



# Lecture 8 Project Management (Sommerville Ch. 4)

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## Objectives

- To introduce software project management and to describe its distinctive characteristics
- To discuss project planning and the planning process
- To show how graphical schedule representations are used by project management
- To briefly introduce the notion of risks
  - (Risk Management will be covered in a future lecture)
- Today's seminar
  - Matrix Vs. Hierarchical management structures
  - A Project Planning exercise



# Software project management

- **Concerned with activities involved in ensuring that software is delivered on time and on schedule and in accordance with the requirements of the organisations developing and procuring the software**
- **Project management is needed because software development is always subject to budget and schedule constraints that are set by the organisation developing the software**



# Software management distinctions

- The product is intangible
- The product is uniquely flexible
- Software engineering is not recognized as an engineering discipline with the same status as mechanical, electrical engineering, etc.
- The software development process is not standardised
- Many software projects are 'one-off' projects



# Management activities

- **Proposal writing**
- **Project planning and scheduling**
- **Project costing**
- **Project monitoring and reviews**
- **Personnel selection and evaluation**
- **Report writing and presentations**



# Management commonalities

- These activities are not peculiar to software management
- Many techniques of engineering project management are equally applicable to software project management
- Technically complex engineering systems tend to suffer from the same problems as software systems



# Project staffing

- **May not be possible to appoint the ideal people to work on a project**
  - Project budget may not allow for the use of highly-paid staff
  - Staff with the appropriate experience may not be available
  - An organisation may wish to develop employee skills on a software project
- **Managers have to work within these constraints especially when there is a shortage of skilled IT staff**



# Project planning

- **Probably the most time-consuming project management activity**
- **Continuous activity from initial concept through to system delivery. Plans must be regularly revised as new information becomes available**
- **Various different types of plan may be developed to support the main software project plan that is concerned with schedule and budget**



# Types of project plan

| Plan                          | Description   |
|-------------------------------|---|
| Quality plan                  | Describes the quality procedures and standards that will be used in a project.              |
| Validation plan               | Describes the approach, resources and schedule used for system validation.                  |
| Configuration management plan | Describes the configuration management procedures and structures to be used.                |
| Maintenance plan              | Predicts the maintenance requirements of the system, maintenance costs and effort required. |
| Staff development plan.       | Describes how the skills and experience of the project team members will be developed.      |



## Project planning process

```
Establish the project constraints
Make initial assessments of the project parameters
Define project milestones and deliverables
while project has not been completed or cancelled loop
    Draw up project schedule
    Initiate activities according to schedule
    Wait ( for a while )
    Review project progress
    Revise estimates of project parameters
    Update the project schedule
    Re-negotiate project constraints and deliverables
    if ( problems arise )then
        Initiate technical review and possible revision
    end if
end loop
```



# Project plan structure

- **Introduction**
- **Project organisation**
- **Risk analysis**
- **Hardware and software resource requirements**
- **Work breakdown**
- **Project schedule**
- **Monitoring and reporting mechanisms**

