

# Learning Journal 4

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**Course:** SOEN 6841 Software Project Management

**Journal URL:** <https://github.com/saifminhaz/SOEN-6841---Learning-Journal.git>

**Dates Range of activities:** 02 November, 2024 - 09 November, 2024

**Date of the journal:** 09 November, 2024

**Key Concepts Learned:** In the last class, the professor taught us about the lifecycle and management of project management requirements. The criticality of the activities for project closure was highlighted in Chapter 8. Chapter 9 was dedicated to software lifecycle management, where models like Waterfall, SCRUM, and Extreme Programming were presented by the professor. She also showed how iterative models allow adaptability in project environments where changes in requirements occur constantly. This chapter compared the strengths of each model in detail, especially iterative approaches, which are highly appropriate for technology-driven projects and Waterfall for structured applications. In Chapter 10, we have learned requirement management where the systematics of gathering, validating, and controlling customer requirements how to handle changes to the requirements to minimize rework, and also how to iteratively validate the requirements so that they keep in step with evolving project goals. Altogether, these chapters have emphasized a plan-driven yet adaptive approach to project management, lifecycle planning, and requirements handling in the creation of successful, high-quality, and customer-focused software products.

**Application in Real Projects:** The understanding of project closure techniques, as discussed in Chapter 8, would make a difference in the effectiveness of project completion strategies. Documentation and archiving of project data allow reference to be drawn for future similar projects. Knowledge obtained in Chapter 9, especially about iterative models, can be applied directly to software development projects in adaptive environments. Similarly, the knowledge of requirement management obtained from Chapter 10 will help handle the evolution of customer needs a key factor in agile software projects.

**Peer Interactions:** During the class, we were facing some problems understanding certain topics, and the professor helped us understand all the topics. We had a hard time understanding the design architect. The professor made it easy for us to understand and we asked questions about this and she answered all the questions and solved our doubts.

**Challenges Faced:** While the concepts of the chapters are basic enablers regarding project management, the elaborate iteration of life cycle models- essentially those iteration processes

regarding SCRUM and Extreme Programming a little bit cumbersome. Certain details regarding configuration management associated with requirement changes were hard to understand and it took a lot of time to understand for me.

**Personal development activities:** I will go through some case studies concerning project closure and software lifecycle management. I will also look through online resources related to iterative lifecycle models to understand how best to accommodate frequent changes that go into modern software projects.

**Goals for the Next Week:** In the upcoming week, I will try to apply learning from these chapters to reviews of real projects containing different lifecycle models. I will also work on refining my knowledge of the processes of requirement management, highlighting the practical use of managing changes within software projects. This is to prepare for managing future projects as a manager and also for this semester's upcoming course assessments.