

Learning Journal Week1

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Course: Software Project Management

Journal URL: <https://github.com/tanzinariki/SOEN6841/tree/Learning-Journals>

Dates Range of activities: Week 1: January 13 – January 17

Date of the journal: January 26, 2025

Key Concepts Learned

Week 1 focused on foundational aspects of software project management, introducing concepts critical to managing and executing software projects effectively. Key learnings included:

1. What is a Project and its Characteristics:

Projects are defined as non-repetitive tasks with a definite start and end time aimed at achieving specific goals. They require resources, a budget, and time estimates, distinguishing them from jobs that involve repetitive tasks. Software projects, though similar to other projects, have unique challenges such as invisibility, complexity, conformity, and flexibility.

2. Phases of Software Project Management:

The phases include:

- **Project Initiation:** Developing project charter, scope, and objectives.
- **Planning:** Creating detailed plans, budgets, and schedules.
- **Monitoring & Control:** Ensuring progress aligns with goals.
- **Project Closure:** Completing and delivering the project.

3. Project Initiation Activities:

Activities include estimating initial project size, effort, and budget; creating schedules; and conducting feasibility studies. A project charter defines the purpose, while the project scope outlines functionalities and quality.

4. SMART Objectives:

Objectives should be Specific, Measurable, Achievable, Relevant, and Time-constrained. Goals are incremental steps towards achieving these objectives.

5. Configuration Management:

Acknowledges evolving requirements and ensures software products adapt accordingly.

6. Role of Project Managers:

Effective management involves defining scope and objectives, planning, resource allocation, risk management, and stakeholder communication.

Application In Real Projects

The week's learnings are directly applicable to real-world projects. Understanding the phases of project management and initiation activities is crucial for successful project execution. These concepts provide valuable insights into how to effectively initiate and manage software projects, ensuring proper planning, budgeting, and scope definition, which are essential for achieving project objectives.

Peer Interactions

I engaged with peers to discuss market analysis techniques and methodologies for project initiation. These discussions helped clarify concepts like project charter development and SMART objectives. Additionally, we explored course materials and their relevance to our professional goals.

Challenges Faced

A primary challenge was differentiating between project management and the software development life cycle (SDLC). After consulting additional resources, I concluded that SDLC is a subset of project management processes, focusing on specific software development tasks. Another challenge was understanding the intricacies of defining SMART objectives during project initiation. While the concept of creating specific, measurable, achievable, relevant, and time-constrained objectives seemed straightforward, applying these criteria to practical examples was initially confusing. By revisiting the provided examples of project charters and objectives, I gained better clarity on how to set actionable and realistic goals for software projects.

Personal Development Activities

I began learning automation testing using Java and Selenium to enhance my testing skills. This included setting up Selenium WebDriver and working on creating basic automated test scripts for sample web applications.

Goals for the Next Week

1. Thoroughly read chapters 3 and 4, completing exercises and prepare for the quiz.
2. Collaborate with my team to advance the project initiation phase.
3. Make significant progress in learning automation testing, focusing on writing robust test cases using Selenium with Java.