









- Introduction.
- Project organisation.
- Risk analysis.
- Hardware and software resource requirements.
- Work breakdown.
- Project schedule.
- Monitoring and reporting mechanisms.

Software Engineering, 7th edition. Chapter 5

Activity organization

- Activities in a project should be organised to produce tangible outputs for management to judge progress.
- *Milestones* are the end-point of a process activity.
- *Deliverables* are project results delivered to customers.

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 The waterfall process allows for the straightforward definition of progress milestones.

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Project scheduling

- Split project into tasks and estimate time and resources required to complete each task.
- Organize tasks concurrently to make optimal use of workforce.
- Minimize task dependencies to avoid delays caused by one task waiting for another to complete.
- Dependent on project managers intuition and experience.

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The project scheduling process





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		D 1 1
Activity	Duration (days)	Dependencies
T2	o 15	
T3	15	T1 (M1)
T4	10	
T5	10	T2. T4 (M2)
T6	5	T1, T2 (M3)
T7	20	T1 (M1)
Т8	25	T4 (M5)
Т9	15	T3, T6 (M4)
T10	15	T5, T7 (M7)
T11	7	T9 (M6)
T12	10	T11 (M0)

Activity network



Activity timeline



Staff allocation





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Managing groups Most software engineering is a group activity The development schedule for most non-trivial software projects is such that they cannot be completed by one person working alone. Group interaction is a key determinant of group performance. Flexibility in group composition is limited Managers must do the best they can with available people.

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Factors influencing group working

- Group composition.
- Group cohesiveness.
- Group communications.
- Group organisation.

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The people capability model

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