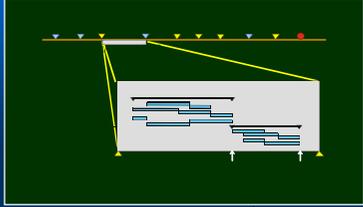


Project Management - Outline

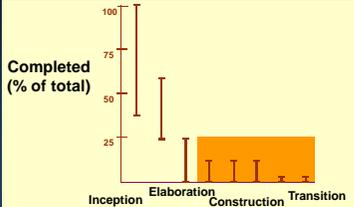
- ◆ Defining the Project Manager Role
 - The Project Manager
 - The Project Artifacts and Milestones
- ◆ Planning Projects
- ◆ Managing Iterations
- ◆ Managing Risks

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Plans and Controls



Planning



Controlling

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Managing Expectations

Why manage expectations?

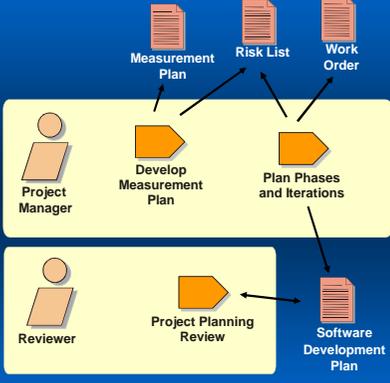
1. People are not perfect.
2. People are not logical.
3. People perceive things differently.
4. Software engineers are people too.
5. Things happen.



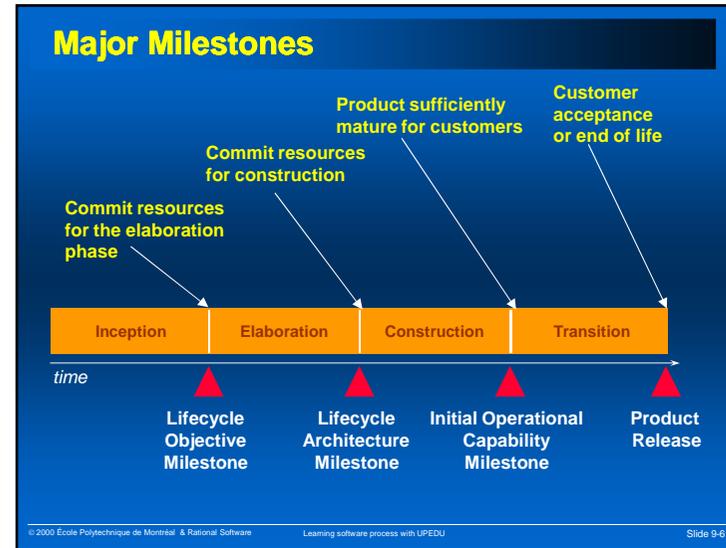
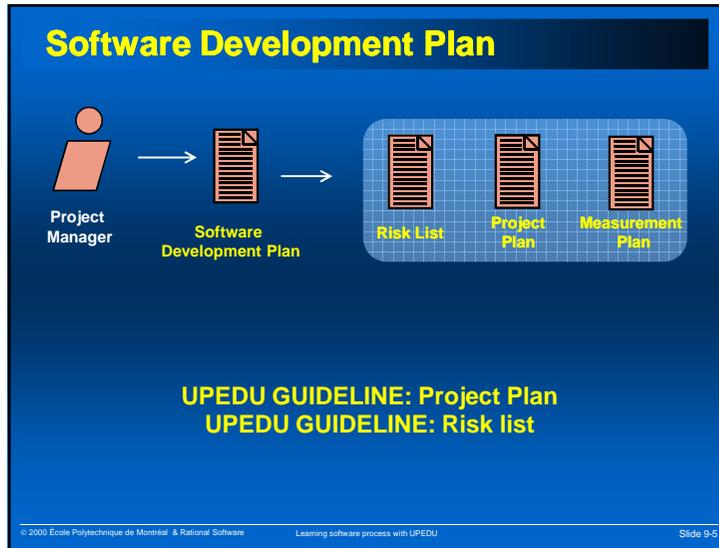
Gause & Weinberg, 1989

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Project Management Discipline



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- ### Project Management - Outline
- ◆ Defining the Project Manager Role
 - ◆ Planning Projects
 - Project Organization
 - The Planning strategies
 - The Project Plan Artifact
 - ◆ Managing Iterations
 - ◆ Managing Risks
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- ### Influenced by Many Factors
- ◆ The Size of the Software Development Effort
 - Formality, Standards, Process Rigidity.
 - ◆ The Degree of Novelty
 - First of its Kind, Evolution Cycle, Maintenance
 - ◆ Type of Application
 - Mission-critical, Performance, Memory constraints,
 - ◆ The Current Development Process
 - Process Maturity, Experience of the Developers and Managers
 - ◆ Organizational Factors
 - Team attitudes toward changes, Team enthusiasm toward the project
 - ◆ Technical and Managerial Complexity
 - Size of the team vs size of the project
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Top-down and Bottom-up Planning

