

Faculty of Computers and Information Technology

Software Project Management

Information :						
Course Code :	CS453	Level	:	Undergraduate	Course Hours :	3.00- Hours
Department :	Digital Media Technolo	ogy				

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.Knowled	Ige 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 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 :

No. of hours	Lecture	Tutorial / Practical
4	2	2
4	2	2
4	2	2
4	2	2
4	2	2
4	2	2
4	2	2
4	2	2
2		
4	2	2
4	2	2
4	2	2
4	2	2
2		
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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 14 Final Exam 40.00 Midterm Exam (s) 20.00 9 Others (Participations) 5.00 Presentations 5.00 12 Quizzes 10.00 5

http://www.fue.edu.eg



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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