

Learning Journal Week 4

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Course: SOEN 6841 - Software Project Management

Journal URL: <https://github.com/mahimrahman/SOEN-6841-Software-Project-Management>

Week 2: Feb 11 – Feb 17

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Key Concepts Learned:

This week we didn't have any class or exercise. So, I just reviewed the previous taught chapters and made a summary of them. Here is a summary of each chapter from chapter 1 to chapter 6:

Chapter 1: Introduction to Software Project Management

- A project is an activity undertaken to accomplish a stated goal, using a limited budget and resources, to be completed within a specified period.
- A software project is a project that involves creating or modifying a software product or service.
- A software project involves project management processes, software development processes, and organization-level processes.
- A project manager needs to manage the project team, the suppliers, the customers, and the project tasks using appropriate tools and technology.
- A good project manager should have knowledge and experience in managing all the project processes, as well as skills in communication, negotiation, leadership, and problem-solving.
- The project management processes include project initiation, project planning, project monitoring and control, and project closure.

- The management metrics include costs, productivity, schedule, quality, and customer satisfaction.

Chapter 2: Project Initiation Management

- Project initiation is the process of defining the project charter, the project scope, and the project objectives.
- A project charter is a document that describes the purpose, scope, objectives, and deliverables of the project, as well as the roles and responsibilities of the project stakeholders.
- A project scope is a document that defines the boundaries of the project, the features and functions of the product or service, and the acceptance criteria for the deliverables.
- A project objective is a statement that specifies what the project intends to achieve in terms of quality, cost, schedule, and customer satisfaction.
- The practical considerations include estimating the initial project size, effort, cost, and schedule, creating the initial project plan, and dividing the project among the customer, the service provider, and the expert.
- The artifacts of project initiation include the project charter, the project scope, the project objectives, and the feasibility report.

Chapter 3: Software Project Effort and Cost Estimation

- Software project effort and cost estimation is the process of predicting the amount of work and money required to complete the project successfully.
- The factors include the project size, the project complexity, the project duration, the project team, the project environment, the project risks, and the project quality.
- The methods include expert judgment, analogy, parametric, function point, and COCOMO.
- The advantages and disadvantages of each method depend on the accuracy, reliability, simplicity, and applicability of the method for different types of projects and situations.

- The best practices include involving the project team, using multiple methods, updating the estimates regularly, documenting the assumptions and sources, and communicating the estimates.

Chapter 4: Risk Management

- This chapter discusses the concept of risk, its causes, impacts, and mitigation strategies for software projects.
- It explains how to identify, analyze, prioritize, and monitor risks throughout the project life cycle.
- It also provides some practical techniques and tools for risk management, such as risk breakdown structure, risk register, risk matrix, and risk response plan.

Chapter 5: Configuration Management

- This chapter covers the principles and practices of configuration management, which is the process of controlling and tracking the changes to the software and its related artifacts.
- It describes the configuration management techniques, such as version control, change control, baseline management, and audit and review.
- It also presents a case study of configuration management for an incremental iteration development environment.

Chapter 6: Project Planning

- This chapter focuses on the project planning fundamentals, such as defining the project scope, objectives, deliverables, and constraints.
- It explained project planning techniques, such as work breakdown structure, resource allocation, supplier management, communication management, and quality assurance.
- It also shows the project planning artifacts, such as the project plan, project schedule, project budget, and project charter.

New Concepts Learnt:

As this week was more of a revision week I did not learn any new concepts.

Reflections on Case Study/course work:

Main takeaways from the 5case study that we completed:

- ❖ From the case studies we learnt how to define the project charter, scope, objectives, and initial size estimation for a software product development project.
- ❖ It also showed how to identify the stakeholders, the project team, and the project organization structure.
- ❖ We saw how to do cost and effort estimation on the project of our SaaS vendor.
- ❖ It shows how to set up and arrange a central configuration management system that can be used by internal, external, and offshore teams at the same time.

We used all this learning and used it to show in our project work through the analysis presentation which can be accessed here:



Collaborative Learning:

- ❖ We planned together on how to deliver our pitch and what should be our approach.
- ❖ We made the slides for the pitch even though was not permitted to use them.
- ❖ We are maintaining common file sharing platforms so that we can track progress and give each other our opinions.

- ❖ As our project topic is also Collaborative Project management tool, we are really enjoying the work.
- ❖ We practiced our pitch as a team. When I was delivering they were giving feedbacks and maintaining timings.

Personal development activities:

I want to analyze some case studies of successful and unsuccessful projects. Try to understand what went right or wrong and how the principles of project management were applied. Learn to use project management software tools like Microsoft Project, or GitHub effectively. These tools are commonly used in the industry and knowing how to use them can be a valuable skill. I mainly want to be consistent with what I have been doing for the past few weeks.

Further Research/Readings:

- ❖ Read a lot of articles while making the pitch for the project.
- ❖ Had the opportunity to know so many statistics through our analysis and report.

Adjustments to Goals:

Though it is bit tough to memorise all the learnings but want to do as good as possible for the exam and prepare well.

Goals I fulfilled from previous Week:

- Met and had a discussion with project group members regarding the pitch.

Goals for the Next Week:

- Meet and have another discussion session with project group members after the midterm.
- Start working on the next phase of the project.
- Focus on my learning process and trying to ensure the timely submission of my learning journal and exercise.
- ***Most importantly, do well in the midterm.***