## Learning Journal 1

**Student Name:** Ujas Bhuva

Course: Software Project Management (SOEN 6841)

Journal URL: https://github.com/ujasbhuva/SOEN6841\_SPM

**Dates Rage of activities:** 9<sup>th</sup> September 2024 to 20<sup>th</sup> September 2024

**Date of the journal:** 21st September 2024

Key Concepts	Application in Real	Peer	Challenges	Personal	Goals for the
Learned:	Projects:	Interactions:	Faced:	development	Next Week:
	•			activities:	
Chapter 1:	Experiences show	During the	One of the	Activity:	Enhancing Peer
Introduction to	that initial project	class I engaged	challenges that I	participated in a	Collaboration:
Project	stages create un-	with my	struggled to grasp	hackathon where	I am dedicated to
Management	clarified	classmate for	was the Function	I collaborated	increasing my
I learned that	requirements. In a	in class	Point Analysis	with a team to	involvement in
projects stand	multinational	exercise where	technique in	develop a	classroom
apart from	corporation there is	he pointed	effort estimation.	functional	discussions,
everyday tasks	a sense that the	some missing	I found it difficult	prototype within a	particularly those
because they have	organization is	points during	to comprehend	limited time	related to
clear, specific	indeed looking for	the	how the five	frame. We	resource
goals, involve	something. But to	documentatio	function types,	brainstormed	estimation for
greater	increase the	n of project	such as External	ideas, divided	iterative projects.
complexity, and	activity, the project	proposal. He	Input and	tasks, and rapidly	By doing so, I aim
are not routine in	manager must give	guided me for	External Output,	built and tested	to gain valuable
nature. Software	some baseline for	the different	were ranked	the project under	insights from my
projects, in	the project	points for	according to their	real-world	peers and
particular, present	progress. The larger	project scope	complexity. To	constraints.	improve upon my
unique challenges	project plan is	for HR	improve my		own techniques.
due to their	divided into yearly,	management	understanding, I	Reflection:	
invisibility,	quarterly, and bi-	portal. Such	plan to	Engaging in the	Reading Books
intricate nature,	weekly plans or	interaction	thoroughly review	hackathon	and Articles for
need for	targets. At these	usually helps	examples from	sharpened my	Project
conformity, and	levels,	me in better	previous projects	problem-solving	Management:
the flexibility	stakeholders, junior	understanding	and study	and collaboration	I plan to read
required to adapt	project managers,	of a topic or	additional	skills under	more and more
to changes.	technical	concept.	resources on	pressure. It	about Project
Managing these	managers, and		Function Point	taught me how to	Management
projects is	software		Analysis	think creatively	from books and
significantly more	developers		complexities.	and adapt quickly	freely available
difficult compared	understand the			to changing	articles to gain
to other types of	project without any			circumstances.	extra knowledge
projects.	lack of material.			The experience	regarding real
Chapter 2:	Time and scarcity			also strengthened	time use of
<b>Project Initiation</b>	are critical. You			my ability to	
				•	

In this chapter I	must complete task		manage time	concepts I am
reviewed project	by following the		effectively and	learning in class.
charters where	deadline. Without		work efficiently as	
the project's goals	project		part of a team,	
and scope are	management, the		skills that are	
defined. It also	project will not be		invaluable in fast-	
provides	successful due to a		paced project	
limitations and	waste of time and		environments	
main elements of	resources.			
the project.				
SMART goals				
(specific,				
measurable,				
attainable,				
relevant, and				
timely) are also				
part of the				
component to				
ensure that these				
objectives are				
properly aligned				
with project goals.				
Chapter 3: Effort				
and Cost				
Estimation I				
In this chapter I				
learned estimates				
that rely on known				
information and				
algorithmic cost				
modeling, which				
aids in predicting				
the necessary				
resources and				
time for the				
project. They				
change as the				
project				
progresses, and				
there is a				
possibility of				
unanticipated				
changes in the				
requirements.				