Name: Adedayo Samuel Arogunmati

Year: 400level

Matric Number: 16/SCI01/007

QUESTION 1

You have just been hired by a local swim team to develop a Web site. This Web site will be used to provide information to boys and girls between the ages of six and eighteen who are interested in joining the team. In addition, the Web site will provide information about practices and the swim meet schedule for the season. The team would also like to be able to post the meet results. The head coach of the swim team is the project sponsor. He would also like the Web site to include pictures of the three assistant coaches and of the different swimmers at swim meets and practice. The swim team is supported largely by an association of parents who help run the swim meets and work the concession stand. Several of the parents have asked that a volunteer schedule be part of the Web site so that the parent volunteers can see when they are scheduled to work at a particular meet. The head coach,

however, has told you that he believes this project can wait and should not be part of the Web site now. Two people will be helping you on the project. One is a graphic artist; the other is person who is very familiar with HTML, Java, Active Server Pages (ASP), and several Web development tools. Answer the questions below based upon the information provided.

1. Come up with a name for the project.
* The Water Pro
1. Identify briefly the project stakeholders, their roles, and their titles.
* Team Prospect – Find out information about joining the swim team, User.
* Team coach - Provides resources, approvals, and public support for the project , Project sponsor.
* Assistant Coach – Has his information displayed on the team site, nIL.
* Content Provider – Manage site information about the swim team, User.
* Lectures Association – Helps run swim meetings and provides support for the swim team, User.
* Lectures ­ – Stay Informed about swimming events, User.
* Swimmers – Stay inform about team activities, User.
* Project Team – Provides expertise to complete the project, Web developer, Graphic Artist.
* John – Leads and manages the project ensuring it meets up with SLA, Project Manager.
1. Provide a brief description of the project.
* The team has come up with “THE WATER PRO” which is to meet the needs of Abuad swim team. The purpose is to create a website that is attractive, informative, and engaging for the coaches, swimmers, parents and the school . The website will function as a platform to provide information to a member of the school and outside parties, who have an interest in joining the school swim team. This website will also provide information about the schedule team practice and meets and will post results and photos of the meets.
1. What is your choice of project management methodology that can be applied to this project and why?
* The choice for this project is the waterfall system development methodology this is because it will aid to reduce overall development time and planning.
1. Specify the project's scope in terms of the high level features or functionality that should be included in the Web site.
* To design a website that is accessible to the public and allow visitors to sign up and request additional information about the team.
1. Identify the key requirements of this project.
* Home page
* Swim practice page
* Swim meet page
* Photo gallery
* Coaching staff page
* User administration
* Content admin page
1. Suggest some of the risks that may be associated with this project.
* The lecture association might use influence to expand the scope of the project and add their requirements.
* The graphic designer must be approved by the stakeholders for the project to begin.
* The swim team will be modifying the website when posting swim results, This could compromise the integrity of the system if the users are not properly trained.
1. Suggest an organizational structure that may be employed in undertaking this project.
* Measurable Organizational Value

QUESTION 2

What application software package do you use the most for programming?

* Code::Blocks

How often do you use this particular software package for programming?

* Once a week

Which features or functions do you use the most in your choice in (a) and the least?

* Most: main()
* Least: prime()

How would you rate the overall quality of the software package on a scale from one to five? Where one indicates very low quality and five indicates very high quality?

* Four

Why did you give the software package this score?

* The GNU GCC compiler is really fast and scalable. This debugger is a great tool for beginning with programming. It is also light and rather flexible, easy to travel with some excellent characteristics. It is also an open-source and free. Therefore, anyone can download it directly from internet. A great factor is also that this IDE is executable on Linux and Windows. It is updated almost every week, which is nice, because of that small mistakes get fixed fast.

In your opinion, what are the three most important attributes of a high quality software package that can be used for programming?

* Ease of use
* Efficiency
* Integrity

QUESTION 3

You have reached the stage in a project where you have created a plan that shows all the work that needs to be done. You must assign resources to the tasks.

(a) Describe FIVE factors that you would consider when allocating staff to a task.

1. Priority

Consider the work’s priority. Priority needs to drive everything. If you’ve been rigorous in your prioritization process, start at the top of the list and begin allocating work from there. That list should be based on the team’s and the organization’s goals. This has to be the first consideration in terms of how you distribute work. If a project is a top priority and somebody is available to do that work, they should be tasked with that work.

2. Skill Sets

Evaluate the skill set of the people who you’re thinking about distributing the work to. If they have the right skill set, you’re going to get a high quality result. The end product will be something that meets your customer’s needs. This also reduces the likelihood of people failing because you’re not giving them work that they don’t have the skill set to perform. You’re giving them something they can be successful with.

3. Availability

The next consideration for allocating work is a person’s availability. All things being equal in terms of priority and skill set, who is free to do the work? Who has the bandwidth? You should not be shifting resources from one project to another when you have available resources to pick up that new project.

If you start shifting resources around between projects when you have available resources elsewhere, you’re going to lose momentum on that first project and that project might fail. Additionally, the people who are on the project are going to be very frustrated. They had the resources they needed and all of a sudden they don’t. It’s going to seem like it was at a whim to just move somebody around. The person who will be most frustrated is the person who has the resource taken off the project they’re succeeding on and put onto something new.

