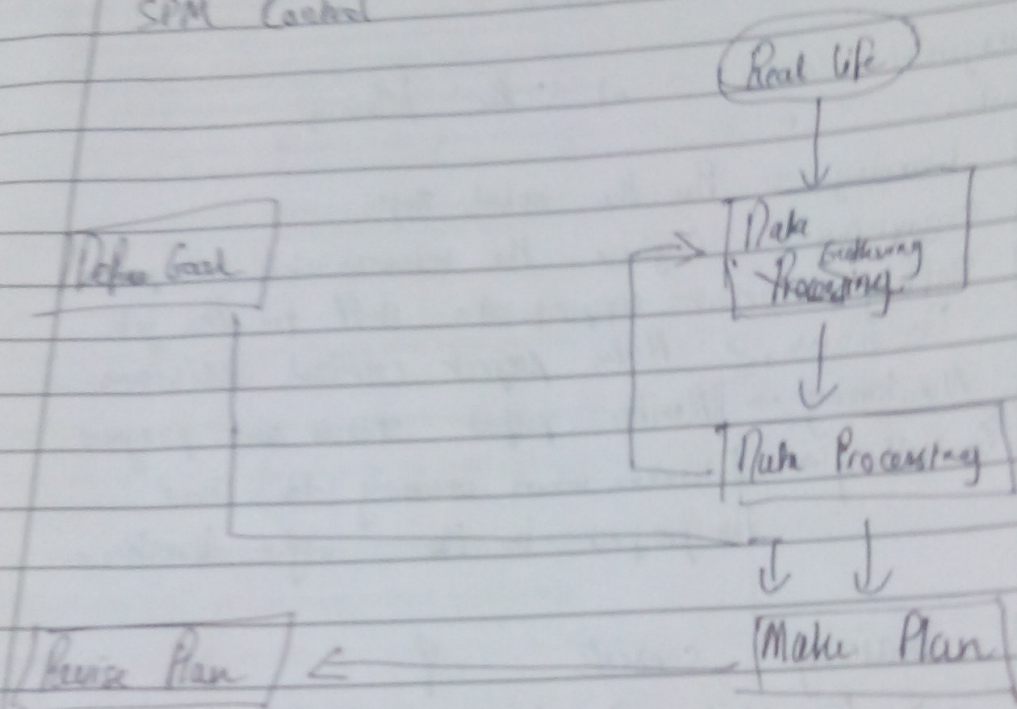
INSTRUCTIONS TO BE STRICTLY FOLLOWED BY CANDIDATES

This answer-book contains eight pages. Check whether the relevant answer-book provided contains eight pages and whether the pages are properly numbered.

Candidates should occupy the correct seats as per the seating plan displayed and write appropriate details in the space provided for the purpose on the answer book.

Candidates must produce their photo identity card provided by the University for verification to the room supervisor during the examination.

SPM Control



- ① Gather Raw Information
- ② Process it, Define a goal.
- ③ Make a Plan
- ④ Revise the Plan
- ⑤ Either iterate or execute it.

1/6

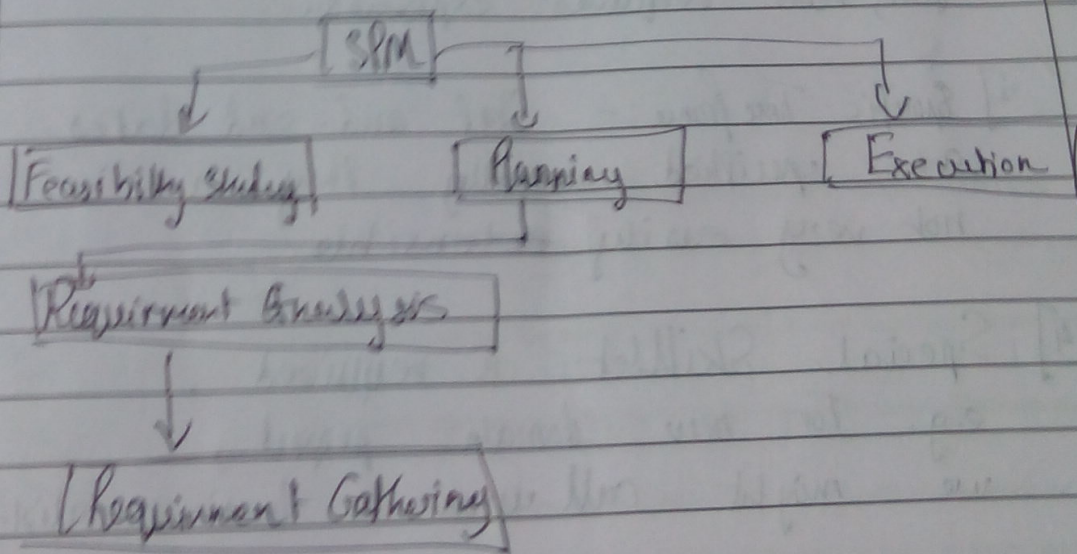
Work Breakdown Structure

It's a hierarchical graph of modular broken down parts of a project, in a bid to better understand and simplify it.

