

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 outcomes :

a. Knowledge and Understanding: :

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| 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. Intellectual Skills: :

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| 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. Professional and Practical Skills: :

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| 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 . Knowledge representation document according to professional standards |
| 4 - | Use DMT facilities effectively for software project management. |

d. General and Transferable Skills: :

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| 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 Course 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 . Continue	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	

Team Work Projects	15.00	12	
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Course Notes :

An Electronic form of the Course Notes and all the slides of the Lectures is available on the Students Learning Management System (Moodle)

Web Sites :

www.ekb.eg