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Course code: CSC 408

1a. The design and implementation of the swim team website.

a. The stake holders involved in the project are:

i. The swim teams

ii. The head coach

iii. The parent's association

b. This project involves the design and implementation of a local swim team website which will include information about the swim team such as pictures and names, information about the swim meets the team is involved in such as the locations and times and also the results.

The website will also hold information about the coaching staff including the head coach and assistant coaches and information about the parent's association which are one of the sponsors and volunteers for the swim team and details



volunteers for the swim team and details about their volunteer schedules. This website will be implemented using HTML, Java, ASP

c. My preferred choice of methodology will be Agile because: Agile is best suited for projects that are iterative and incremental. It's a type of process where demands and solutions evolve through the collaborative effort of self-organizing and cross-functional teams and their customers.

Originally created for software development, it was established as a response to the inadequacies of the Waterfall method (info on it later below), the processes of which did not meet the demands of the highly competitive and constant movement of the software industry.

d. The scope of the project:

i. The design, development and implementation of an interactive website using java,



i. The design, development and implementation of an interactive website using java, html and asp, which enables users to get information, add comments, and share with other members of the swim team and community.

ii. To develop a website the is accessible to the public and enables new users to sign up and request for more information on the swim team.

iii. To develop a database of users to store profile information and login credentials for privileged site users

iv. To develop a database to store, retrieve and display scheduling information for swim meets, practices and swim meet results

v. To develop a content file management system to effectively store, retrieve and display pictures.

vi. To provide administrative capabilities



vi. To provide administrative capabilities to update the website with up to date information, relevant content and manage users

vii. To develop a website that is search engine optimized to drive traffic to the website.

e. Key requirements of the website:

i. Homepage

ii. Swim practice page

iii. Swim meet page

iv. Photo gallery

v. Coaching staff page

vi. User administration

vii. Content administration

System requirements:

Accessible over http using modern web browsers

Should be compatible with PC or phone browsers

Should be hosted on a secure web server platform

Should be hosted on a secure web server platform

To provide sufficient security control protocols to ensure any private information is stored securely on the hosted database servers

To provide the capabilities to view and analyze website traffic and hits report metrics

f. The risks associated with the project:

i. The parent's association may use influence to expand the scope of the project and add their requirements

ii. The out-sourcing of portions of the project due to requirements being out of range of the skill sets of the project team

iii. The graphic design must be approved by all stake holders before the development can begin

iv. The Yaba LCDA swim team must keep



iv. The Yaba LCDA swim team must keep information current and relevant else site usage may not meet expectations

v. The swim team will be modifying the website when posting meet results, this could compromise the integrity of the system if users are not properly trained

Netbeans IDE.

b. At least once a month.

c. Features

i. Most- GUI creator

ii. Least- Database System

d. 4.

e. The IDE can be used to write programs in almost any programming language. It also has built-in database servers, so you do not have to get a different software for that. It has a debugger, which is really helpful when you are trying to learn a new language. The only issue I have with the software is you have to run it every time you want to see a preview of what you are

you want to see a preview of what you are doing.

f. Features of a good software package:

i. Good user interface.

ii. Efficiency.

iii. Compatibility.

3. 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

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



Notes



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.



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(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 decided 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





4. Yes, I agree because if things don't go to plan, and it can lead to project failure. With agile project management, there is more flexibility with regards to incorporating changes and modifications at any stage, and this promotes better delivery of the project results. And there is more control of the project, in that you can dictate the deliverables, and change strategies when they are not working, and this promotes more management of the outcomes, which is not so effective with structured methods. Quality is improved with agile management, and the structured methods are too formal that controlling their quality and success may be difficult.

Define the term "stakeholder" in relation to an IT development project.

- According to the Project Management Institute (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.

(i) Briefly explain at least FOUR different types of stakeholders in this new project.

1 Customers

Stake: Product/service quality and value

Many would argue that businesses exist to serve their customers. Customers are actually stakeholders of a business, in that they are impacted by the quality of service/products and their value. For example, passengers traveling on an airplane literally have their lives in the company's hands when flying with the airline.

2 Project team members are mainly the people who work on various phases of the project. They could be in-house staff or external consultants and maybe working on a full time or part time basis. Their roles can differ according to each project.

3. Project Manager

A project manager is a professional in the field of project management. Project managers have the responsibility of the planning, procurement and execution of a project, in any undertaking that has a defined scope, defined start and a defined finish; regardless of industry.

4. Resource Manager

Resource managers are responsible for assigning the right people to the right projects at the right time. They manage employees currently in the workplace and determine hiring needs based on each project's requirements.

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

Their main concern is to expand the database system of my branch and then will be used by all other branches to replace their existing database systems. And then use a main server to link all the branches networking.

(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.

- project manager
- project team
- Stakeholders -Organization

- a. 1. Providing expertise on how to develop overall structure
2. Providing guidelines in areas of organizational development that are required for a successful implementation
3. Ensuring that there is effective connection throughout the organization so that the implementation grows effectively
4. Supporting the structuring and development of asset as necessary, leveraging a massive depth of experience in doing so with a range of organizations.

development approval. Data Collection efforts include gathering

c. The project life cycle (PLC) focuses on the phases, processes, tools, knowledge and skills of managing a project, while the system development life cycle (SDLC) focuses on creating and implementing the project's product – the information system. How a project team chooses to implement the SDLC will directly affect how the project is planned in terms of phases, tasks, estimates and resources assigned. The SDLC is really part of the PLC because many of the activities for developing the information system occur during the execution phase. The last two stages of the PLC, closing and evaluating the project, occur after the implementation of the information system. The integration of project management and system development activities is one important component that distinguishes IT

b. The concept of learning cycle includes exploration, concept application and concept development. Exploration is simply done by given brief introduction about the project and allowing the project team members research on the project. Here, both the project manager and project team members are expected to have an idea about the project and focus on the next step. Concept Application is the ability to apply the research knowledge in real-life situations and it's strongly influenced by abilities in attention, memory and higher order thinking. Concept Development Initiation includes all the necessary tasks to develop and execute a task order. These tasks included data collection, data analysis, alternative analysis, preliminary preferred alternative, concept development report and concept development approval. Data Collection efforts include gathering