

Learning Journal - 1

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Course: Software Project Management [SOEN-6841]

Journal URL: https://github.com/iamdarshpatel/SOEN_6841/

Week 1: 18 January - 24 January

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Key Concepts Learned:

A project is a task with a clear beginning and end, requiring specific resources for a set time to reach its main goal. It differs from a regular job in having a limited timeframe and being closely tied to budget and resource management. Managing a project involves coordinating different stages like design, testing, and coding, using straightforward methods. Project management involves managing the project with required skillset so that the project can be completed within time. The first step, set by senior management, outlines the project's plan, goals, and boundaries. Budgeting is vital and includes staff salaries, determined through various practical techniques. The aim of a project should be straightforward, realistic, and time-sensitive. Smart objective is the key focus during any software management.

Application in Real Projects:

Waterfall model breaks down the project in different phases which is essential to manage any software. Also, Effort estimation helps to estimate the budget of the project and required duration to achieve the project which can be useful to manage any software.

Peer Interactions:

Discussed on how these concepts can be applied to the real projects to effectively manage the software. Moreover, what effort estimation techniques can be used to perform the estimation for the project which is the key factor for salaries of workers and also duration in terms of length.

Challenges Faced:

Project initiation contains project scope, project objective and project charter, which concepts are a bit difficult and time consuming to understand. Also, software management is a broader term which covers so many areas to effectively deliver a software.

Personal development activities:

I searched on Google about what are the characteristics of a software manager. Also, read relevant documents for waterfall and agile models which follow different processes to manage the software.

Goals for the Next Week:

In depth knowledge of project scope and project objective and its outcome on software. Moreover, various effort estimation techniques to estimate the software.

Chapter 1 Reflections: The chapter includes the basic fundamentals of project management. It also includes the phases of project which helps to breakdown the project.

Chapter 2 Reflections: This chapter particularly focuses on project initiation, which includes project charter, project scope and project objectives. Also, how effort estimation helps to estimate the project is also covered. The significant “SMART” objective is the key goal during planning of any software.