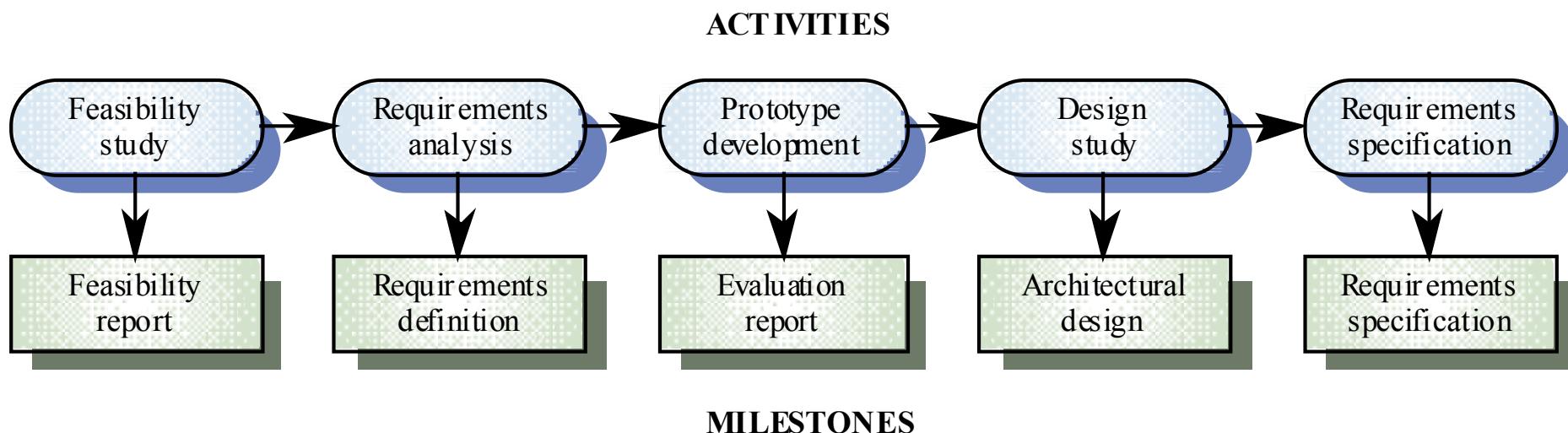


# Activity organization

- Activities in a project should be organised to produce tangible outputs for management to judge progress
- *Milestones* are the end-point of a process activity
- *Deliverables* are project results delivered to customers
- The waterfall process allows for the straightforward definition of progress milestones



## Milestones in the RE process



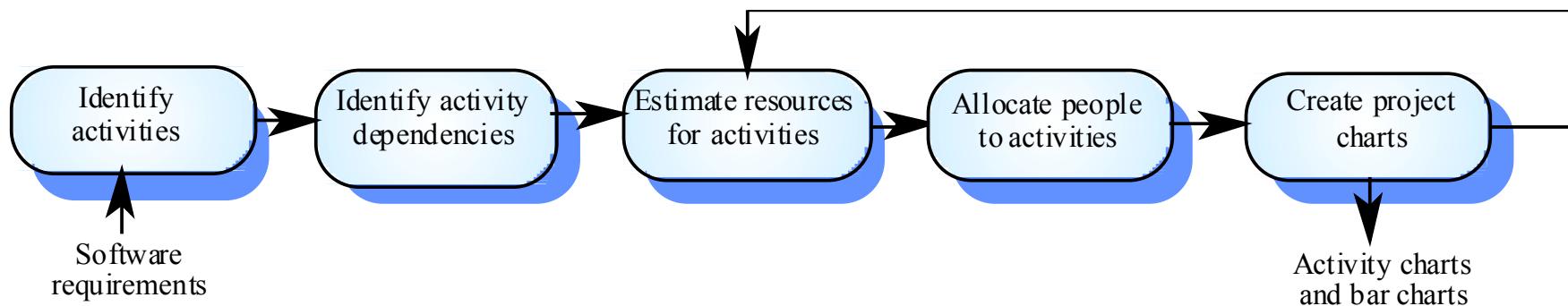


# Project scheduling

- **Split project into tasks and estimate time and resources required to complete each task**
- **Organize tasks concurrently to make optimal use of workforce**
- **Minimize task dependencies to avoid delays caused by one task waiting for another to complete**
- **Dependent on project managers intuition and experience**



# The project scheduling process





# Scheduling problems

- **Estimating the difficulty of problems and hence the cost of developing a solution is hard**
- **Productivity is not proportional to the number of people working on a task**
- **Adding people to a late project makes it later because of communication overheads**
- **The unexpected always happens. Always allow contingency in planning**



# Bar charts and activity networks

- **Graphical notations used to illustrate the project schedule**
- **Show project breakdown into tasks. Tasks should not be too small. They should take about a week or two**
- **Activity charts show task dependencies and the the critical path**
- **Bar charts show schedule against calendar time**

