

SOFTWARE PROJECT MANAGEMENT

(Elective - 2)

OBJECTIVES:

- To study how to plan and manage projects at each stage of the software development life cycle (SDLC)
- To train software project managers and other individuals involved in software project planning and tracking and oversight in the implementation of the software project management process.
- To understand successful software projects that support organization's strategic goals

UNIT -I:Introduction

Project, Management, Software Project Management activities, Challenges in software projects, Stakeholders, Objectives & goals

Project Planning: Step-wise planning, Project Scope, Project Products & deliverables, Project activities, Effort estimation, Infrastructure

UNIT -II:Project Approach

Lifecycle models, Choosing Technology, Prototyping

Iterative & incremental Process Framework: Lifecycle phases, Process Artifacts, Process workflows (Book 2)

UNIT -III:Effort estimation & activity Planning

Estimation techniques, Function Point analysis, SLOC, COCOMO, Use case-based estimation , Activity Identification Approaches, Network planning models, Critical path analysis

UNIT -IV: Risk Management

Risk categories, Identification, Assessment, Planning and management, PERT technique, Monte Carlo approach

UNIT -V:Project Monitoring & Control, Resource Allocation

Creating a framework for monitoring & control, Progress monitoring, Cost monitoring, Earned value Analysis, Defects Tracking, Issues Tracking, Status reports, Types of Resources, Identifying resource requirements, Resource scheduling

UNIT -VI:Software Quality

Planning Quality, Defining Quality - ISO 9016, Quality Measures, Quantitative Quality Management Planning, Product Quality & Process Quality

Metrics, Statistical Process Control Capability Maturity Model, Enhancing software Quality (Book3)

OUTCOMES:

- To match organizational needs to the most effective software development model
- To understand the basic concepts and issues of software project management
- To effectively Planning the software projects
- To implement the project plans through managing people, communications and change
- To select and employ mechanisms for tracking the software projects
- To conduct activities necessary to successfully complete and close the Software projects
- To develop the skills for tracking and controlling software deliverables
- To create project plans that address real-world management challenges

TEXT BOOKS:

1. Software Project Management, Bob Hughes & Mike Cotterell, TATA Mcgraw-Hill
2. Software Project Management, Walker Royce: Pearson Education, 2005.
3. Software Project Management in practice, Pankaj Jalote, Pearson.

REFERENCE BOOKS:

1. Software Project Management, Joel Henry, Pearson Education.