**Learning Journal**

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**Course:** Software Project Management (SOEN 6841)

**Journal URL:** https://github.com/khushaalll/Journal\_SOEN6841

**Week 1:** January 18, 2024- January 24, 2024

**Date:** January 22, 2024

**Key Concepts Learned:**

**Chapter 1**

**Scope of Software Project Management:**

Software project management involves the coordination and oversight of various activities within a software project. This includes managing project teams, suppliers, customers, and daily project tasks.

**Daily Responsibilities of a Software Project Manager:**

A software project manager is responsible for daily tasks related to team management, dealing with suppliers, interacting with customers, and overseeing project tasks.

**Chapter 2**

**Feasibility Study:**

A feasibility study may be conducted to assess the viability of the project, especially if there is uncertainty about its success. If found unfeasible, the project can be abandoned at a lower cost than later stages.

**Phased Approach:**

The concept of splitting the project into phases allows for a structured approach, ensuring that customer requirements are well-defined before proceeding with the actual software product development.

**Application in Real Projects:**

Conducting a thorough analysis to assess the project's viability. Evaluating potential risks and returns.

**Peer Interactions:**

Had a group discussion with my colleagues after the lecture about the amount of work and time we need to give for every project from now onwards.

**Challenges Faced:**

I must admit, distinguishing between jobs, exploration, and projects was trickier than I expected. I plan to review our lecture notes and maybe find some examples to make it stick.

**Personal development activities:**

I took some time to read an article about Agile methodology to get ahead. It's fascinating how it parallels what we learned about flexibility in projects.

**Goals for the Next Week:**

I plan to learn more about different methodologies used while creating software.

**Week 2: 28th Jan 2024 - 3rd Feb 2024**

**Date: 1st Feb 2024**

**Week 2 Reflection - Navigating Software Projects**

So, the second week into Software Project Management and Software Engineering has been quite a revelation, especially when it comes to figuring out how to estimate stuff. You know, effort, cost, schedule, and resources - the building blocks of managing projects.

Estimating How Much Work (Effort Estimation):

Trying to predict how much work we need for a project is like trying to predict the weather – a bit tricky. We've got a bunch of techniques, from asking the wise ones who've been there before to looking back at history for clues. It's like trying to peek into the future, but with numbers.

Assembling the Team (Resource Estimation):

Forecasting the number and kinds of people we need for a project. We can ask experts for their opinion, or we can break down the skills we need for different parts of the project. It's a bit like choosing players for different positions in a game.

**Applying It in Real World:**

All this theory starts making sense when we think about actual projects. Having a clear plan and objectives is like having a roadmap. But, estimating budgets, especially for software projects is bit challenging.

**Tackling Some Challenges:**

Understanding the differences between jobs, exploration, and projects has been trickier than expected. It's one thing to get it in theory, but applying is a tricky part. Also, estimating effort for software development sounds like a big challenge, but hey, challenges are there to be conquered, right?

**Goals for Next Week:**

Looking forward, I'm aiming to wrap my head around project scheduling.