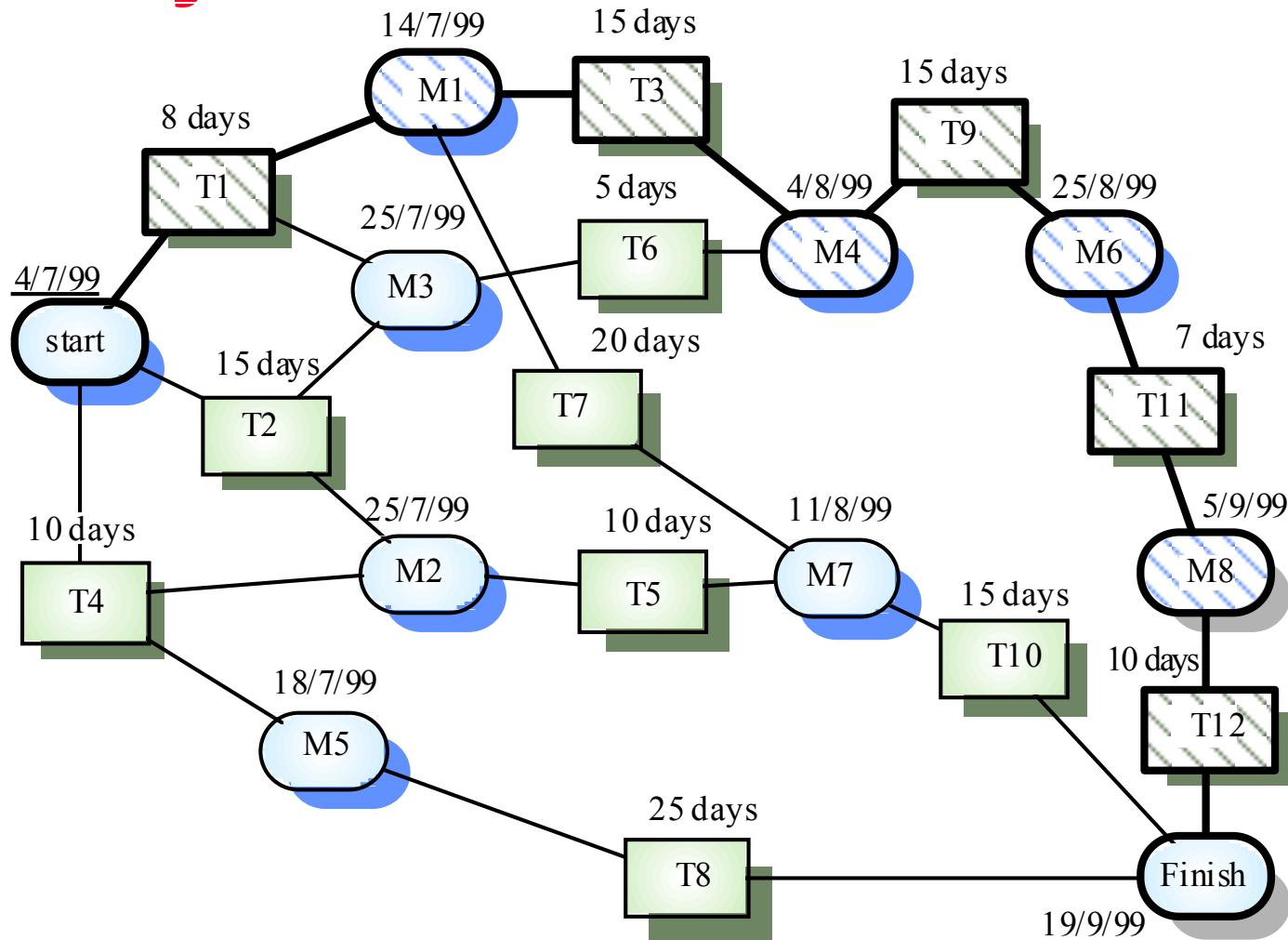


# Task durations and dependencies

| Task | Duration (days) | Dependencies |
|------|-----------------|--------------|
| T1   | 8               |              |
| T2   | 15              |              |
| T3   | 15              | T1 (M1)      |
| T4   | 10              |              |
| T5   | 10              | T2, T4 (M2)  |
| T6   | 5               | T1, T2 (M3)  |
| T7   | 20              | T1 (M1)      |
| T8   | 25              | T4 (M5)      |
| T9   | 15              | T3, T6 (M4)  |
| T10  | 15              | T5, T7 (M7)  |
| T11  | 7               | T9 (M6)      |
| T12  | 10              | T11 (M8)     |

