

Software Project Management Readings And Cases

Essential software development is covered as well as understanding the complete project life cycle, particularly in the areas of planning and estimating. Written for beginner to advanced developers exploring all aspects of software development and the processes behind development, not just how to code. Provides the necessary skills for setting up a contractual and technical framework for successful software development. Follows a genuine Visual Basic project through its ups and downs providing a real world experience as if the reader were part of the project team. Covers a basic set of skills needed for effective software development not found in any other book.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

M->CREATED

Provides information on planning and managing a software project.

Collective Wisdom from the Experts

Managing and Leading Software Projects

Software Project Management Practices and Techniques

Planning and Management

Getting your system / software development life cycle project successfully across the line using PMBOK adaptively.

Why Projects Fail

Offers a collection of essays on philosophies and strategies for defining, leading, and managing projects. This book explains to technical and non-technical readers alike what it takes to get through a large software or web development project. It does not cite specific methods, but focuses on philosophy and strategy.

*Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need * Understand how and why software development must be planned on a certainty-to-uncertainty continuum * Categorize your projects on a four-quadrant model * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme * Explore the benefits of each strategic model and what types of projects it supports best * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy * Apply this knowledge to the specific projects you manage * Get a clear picture of where you are and how to get where you want to go*

Software project management. Software development overview. Planning the project. Managing the project. The software development processes.

Preliminary design phase. Detailed design phase. The implementation and operation phase. The testing process. Software configuration management.

Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using Agile Project Management (APM), project managers can achieve all these goals without compromising value, quality, or business discipline. In Agile Project Management, Second Edition, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and

organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith's new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition's coverage includes: Understanding the agile revolution's impact on product development Recognizing when agile methods will work in project management, and when they won't Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The "Agile Triangle": measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader

Implementation Project Management

Scrum in Action

On Time, Within Budget

Software Project Management For Dummies

Productive Projects and Teams

The Software Development Project

The book is organized around basic principles of software project management: planning and estimating, measuring and controlling, leading and communicating, and managing risk. Introduces software development methods, from traditional (hacking, requirements to code, and waterfall) to iterative (incremental build, evolutionary, agile, and spiral). Illustrates and emphasizes tailoring the development process to each project, with a foundation in the fundamentals that are true for all development methods. Topics such as the WBS, estimation, schedule networks, organizing the project team, and performance reporting are integrated, rather than being relegated to appendices. Each chapter in the book includes an appendix that covers the relevant topics from CMMI-DEV-v1.2, IEEE/ISO Standards 12207, IEEE Standard 1058, and the PMI® Body of Knowledge. (PMI is a registered mark of Project Management Institute, Inc.)

Software Project Management 5e

Project management software.

To build reliable, industry-applicable software products, large-scale software project groups must continuously improve software engineering processes to increase product quality, facilitate cost reductions, and adhere to tight schedules. Emphasizing the critical components of successful large-scale software projects, *Software Project Management: A Process-Driven Approach* discusses human resources, software engineering, and technology to a level that exceeds most university-level courses on the subject. The book is organized into five parts. Part I defines project management with information on project and process specifics and choices, the skills and experience needed, the tools available, and the human resources organization and management that brings it all together. Part II explores software life-cycle management. Part III tackles software engineering processes and the range of processing models devised by several domestic and international organizations. Part IV reveals the human side of project management with chapters on managing the team, the suppliers, and the customers themselves. Part V wraps up coverage with a look at the technology, techniques, templates, and checklists that can help your project teams meet and exceed their goals. A running case study provides authoritative insight and insider information on the tools and techniques required to ensure product quality, reduce costs, and meet project deadlines. Praise for the book: This book presents all aspects of modern project management practices ... includes a wealth of quality templates that practitioners can use to build their own tools. ... equally useful to students and professionals alike. -Maqbool Patel, PhD, SVP/CTO/Partner, Acuitec

Creating Innovative Products

A Process-Driven Approach

A Down-To-Earth Guide To SDLC Project Management (2nd Edition)

Quality Software Project Management

Best Practices, Tools and Techniques

Introduction to Software Project Management

Software Project Management explains the latest management strategies and techniques in software developments. It covers such issues as keeping the team motivated, cost-justifying strategies, deadlines and budgets.

