

Faculty of Computers and Information Technology

Software Project Management

Information:

Course Code: CS453 Level: Undergraduate Course Hours: 3.00- Hours

Department : Digital Media Technology

Area Of Study:

"Understand knowledge that enhances the various techniques for planning and managing a technology project.

- "Use and adopt various techniques for managing a software development team
- "Comprehend deeply the basic methodologies for software design, development, testing and implementation."
- "Learn project planning techniques and analytical skills through the use of Microsoft Project Management.
- "Develop and evaluate different tools for managing users and user expectations

Description:

This course is an introduction to the basic principles of managing a software development or maintenance project. To help understand the steps involved in establishing and managing a software project, we will walk through creating key elements of a project plan. Project planning, scheduling, and control. Project cost management. Resource constrained projects. Monitoring and controlling the software project throughout its life cycle will be presented. A case study approach is adopted during the course. Commercial software packages will be used throughout the course

Course ou	tcomes:
a.Knowled	lge and Understanding: :
1 -	Discuss different approaches, methodologies, practices and tools used for software project management
2 -	Identify the ethical and professional issues of software project management
3 -	Explain the principles and techniques of software project management and project management using real examples
b.Intellect	ual Skills: :
1 -	Analyze the limitations and constrains for software project management
2 -	Select and justify the appropriate model in developing software project management for a given problem domain
3 -	Classify the goals, needs, and requirements of new software project management.
c.Professi	onal and Practical Skills: :
1 -	Deploy effective tools to analyze completely a new expert system.
2 -	. Apply effective information to construct a complete requirements document for an inference engine
3 -	Write a technical report of the logic system design . Ánowledge representation document according to professional standards
4 -	Use DMT facilities effectively for software project management.
d.General	and Transferable Skills: :
1 -	Work on a team for the development of a requirements document.
2 -	Apply communications skills in presentation and report writing of knowledge representation



ABET Cou	rse outcomes :
1 -	Understand and use the various techniques for planning and managing a software project.
2 -	Comprehend the basic methodologies for software design, development, testing and implementation
3 -	Use project planning techniques and analytical skills using a project management software tool.
4 -	Evaluate different tools for managing users and user expectations.
5 -	Understand ethical and professional issues of software project management.
6 -	Analyze the limitations and constrains for software project management.

Course Topic And Contents :			
Topic	No. of hours	Lecture	Tutorial / Practical
Linear SDPM Strategy	4	2	2
Linear SDPM Strategy . Æontinue	4	2	2
The Linear SDPM Scoping Phase	4	2	2
The Linear SDPM Planning Phase	4	2	2
The Linear SDPM Launching Phase	4	2	2
The Linear SDPM Monitoring and Controlling Phase	4	2	2
The Linear SDPM Closing Phase	4	2	2
The Linear SDPM Strategy Summary	4	2	2
Midterm Exam	2		
Incremental SDPM Strategy	4	2	2
The Incremental SDPM Scoping Phase	4	2	2
The Incremental SDPM Monitoring and Controlling Phase	4	2	2
Presentations	4	2	2
Final Exam	2		

Teaching And Learning Methodologies:

Interactive Lectures including Discussions

Practical Lab Sessions

Self-Study (Project / Reading Materials / Online Material / Presentations)

Case Studies

Course Assessment :			
Methods of assessment	Relative weight %	Week No	Assess What
Assignments	5.00	4	
Final Exam	40.00	14	
Midterm Exam (s)	20.00	9	
Others (Participations)	5.00		
Presentations	5.00	12	
Quizzes	10.00	5	



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