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**16/SCI01/021**

**400 LEVEL**

**COMPUTER SCIENCE**

**Question 1**

1. Project Dive-in Wet Water
2. –THE HEAD COACH- the one in charge of the swim team.

–PARENTS- they are the ones supporting the project from behind the scenes.

1. This project is general for creating a website that children between the ages 6-18 can sign up for a swimming team and practice at schedule time.
2. PRINCE 2, this is because this project is needed to be monitored closely in a controlled environment
3. Scope- Interested in Swimming (website, are you interested in swimming if so sign up to dive-in wet water)
4. –The age brackets of the children
5. Several parents may bring conflicting ideas
6. The matrix organizational structure

**Question 2**

1. Brackets
2. 5 out of 8 times
3. The import functions
4. 3.5
5. You can easily make use of HTML, CSS and JAVA Script side by side and everything works out just fine
6. – Light and powerful (portable)

-easy to use

-Efficiency

**Question 3**

1. -Special skill set (is the staff fast with the keyboard or good at identify code errors or have vast knowledge on different programming languages)

-character (can they work as a team or not)

- **Self-confidence**

**-value (knowing and understanding the previous achievement of the staff)**

**- level of seriousness (there are some task to can be entrusted to some staffs).**

1. **–Employ more staff**

-Educate the current staff I have from my knowledge

1. Skills

**Question 4**

1. YES, all project methods are unique in their own way

- PMBOK

* Comprehensive approach;
* Well suited to an iterative development environment; Includes Project Procurement Management; Customer Requirements driven;

- PRINCE2

* usiness case driven; Process based methodology;
* Clear quality management points within the process; Change control process
* Focuses on key risk areas within a project environment;
* PRINCE2 can be integrated with a number of other models:

**Question 5**

1. Stakeholders are all those who hold shares or have otherwise invested in participating companies that, by accepting an element of risk, stand to make a profit or loss as a result of the project.
2. **\*Primary stakeholders** have the highest level of interest in the outcome of a project because they are directly affected by the outcome. They actively contribute to a project. These types of stakeholders include customers and team leaders.

**\*Secondary stakeholders** also help to complete projects, but on a lower, general level. These types of stakeholders help with administrative processes, financial, and legal matters.

**\*Direct stakeholders** are involved with the day-to-day activities with a project. Employees can be considered direct stakeholders as their daily tasks revolve around projects at a business.

**\*Indirect stakeholders** pay attention to the finished project outcome rather than the process of completing it. Indirect stakeholders concern themselves with things like pricing, packaging, and availability. Customers are a type of indirect stakeholder.

**c. Head of group, Group in charge of project and my Organization head office**

**Question 6**

* 1. XPM- Extreme Project Management
	2. –Define Goals

-Plan Project

 -Execute Project Plan

 -Close Project

 -Evaluate Project

c. The Software Development Life Cycle (SDLC) is a part of the Project Life Cycle (PLC) because many of the activities for developing the information system occur during the execution phase. The integration of Project Life Cycle (PLC) and Software Development Life Cycle (SDLC) activities is one important component that distinguishes IT project from other types of project.