"If you're looking for solid, easy-to-follow advice on estimation, requirements gathering, managing change, and more, you can stop now: this is the book for you."--Scott Berkun, Author of The Art of Project Management What makes software projects succeed? It takes more than a good idea and a team of talented programmers. A project manager needs to know how to guide the team through the entire software project. There are common pitfalls that plague all software projects and rookie mistakes that are made repeatedly--sometimes by the same people! Avoiding these pitfalls is not hard, but it is not necessarily intuitive. Luckily, there are tried and true techniques that can help any project manager. In Applied Software Project Management, Andrew Stellman and Jennifer Greene provide you with tools, techniques, and practices that you can use on your own projects right away. This book supplies you with the information you need to diagnose your team's situation and presents practical advice to help you achieve your goal of building better software. Topics include: Planning a software project Helping a team estimate its workload Building a schedule Gathering software requirements and creating use cases Improving programming with refactoring, unit testing, and version control Managing an outsourced project Testing software Jennifer Greene and Andrew Stellman have been building software together since 1998. Andrew comes from a programming background and has managed teams of requirements analysts, designers, and developers. Jennifer has a testing background and has managed teams of architects, developers, and testers. She has led multiple large-scale outsourced projects. Between the two of them, they have managed every aspect of software development. They have worked in a wide range of industries, including finance, telecommunications, media, nonprofit, entertainment, natural-language processing, science, and academia. For more information about them and this book, visit stellman-greene.com

SOFTWARE PROJECT MANAGEMENT focuses on the models used in software development and on the tools which improve the productivity and quality of the development process. This work represents definitive and late breaking research in the project management area. To further illustrate the ideas covered in the research articles, Kemerer applies them to real-world situations through the use of book-ending case studies.

SCRUM IN ACTION: AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT, 1E is a practical how-to guide for software project teams, beginning and intermediate, on how to successfully deploy an Agile software framework with Scrum. It is clearly and concisely written and is the first practical guide with real world situations written by corporate practitioners. This book describes many good project management techniques on how to get the most from project teams and bridges the gaps between many Scrum and project management books by addressing how to communicate with executives using financial terms, how to use an objective estimation technique, and where software architecture fits into Scrum. Included in this book are the theoretical aspects, as well as the human and practical aspects, of using this software and answered are the questions which might face a project team starting the agile transformation. SCRUM IN ACTION: AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT, 1E is a must read for those who want to improve the current way of doing things and is a good reference book for all in IT.

The Software Project Manager's Bridge to Agility

Peopleware

Mastering Technology from Planning to Launch and Beyond

Mastering Software Project Management

Mastering Project Management

Code Complete

The increase in project outsourcing has forced traditional programmers to take on the role of project managers and quickly learn how to manage software projects The author discusses all of the essentials in widely accepted project management methodology, from managing programmers to assessing and eliminating risk The book covers the iterative development model, using Microsoft Project 2003, as well as a variety of methodologies including eXtreme, open source, SQA testing, software life cycle management, and more The companion Web site contains tools, case studies and other resources to help even novices get up and running

Looks at a successful software project and provides details for software development for clients using object-oriented design and programming.

Software Project Secrets: Why Software Projects Fail offers a new path to success in the software industry. This book reaches out to managers, developers, and customers who use industry-standard methodologies, but whose projects still struggle to succeed. Author George Stepanek analyzes the project management methodology itself, a critical factor that has thus far been overlooked. He explains why it creates problems for software development projects and begins by describing 12 ways in which software projects are different from other kinds of projects. He also analyzes the project management body of knowledge to discover 10 hidden assumptions that are

invalid in the context of software projects.

To fully leverage the value of software architecture in enterprise development projects, you need to expressly and consciously link architecture with project management. This book shows how, drawing on powerful lessons learned at Siemens, one of the world's leading software development organizations. The authors offer insight into project management for software architects, insight into software architecture for project managers, and above all, insight into integrating the two disciplines to maximize the effectiveness of both of them. Learn how to develop cost and schedule estimates for development projects, based on software architecture; how to clarify architecture so projects can be more effectively planned and managed; and then how to use architecture to organize, implement, and measure the project iteratively as work progresses.

97 Things Every Project Manager Should Know

Making Sense of Agile Project Management

Software Project Survival Guide

How to Run a Successful Free Software Project

Software Project Management: A Concise Study 2Nd Ed.