WBS breaks the project into

- ① Categories
- ② Sub Categories
- ③ sub-sub categories
- ④ Work Package

e.g



WBS can be approached in ~~two~~ 3 ways

- ① Activity BS
- ② Product BS

Question Nos

4] Various Characteristics of a project

- 1] Non-routine
- 2] Specific time frame
- 3] Worked upon for someone else
- 4] Requires specialization in specific areas
- 5] huge and for complex project.
- 6] Requires Quality Measures
- 7] Constraint on resources
- 8] Deadline dependent
- 9] Requires planning (more than usual).
- 10] Is done by more than one individual

1] Non-routine :- The activities in the project are different from routine jobs, hence requires exploration.

2] Specific Time frame - Start and end dates are specified, usually they are not very easily extensible.

4] Special Skillset is required, e.g. For new domain project, we might call upon a domain specialist.

6] Quality is a huge criteria for production deployable projects.

7] Limited Resources, in most cases skilled labour or manpower.

9] Planning is more rigorous, than normal. Outlines, guidelines, standards.

Question No.

7

Marks Awarded

- 1] Select a project
- 2] Identify goals and scope
- Find stakeholders, consult them, conduct feasibility analysis, make a plan, set up communications with all parties.

- 3] Identify project structure.
- Select General life cycle, Select paradigm Research previous projects.

- 4] Make a plan
- Guidelines → High level risks
 - Outlines
 - Standards
 - Time Frame

- 5] Identify products and activities
- Find the deliverables
 - Find the activities behind the deliverables

- 6] Estimate Effort for each activity
- Calculate resource usage
 - Make timetable

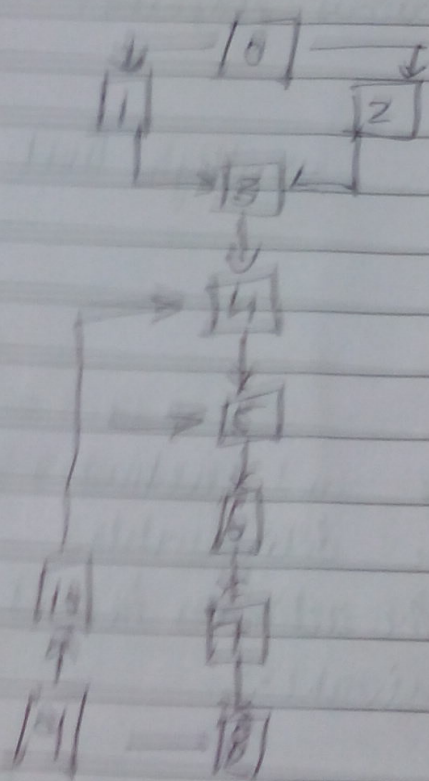
- 7] Identify activity risks
- Find risks
 - Control them via contingency measures, etc.

1) Abstract Process
 - Give a roadmap
 - Communicate with all parties
 - Public Plan

2) Abstract / Public Plan
 - Review, Document Plan

3) Lower level Planning / Execution

Diagram



Memorizing according to the points.

Question Nos

Marks Awarded

2] S/W Project problems

- 1] Invisibility
- 2] Flexibility
- 3] Conformity
- 4] Complexity

S/W Project Manager problems

- 1] Lack of Resources
- 2] Lack of Skilled labour
- 3] Lack of understanding
- 4] Impossible to achieve goals
- 5] Bad planning

S/W Project technician

- 1] Management Ignorance
- 2] Management's lack of Knowledge
- 3] Lack of communication b/w users and developers
- 4] Lack of specialization
- 5] Lack of experience.

— x —

Invisibility - S/W projects cannot be seen or touched, hence a show of progress is often hard to measure.

Flexibility - S/W projects tends to more flexible than real world projects, due to easily changeable business environment.

Question
Nos

Conforming :- Real world projects have material which adhere to the laws of physics, hence are easily understandable. s/w developers on the other hand have to understand customers' real world requirements.

Complexity :-

Per evolution complexity of s/w projects is the highest.