**Unit 33 Application Development Using Project Management Methods**

**Understand development tools and environments**

33.1.3 I can understand a range of tools and techniques and relate these to projects

Project management techniques make planning and managing projects easier and more effective. They can be applied to any project , regardless of the field or industry . And used in tandem with project management software , they help save time and reduce costs.

**Work Breakdown Structure (WBS)** - A work breakdown structure (WBS) is a way to organize the work into smaller, more manageable pieces. According to the Project Management Body of Knowledge (PMBOK), WBS is a “deliverable oriented hierarchical decomposition of the work to be executed by the team.”

**Gantt Chart** - A Gantt chart is another visual project management technique, but this one has even more applications for a project manager. Making a Gantt chart is a technique, but it can be combined with a Gantt chart tool to make that technique much easier to execute.Gantt charts can help with more than planning and scheduling tasks over one or multiple projects. You can also plan and schedule entire projects, plan in sprints and milestones, scheduling teams’ work and compare planned versus actual timelines in your project.

**Kanban** - Kanban is used in lean manufacturing and looks like a series of cards on a board, which is used to visualize the workflow.Kanban can be used as a project management technique to help monitor and manage projects by putting the emphasis on continual delivery without placing too much of a burden on the team. Kanban helps the project team work more efficiently together.

**Agile** - Agile is an approach to project management that centers around incremental and iterative steps to completing projects. The incremental parts of a project are carried out in short-term development cycles. The approach prioritizes quick delivery, adapting to change, and collaboration rather than top-down management and following a set plan.