Readings and Cases

Your answer to the software project management gap The Complete Software Project Manager: From Planning to Launch and Beyond addresses an interesting problem experienced by today's project managers: they are often leading software projects, but have no background in technology. To close this gap in experience and help you improve your software project management skills, this essential text covers key topics, including: how to understand software development and why it is so difficult, how to plan a project, choose technology platforms, and develop project specifications, how to staff a project, how to develop a budget, test software development progress, and troubleshoot problems, and what to do when it all goes wrong. Real-life examples, hints, and management tools help you apply these new ideas, and lists of red flags, danger signals, and things to avoid at all costs assist in keeping your project on track. Companies have, due to the nature of the competitive environment, been somewhat forced to adopt new technologies. Oftentimes, the professionals leading the development of these technologies do not have any experience in the tech field—and this can cause problems. To improve efficiency and effectiveness, this groundbreaking book offers guidance to professionals who need a crash course in software project management. Review the basics of software project management, and dig into the more complicated topics that guide you in developing an effective management approach Avoid common pitfalls by perusing red flags, danger signals, and things to avoid at all costs Leverage practical roadmaps, charts, and step-by-step processes Explore real-world examples to see effective software project management in action The Complete Software Project Manager: From Planning to Launch and Beyond is a fundamental resource for professionals who are leading software projects but do not have a background in technology.

About The Book: Richard Thayer's popular; bestselling book presents a top-down, practical view of managing a successful software engineering project. The book builds a framework for project management activities based on the planning, organizing, staffing, directing, and controlling model. Thayer provides information designed to help you understand and successfully perform the unique role of a project manager. This book is a must for all project managers in the software field. The text focuses on the five functions of general management by first describing each function and then detailing the project management activities that support each function. This new edition shows you how to manage a software development project, discusses current software engineering management methodologies and techniques, and presents general descriptions and project management problems. The book serves as a guide for your future project management activities. The text also offers students sufficient background and instructional material to serve as a main supplementary text for a course in software engineering project management.

Introduction to Management · Software Engineering · Software Engineering Project Management · Planning's Software Engineering Project · Planning: Software Cost, Schedule, and Size · Organizing a Software Engineering Project · Staffing a Software Engineering Project · Directing a Software Engineering Project · Controlling a Software Engineering Project · Controlling: Software Metrics and Visibility of Progress

The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the

technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together *Producing Open Source Software*, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. *Producing Open Source Software* takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

From its first appearance in 1995, this book has been consistently well received by tutors and students alike. Now with a revised and updated 3rd edition the authors have updated the original text to better reflect the latest developments in *Software Project Management*.

Software Project Management in Practice

Software Project Management 5e

From Concept to Deployment

Effective Software Project Management

Software Project Management for Small to Medium Sized Projects

Process-Based Software Project Management

* How to save time by reusing software components

If the projects you manage don't go as smoothly as you'd like, *97 Things Every Project Manager Should Know* offers knowledge that's priceless, gained through years of trial and error. This illuminating book contains 97 short and extremely practical tips -- whether you're dealing with software or non-IT projects -- from some of the world's most experienced project managers and software developers. You'll learn how these professionals have dealt with everything from managing teams to handling project stakeholders to runaway meetings and more. While this book highlights software projects, its wise axioms contain project management principles applicable to projects of all types in any industry. You can read the book end to end or browse to find topics that are of particular relevance to you. *97 Things Every Project Manager Should Know* is both a useful reference and a source of inspiration. Among the 97 practical tips: "Clever Code Is Hard to Maintain...and Maintenance Is Everything" -- David Wood, Partner, Zepheira "Every Project Manager Is a Contract Administrator" -- Fabio Teixeira de Melo, Planning Manager, Construtora Norberto Odebrecht "Can Earned Value and Velocity Coexist on Reports?" -- Barbee Davis, President, Davis Consulting "How Do You Define 'Finished'?" -- Brian Sam-Bodden, author, software architect "The Best People to Create the Estimates Are the Ones Who Do the Work" -- Joe Zenevitch, Senior Project Manager, ThoughtWorks "How to Spot a Good IT Developer" -- James Graham, independent management consultant "One Deliverable, One Person" -- Alan Greenblatt, CEO, Sciova

When software development teams move to agile methods, experienced project managers often struggle--doubtful about the new approach and uncertain about their new roles and responsibilities. In this book, two long-time certified Project Management Professionals (PMPs) and Scrum trainers have built a bridge to this dynamic new paradigm. They show experienced project managers how to successfully transition to agile by refocusing on facilitation and collaboration, not "command and control." The authors begin by explaining how agile works: how it differs from traditional "plan-driven" methodologies, the benefits it promises, and the real-world results it delivers. Next, they systematically map the Project Management Institute's classic, methodology-independent techniques and terminology to agile practices. They cover both process and project lifecycles and carefully address vital issues ranging from scope and time to cost management and stakeholder communication. Finally, drawing on their own extensive personal experience, they put a human face on your personal transition to agile--covering the emotional challenges, personal values, and key leadership traits you'll need to succeed. Coverage includes Relating the PMBOKR Guide ideals to agile practices: similarities, overlaps, and differences Understanding the role and value of agile techniques such as iteration/release planning and retrospectives Using agile techniques to systematically and continually reduce risk Implementing quality assurance (QA) where it belongs: in analysis, design, defect prevention, and continuous improvement Learning to trust your teams and listen for their discoveries Procuring, purchasing, and contracting for software in agile, collaborative environments Avoiding the common mistakes software teams