4. Development

Next, you have to think about the development opportunity this project might present for that person. You should be constantly upgrading your team’s skill set. A way to do that is to give them new work where they’re going to learn new skills. Put them in situations where they’re going to be a little bit uncomfortable. Give them projects where they’re going to have to step up and learn, be taught, and be open to feedback and coaching. That’s how you’re going to take your team to the next level of performance.

5. Interest

The last consideration in terms of which person gets the work when it needs to be allocated is does somebody have an interest in performing that particular task? If someone is really interested and passionate about a project, you should let them take it on. They’re going to be motivated, excited to do it, and hopefully their performance will follow. One caveat here – make sure people don’t only gravitate to the work they enjoy doing and they stay away from things that they’re not comfortable with. If you let that happen, they’re going to end up getting pigeonholed and they’ll be very narrow in their focus.

(b) You know that you have all the required skills in the project team but not enough people with these skills to meet the project deadline. What are some of the possible actions you would take?

* Evaluate what is required
* Prioritize
* Get the right resources
* Create allowance for problems
* Plan in detail
* Limit damage of missed deadline

(c) It has been decide that you need to hire a new member of staff for the project. List the steps that you need to go through from identifying the need for a new resource right through to the end of the recruitment process.

1. Identifying the Hiring Needs

2. Preparing the Job Description

3. Talent Search

4. Screening and Shortlisting

5. Interviewing

6. Evaluation and Offer of Employment

7. Introduction and Induction of the New Employee

QUESTION 4

“The increased popularity of ‘lightweight’ project methods, for example AGILE, has led to some people questioning the need for well-established structured methods. There is no method that is always best, each is more appropriate in certain circumstances”

Do you agree with the above statement? Give reasons to support your answer.

* Yes
* Software development projects use different types of [software development life cycle (SDLC)](https://dzone.com/articles/ssdlc-101-what-is-the-secure-software-development) methodologies, depending on their nature and requirements, which basically define the way that the software development work is organized. The two main approaches are the traditional, waterfall method and the agile software development method. When choosing the methodology most suitable for your software development project, some of the things you should consider are:

The speed of completion,

The size of the system,

The level of collaboration and interaction that is possible among the software development team members.

QUESTION 5

(a) Define the term “stakeholder” in relation to an IT development project.

* According to the [Project Management Institute](https://en.wikipedia.org/wiki/Project_Management_Institute%22%20%5Co%20%22Project%20Management%20Institute) (PMI), the term project stakeholder refers to, "an individual, group, or organization, who may affect, be affected by, or perceive itself to be affected by a decision, activity, or outcome of a project.

   (b) You work for a large research organization with a number of branches throughout the country. At the moment, each of these branches uses a different main database system. It has been decided by Head office that the database system used by your branch should be expanded and then used by all the other branches to replace their existing database systems. They would need to transfer all their data to this expanded database on a main server, which would be located in your organization’s head office. A network would be set up linking all the branches to this main server.

1. Briefly explain at least FOUR different types of stakeholders in this new project.
* Project leader
* [Resource](https://en.wikipedia.org/wiki/Resource_%28project_management%29) Managers
* [Senior management](https://en.wikipedia.org/wiki/Senior_management)
* Project team members

(ii) Identify their main concerns and their stake in the project.

* Project leader:
1. Concerns:
2. Stakes:
* [Resource](https://en.wikipedia.org/wiki/Resource_%28project_management%29) Managers:
1. Concerns :
2. Stakes:
* [Senior management](https://en.wikipedia.org/wiki/Senior_management):
1. Concerns :
2. Stakes:
* Project team members
1. Concerns:
2. Stakes:

      (c) A project sponsor has also been appointed. Name at least THREE people, or groups of people, who would then be directly responsible to the sponsor.

1. A customer
2. The Government
3. Project manager

QUESTION 6

(a) Describe briefly a project management infrastructure that would be needed to support a software development consulting team working at a client site.

(b) Use the concept of learning cycles to briefly explain how project teams should work in a massive IT project to aviod conflicts.

(c) What relationships exist between Project Life Cycle (PLC) and Software Development Life Cycle (SDLC)?

* The project life cycle (PLC) is a collection of logical stages or phases that maps the life of a project from its beginning to its end in order to define, build, and deliver the product of a project—that is, the information system. Each phase should provide one or more deliverables. A deliverable is a tangible and verifiable product of work. Deliverables at the end of each phase also provide tangible benefits throughout the project and serve to define the work and resources needed for each phase.
* Projects should be broken up into phases to make the project more manageable and to reduce risk. Phase exits, stage gates, or kill points are the phase-end review of key deliverables that allow the organization to evaluate the project's performance and to take immediate action to correct any errors or problems. Although the deliverables at the end of a stage or phase usually are approved before proceeding to the next stage, fast tracking or starting the next phase before approval is obtained can sometimes reduce the project's schedule. Overlapping of phases can be risky and should only be done when the risk is deemed acceptable.