**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**

The second week started with exploring more into Project management like, understanding how to estimate key project elements has been quite revealing. Predicting the effort, cost, schedule, and resources required is comparable to forecasting the weather – a challenging task. Various techniques, such as seeking advice from experienced individuals and analyzing historical data, are employed to glimpse into the future through numerical predictions.

Effort Estimation, which involves predicting the amount of work for a project, is a intricate process. It encompasses drawing insights from experienced professionals and retrospectively examining past projects for guidance.

Resource Estimation, on the other hand, involves predicting the quantity and types of personnel needed for a project. This can be achieved by consulting experts or systematically breaking down the required skills for different project components, similar to selecting players for different positions in a game.

**Applying It in Real World:**

Having a clear plan and objectives is like having a roadmap. Estimating budgets, especially for software projects is bit challenging.

**Tackling Some Challenges:**

Grasping the distinctions between tasks, exploration, and projects has proven more challenging than initially anticipated. While comprehending these concepts in theory is one thing, the application poses its own set of difficulties. Additionally, tackling the task of estimating effort in software development appears to be a significant challenge. Nevertheless, it's essential to view challenges as opportunities to overcome and conquer.

**Goals for Next Week:**

Planning to start with the project ahead of the week.