Learning Journal Template

Student Name: Prachi Kalpeshbhai Patel - 40291762

Course: SOEN 6841 – Software Project Management

Journal URL: https://github.com/prachipatel488/SOEN6841-SPM-Fall2024

Dates Rage of activities: 28 October 2024 – 9 November 2024 (Chapter 8 & 9)

Date of the journal: 7 November 2024

Key Concepts Learned:

- During this week we have learned about Project Closure and Introduction to software lifecycle management from lecture notes.
- Read all the lecture notes and textbook chapters for the preparation of in-class activity.
- Before delivering (closure) the Project to the customer (end-user), the developer or organisation should provide following things for better understanding and usability of product
    - Software product, installation or implementation
    - User manual
    - Resource release
    - Lesson learnt
- Lesson learnt on through archived project data is the main outcome of the project closure
    - Better ways to manage projects
    - Better negotiation with customers
    - Solution for unique issues or risk
- Basic definition:
    - Software lifecycle: series of processes which are used to build software products and are also termed as lifecycle models.
    - Waterfall model: classic model for software development where each development process follows the preceding process
    - Quality gates: exit criteria that will ensure that all work has been completed per project plan
- Factors responsible for productivity gain are code reuse, maturing s/w eng, productivity tool, automatic code generation.
- Waterfall model poses significant risk in terms of rework which may have to be done when requirements get changed. However, the waterfall model is still better suited for products where a massive backbone is needed to build a software product. Eg: ERP, computer OS
- Iterative models allow the software building work to go back so that any part of the software can be rebuilt using rework. Models like SCRUM and eXtreme programming minimize rework by iterations

Application in Real Projects:

- We can consider the development of system to enhance armies to use medical equipment at time of emergency and crisis at time of war (is a real-time project). All the medical equipment should be scanned to keep more items in stock which can help to save life of people.
- We can consider following Project Closure and LifeCycles Model terminology and understandings to apply on project:
    - Project should use Iterative model to reduce the rework or rebuild in case of any changes required in between of project development.
    - This lifecycle would be more profitable and as small set of features will be delivered in short period of time.
    - Project closure would be providing the journal for implementation and installation of software on the equipment and training to end-users.

Peer Interactions:

- Had a brief discussion with teammates for the project submission of deliverable 2.
- Discussed with peers for the budgets, risk involved in the project and feasibility studies of the project.
- Also had follow-up meeting with TA and got some feedback on the current prepared document and had a short meeting with peers to improve the project.

Challenges Faced:

- Had difficulties during the project deliverable on which approach to use for the calculation of effort and time estimation to complete the project.
- Had difficulties in breaking the task as per the WBS as we have to make a follow of work to complete the project development and producing a good product at the end.

Personal development activities:

- I searched about different project artifacts of real-time project for topic in project closure, lifecycle model for in-class quiz which helped be to understand the concept more accurately.
- I tired to search some real-time projects and different lifecycle model which are associated with the project.

Goals for the Next Week:

- I will learn about Chapter 10 and related case studies in class
- I will be appearing for the in-class quiz.