Project Plan

Iteration Plan

Next

Current

Phases and major milestones
What and when

Iterations for each phase
Number of iterations
Objectives
Duration
Staffing profile

Tasks
Allocation to individuals/teams
Major builds

Coarse-Grained Plan
Inter iteration

Fine-Grained Plans
Intra iteration

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Project Plan

Project Plan

Start 1/02 LCO 3/02 4/02 Architecture Review LCA 7/02 IOC 12/02 Product Release 2/03

IT1 IT2 IT3 IT4 IT5

Design Review Build #1 Build #2

Iteration Plan

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Work Structure, Schedule, & Budget

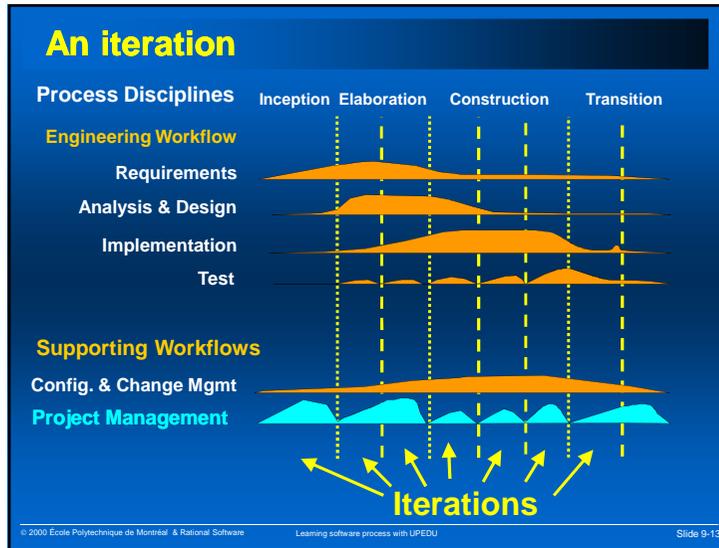
Resource	Role	Activities
Paul	Designer	Define Operations
Mary	Use-Case Specifier	Detail a Use Case
Joe	System Analyst	Find Actors and Use Cases
Sylvia	Implementer	Perform Unit Tests
Stefan	Architect	Identify Design Mechanisms

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Project Management - Outline

- ◆ Defining the Project Manager Role
- ◆ Planning Projects
- ◆ Managing Iterations
 - The Definition of an Iteration
 - Scope on an Iteration
 - Iteration assessment
- ◆ Managing Risks

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Scope of an Iteration depends on Factors

- How many iterations should be included in the project plan?

	Total	I	E	C	T
Low	3	0	1	1	1
Typical	6	1	2	2	1
High	9	1	3	3	2

- How long should each iteration take?
 - Depends on a number of factors:
 - Size of the system being built: The larger the system, the longer the duration.
 - Number of people: The larger the number of people, the longer the duration.

UPEDU Concept: ITERATION

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Based on Metrics

Metric	Meaning
Progress	Size and complexity
Stability	Rate of change in the project's complexity or size
Modularity	Scope of change
Quality	Number of errors
Maturity	Frequency of errors
Expenditures	Project expenditures against plan

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- ### Project Management - Outline
- Defining the Project Manager Role
 - Planning Projects
 - Managing Iterations
- Managing Risks
 - Risk Definition
 - Risk Strategies
 - Risk Assessments
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Concepts Associated with Defining Risk

- ◆ **Risk:**
 - Information missing on a given subject
- ◆ **Indirect risk:**
 - Project has little or no control
- ◆ **Direct risk**
 - Project has a large degree of control
- ◆ **Risk attributes:**
 - Probability of occurrence
- ◆ **Risk magnitude indicator:**
 - High, Significant, Moderate, Minor, Low

UPEDU Concept: RISK

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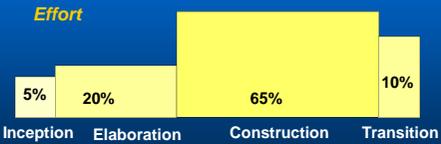
Risk Strategies

- Risk acceptance**
live with it 
- Risk avoidance**
reorganize to eliminate the risk 
- Risk mitigation**
reduce the probability or impact 
- Risk contingency**
plan "Plan B" 
- Risk transfer**
sub-contract the risk 

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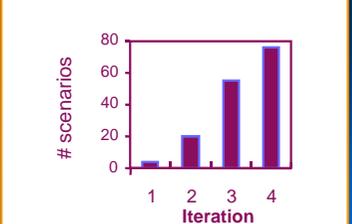
Measurements and Metrics

Resource Effort

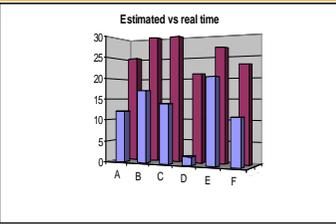


Phase	Effort
Inception	5%
Elaboration	20%
Construction	65%
Transition	10%

Time



Iteration	# scenarios
1	5
2	20
3	55
4	75



Category	Estimated	Real Time
A	15	25
B	20	28
C	25	30
D	15	20
E	20	25
F	15	22

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