

# Summary – Chapter 7: Software Project Execution Control

**Source:** Chemuturi, M., & Cagley, T. (2010). *Mastering Software Project Management*

## Purpose of the Chapter

To teach project managers **how to track, measure, and control project execution**, ensuring alignment between **planned outcomes and actual achievements**.

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## Key Concepts

Concept	Description
<b>Planned vs. Actual Comparison</b>	Track tasks using metrics such as time, effort, cost, and deliverables. Constant comparison allows corrective actions.
<b>Monitoring Dimensions</b>	Includes schedule tracking, effort tracking, deliverables tracking, and quality tracking.
<b>Schedule Adherence</b>	Use tools like Gantt charts and milestone plans to visualize progress.
<b>Effort Tracking</b>	Track team effort in hours or story points — deviations indicate inefficiency or overrun.
<b>Deliverable Tracking</b>	Check if deliverables meet requirements — not just delivered but <i>validated</i> .

<b>Quality Tracking</b>	Monitor number and severity of defects; trends reveal code quality and testing effectiveness.
<b>Early Warning Signs</b>	Slippage in schedule, burn rate anomalies, and frequent change requests are early indicators of risk.
<b>Corrective Measures</b>	Can include resource reallocation, task reassignment, process improvement, or even scope revision.
<b>Change Management</b>	Formal change control helps isolate scope creep and evaluate change impact clearly.
<b>Status Reporting</b>	Standard, frequent reports to all stakeholders build transparency and shared understanding.

## Connection to TTrack

Area	What Chemuturi Suggests	How TTrack Applies
<b>Schedule Tracking</b>	Use milestone charts, track completion vs. expected dates	You've tracked key delivery points (e.g., .exe / .app builds, GUI load, transcript parsing). Consider using a Gantt chart or Kanban tool like Trello/Notion for visual feedback.
<b>Effort Tracking</b>	Record time spent vs. time planned per task	You may not log hours formally, but you've recognized which features (e.g., macOS packaging) took longer — tracking this could help in future estimation.

<b>Deliverables Tracking</b>	Ensure actual output meets acceptance criteria	You test your .exe/.app builds, validate them with Dr. Atif, and include preloaded sample files — that's solid deliverables tracking.
<b>Quality Metrics</b>	Monitor bugs, rework, user feedback	You've adjusted based on feedback from stakeholders (e.g., parsing logic, UX tweaks). Could add a bug/issue tracker using GitHub or Notion.
<b>Change Control</b>	Evaluate each scope change for its impact	You've integrated features like sample templates mid-development. Writing down the reason/impact per change would align you with this best practice.
<b>Early Warning</b>	Catch issues before they grow — e.g., delayed features, repeated fixes	You noticed early UI/packaging blockers and adjusted scope and design priorities to meet academic timelines.
<b>Status Reporting</b>	Provide structured updates with "What's Done, What's Next, Risks"	You've sent updates to Dr. Atif (and could formalize this into a weekly update doc or Google Sheet for better transparency).

## Suggested Additions to TTrack Based on the Chapter

Area	Action
<b>Progress Control</b>	Use a lightweight task tracker (e.g. Notion board with columns: To Do / In Progress / Done)

<b>Time Logging</b>	Even rough logs (e.g. “2 hours on packaging issues”) can help with retrospective analysis
<b>Deliverables Matrix</b>	Track each key feature (Upload, Match Engine, Results Page) with status and owner
<b>Issue Register</b>	Start a Google Sheet or GitHub Issue tracker for bugs or blockers
<b>Weekly Report</b>	1-pager or Slack/Notion update each week: “Progress”, “Next Steps”, “Blockers”, “Help Needed”

## **Final Thought**

This chapter echoes what you’re already doing intuitively with **TTrack**, especially in being hands-on, iterative, and transparent. But it also shows how adding **simple structure (dashboards, logs, change notes)** can boost professionalism and prepare you for **larger-scale, stakeholder-driven software projects**.