

Learning Journal 1

Student Name: Yesha Shah

Course: Software Project Management (SOEN 6841)

Journal URL: https://github.com/shahyesha/SOEN6841_SPM

Dates Range of activities: 9th September 2024 to 20th September 2024

Date of the journal: 21st September 2024

Key Concepts Learned:	Application in Real Projects:	Peer Interactions:	Challenges Faced:	Personal development activities:	Goals for the Next Week:
Week 1: <ul style="list-style-type: none">• Define project goals, scope, and objectives through the project charter, initial schedule, cost estimates.• Make choices on features, delivery, and support of your products after conducting market research.• Divide the project into phases, addressing requirements management, software maintenance, refining cost estimates.• Modify the initial budget, use metrics to monitor development, let software vendors make bids based on professional estimations.	<ul style="list-style-type: none">• In addition to managing requirements, scheduling, risk, and quality control, project managers often handle cost estimates, project charters, and schedule planning.• A software product's beginnings include a market analysis, development budgets, feature descriptions, and phases such as design, development, testing, and maintenance.	<ul style="list-style-type: none">• Discussion of case studies, software project management principles, their significance, and the project manager's function.	<ul style="list-style-type: none">• Introduce to the steps involved in the project initialization process.• Most of the concepts of project management were easy to understand this week.• A hands-on approach might improve comprehension of these ideas.	<ul style="list-style-type: none">• To advance my knowledge of front-end development and project management, I'm enrolled in a React.js course. I now have the technical, problem-solving, and coordination skills necessary to manage software projects effectively thanks to this course.	<ul style="list-style-type: none">• Next week's objectives would be to study the principles and go through the course book.

Week 2:					
<ul style="list-style-type: none"> • Effort estimating methods that use team experience to generate effort ranges include expert judgment, the Delphi method, and estimation by analogy. • Function Point Analysis (FPA) computes Unadjusted Function Points (UFP) and evaluates complexity by measuring software features using five function types (ILF, EIF, EI, EO, and EQ). • For more accurate effort estimates, Value Adjustment Factor (VAF) employs the UFP and VAF calculation tables. • For precise project cost projections, COCOMO2 is a complete cost modelling tool with application composition, early design, reuse, and post-architecture. 	<ul style="list-style-type: none"> • Effort estimation techniques during requirements gathering provide rough project estimates, aiding in setting deadlines and direction. • Margin of error can arise from variations in the multiplication factor used by the project manager • COCOMO2 Cost Modelling: The team uses its sub-models such as Application Composition, Early Design, Reuse, and Post-Architecture to refine cost estimates at various stages. 	<ul style="list-style-type: none"> • Engaged in discussions with peers on selecting appropriate cost estimation methods for projects. • Gained insights into how project managers choose the best estimation techniques. • These discussions were helpful for understanding cost estimation approaches for both real-world scenarios and the course project. 	<ul style="list-style-type: none"> • The concepts were clear, but a real-time project on cost estimation techniques would enhance understanding. • A class activity with a project requiring estimation could offer practical experience and allow peers to compare methods. • This would encourage discussion on margins of error and strategies to minimize discrepancies. 	<ul style="list-style-type: none"> • Identify a key improvement area, like project management or cost estimation, and find relevant resources or courses. • Participate in hands-on projects or simulations to apply concepts in real-world scenarios and enhance skills. • Schedule regular self-reflection to assess growth, identify strengths and weaknesses, and adjust learning strategies. 	<ul style="list-style-type: none"> • Review chapter 4 slides and the corresponding chapter in the textbook. • Collaborate with team members to begin work on the project deliverable. • Set clear objectives for the upcoming week to ensure progress on both readings and project tasks.