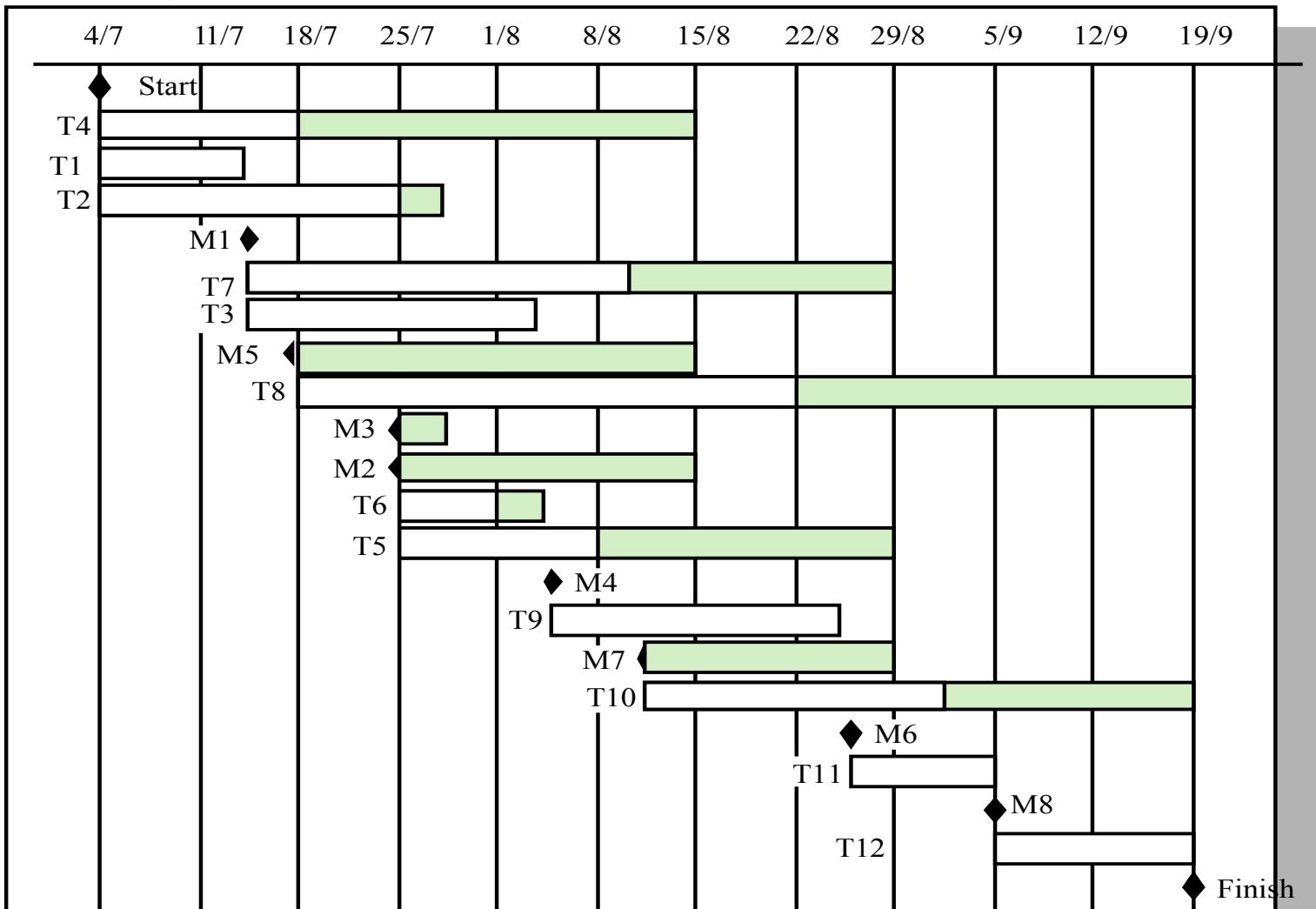


# Activity network



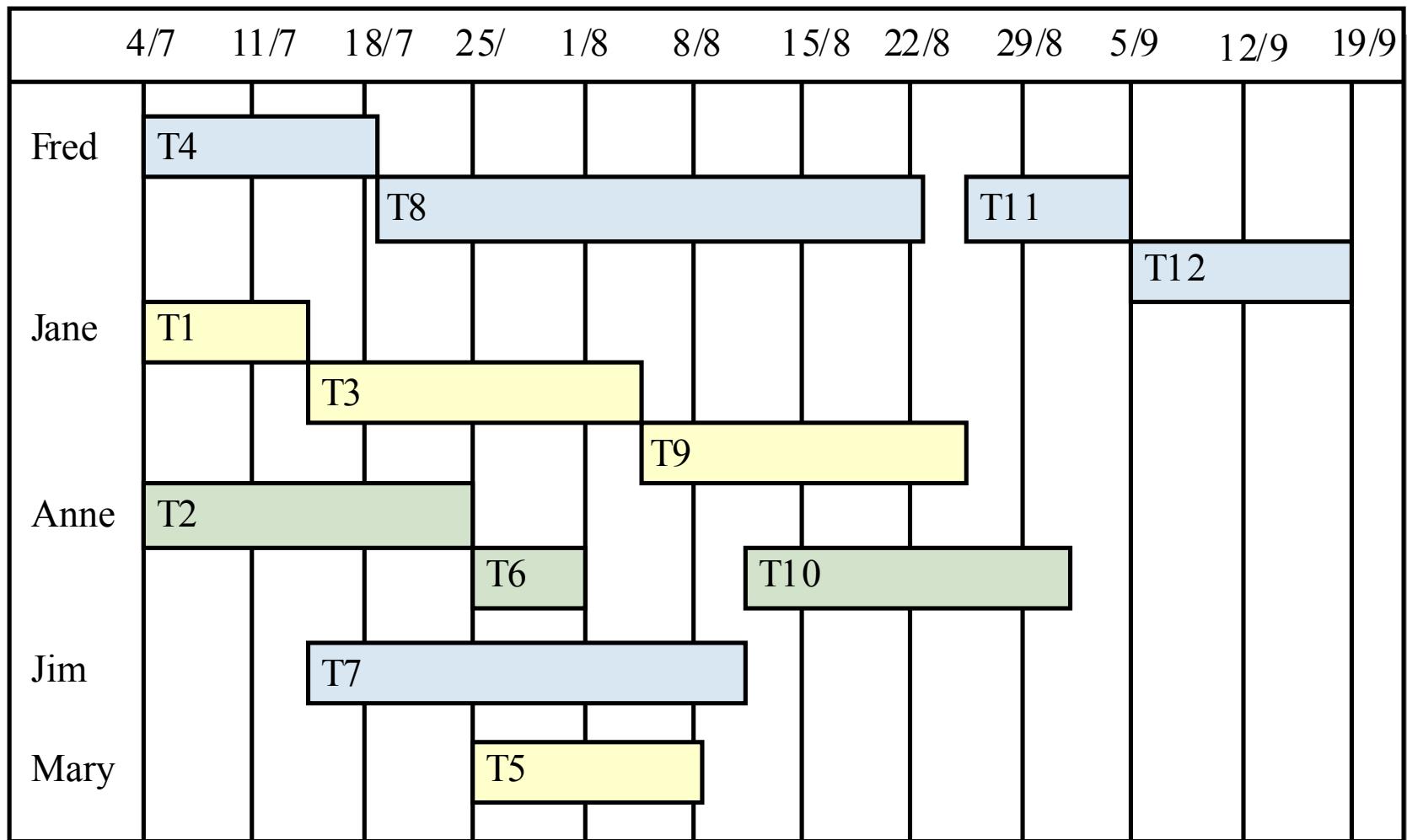


# Activity timeline





# Staff allocation





# Key points

- **Good project management is essential for project success**
- **The intangible nature of software causes problems for management**
- **Managers have diverse roles but their most significant activities are planning, estimating and scheduling**
- **Planning and estimating are iterative processes which continue throughout the course of a project**