		DATEPAGE NO
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	The Project (continued from previous lecture)	
7. 8. 9.	Users are resistant. Sponsorship is lost. The project team lack	e people with appropriate
. 01	Managers avoid best learned.	practices and lessons
	Solution to avoid the	problems'.
١.	Start on the right for understand the proble and then setting real	t: Working hard to m that is to be solved istic goals
2.	Maintain Momentum good start and then project manager must turnover of personnel to an quality.	Many projects get off to slowly disintegrate. The provide inentives to keep o minimum and emphasize
3.	. Track progress Progress work products are pro	should be toracked as
ц.	Make smart decisions.  peroject manager and the  he to "keep it simple"  avoid abrious sisks.	The decisions of the e software team should. Decide to identify and