**Learning Journal**

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**Course:** SOFTWARE PROJECT MANAGEMENT

**Journal URL:** https://github.com/divyasri5i0/SPM-Winter2025

**Dates Rage of activities**: [WEEK-1] 16 JAN 2025 – 26 JAN 2025

**Date of the journal:** 24-01-2025

**Key Concepts Learned**:

* Learned about software project management and the main tasks associated with project management, challenges we face while managing the tasks, resources and its impact on the project.
* Analysed that every software project needs
* Resource
* Budget
* Time

to start working on the project initially.

* Studied about Project Phases: also called as Software Project Management Fundamentals which are split in to four different phases:

1. Project Initiation - which includes tasks like initial schedule estimates, project charter, project scope, project objectives, initial effort estimates, and initial cost estimates.
2. Project Planning - which includes defining project scope, requirement analysis, time-cost-resource estimation, risk assessment and management planning, scheduling tasks to project members, resource allocation etc.
3. Project Monitoring and Control - which includes tracking progress, performance measurement, issue resolution, resource management, stake holder communication, quality control and many more.
4. Project Closure – which is the final stage in Software Project Management (SPM). This phase ensures that all project objectives are met, deliverables are finalized.

* Understood the difference between Project Manager and Scrum Manager.

## Project Manager

* Responsible for planning, executing, and closing a project within defined constraints like scope, budget, time, and quality.
* Works on various methodologies like waterfall model, Agile model.
* Creates and maintains project plans, budget and schedule.
* Manages the risks involved and dependencies of the project.
* They are responsible for entire project life cycle.

## Scrum Manager

* A Scrum Manager is also called as a Scrum Master, who plays a vital role in facilitating and supporting Agile teams following the Scrum framework.
* They mainly focus on - ensuring the Scrum process is implemented effectively and that the team operates at its highest potential.
* Uses only Agile Model or Scrum Frame Work.
* Got to know the main objectives of the project which is called SMART in short

**S** (Specific) -- objective should be clear and precise.

**M** (Measurable) -- satisfaction of the objective can be measured precisely.

**A** (Achievable) – the objectives are with in the power of the individuals who are working on it to finish the task.

**R** (Relevant) – should be relevant to the actual and initial purpose of the project to avoid project failure.

**T** (Time Constraint) – objectives must be complex enough to finish in given time constraint.

**Application in Real Projects:**

* The concepts learned this week like planning, organising, managing, monitoring and frameworks like SMART objectives and scrum methodologies are strongly applicable in real projects. Below are some of the ways to apply them:

1. Planning with SMART objectives ensures teams focus on achievable goals with well-defined timelines and resources to work on since the beginning of the project which will avoid project failure and finish the project successfully meeting the initial objectives.
2. Scrum methodology allows iterative development which makes it easier for the team to respond to changes and ensure ongoing alignment according to the customer requirements.

* By applying these concepts in real projects teams can work more efficiently, deliver the best outcomes and satisfy the customers, stake holders.

**Peer Interactions:**

* The concepts in the lecture are not delivered just orally by the lecturer but also made us think of the possible answers by interacting with us and among the students as well.
* This peer-to-peer interaction helped in understanding the concept in a better way which is so helpful.
* Peer interactions not only brushed up my knowledge but also helped me in improving my communication skills.

**Challenges Faced:**

* In the beginning of the lecture, I was confused while figuring out difference between Project Manager and Scrum Manager.
* One major challenge I faced was learning how to apply various estimation techniques to different software lifecycle models, such as iterative and waterfall approaches.
* By the end of the lecture, I was able to figure out the actual difference between them and got to know their functionalities in detail by discussing with my professor and my class mates.

**Personal Development Activities:**

* Spending time on reading Lecture notes which is making Lecture Journals easy to finish and also giving me better understanding about Software Project Management, day by day.
* Spending at least 2 hours on learning, from Udemy and practicing java on Leet Code, Code Sand Box to improve my coding and logical skills.
* Started to connect with people which is helping me improve my way of thinking broadly and improve my performance.

**Goals for the Next Week:**

* Next week I want to primarily focus on my deep understanding of risk analysis and management in software projects which will help me personally in my career while dealing similar issues.
* Making notes of Chapters 3 and 4 for this subject to improve my performance in Learning Journal 2 and class activities.
* Forming group with my classmates to work on project.