make in transitioning to agile Coordinating with project management offices and non-agile teams “Selling” agile within your teams and throughout your organization For every project manager who wants to become more agile. Part I An Agile Overview 7 Chapter 1 What is "Agile"? 9 Chapter 2 Mapping from the PMBOKR Guide to Agile 25 Chapter 3 The Agile Project Lifecycle in Detail 37 Part II The Bridge: Relating PMBOKR Guide Practices to Agile Practices 49 Chapter 4 Integration Management 51 Chapter 5 Scope Management 67 Chapter 6 Time Management 83 Chapter 7 Cost Management 111 Chapter 8 Quality Management 129 Chapter 9 Human Resources Management 143 Chapter 10 Communications Management 159 Chapter 11 Risk Management 177 Chapter 12 Procurement Management 197 Part III Crossing the Bridge to Agile 215 Chapter 13 How Will My Responsibilities Change? 217 Chapter 14 How Will I Work with Other Teams Who Aren't Agile? 233 Chapter 15 How Can a Project Management Office Support Agile? 249 Chapter 16 Selling the Benefits of Agile 265 Chapter 17 Common Mistakes 285 Appendix A Agile Methodologies 295 Appendix B Agile Artifacts 301 Glossary 321 Bibliography 327 Index 333

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources—including downloadable checklists, templates, and forms.

Architecture-centric Software Project Management

Producing Open Source Software

SOFTWARE ENGINEERING PROJECT MANAGEMENT

The Complete Software Project Manager

Agile Software Project Management and Development

A Practical Guide

Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

Learn a simple, scalable project management framework for business-to-business software and hardware product implementations:* Uncommon advice and life lessons* Funny, real-life project management stories* Productivity myth busters* "How would you handle it?" scenarios* And much, much, more!

Not connecting software project management (SPM) to actual, real-world development processes can lead to a complete divorcing of SPM to software engineering that can undermine any successful software project. By explaining how a layered process architectural model improves operational efficiency, Process-Based Software Project Management out

This book has been crafted for both the project management novice who is ready to confront their first real project, through to the seasoned veteran with several project battle campaigns under their belt. This book is based on many years of “real-world” System Development Life Cycle (SDLC) project management, as well as the Project Management Body Of Knowledge (PMBOK®), the blending of the useful elements from other management practices & principles, and the incorporation of the past experiences & the lessons learnt from the various industrial backgrounds of those persons who graciously contributed to this book’s creation. Described within is the practical application of field-tested project management techniques to actual situations and prevailing circumstances where the realities of commercial necessities have to be given serious consideration. Additionally, this book does cover some topics and ugly truths that are often not acknowledged in academic textbooks on project management. Contains over 100 explanatory diagrams, real example cases, candid comments from project / program managers, and over 100 cartoons to emphasize the key points.

How to Manage B2B Software and Hardware Product Implementation

Applied Software Project Management

Software Projects Secrets

Agile Project Management

Practical Software Project Estimation: A Toolkit for Estimating Software Development Effort & Duration

Balancing Control and Agility

Although software development is one of the most complex activities carried out by man, sound development processes and proper project management can help ensure your software projects are delivered on time and under budget. Providing the know-how to manage software projects effectively, Introduction to Software Project Management supplies an accessible introduction to software project management. The book begins with an overview of the fundamental techniques of project management and the technical aspects of software development. This section supplies the understanding of the techniques required to mitigate uncertainty in projects and better control the complexity of software development projects. The second part illustrates the technical activities of software development in a coherent process—describing how to customize this process to fit a wide range of software development scenarios. Examines project management frameworks and software development standards, including ESA and NASA guidelines, PRINCE2®, and PMBOK® Addresses open source

development practices and tools so readers can adopt best practices and get started with tools that are available for free Explains how to tailor the development process to different kinds of products and formalities, including the development of web applications Includes access to additional material for both practitioners and teachers at www.spmbook.com Supplying an analysis of existing development and management frameworks, the book describes how to set up an open-source tool infrastructure to manage projects. Since practitioners must be able to mix traditional and agile techniques effectively, the book covers both and explains how to use traditional techniques for planning and developing software components alongside agile methodologies. It does so in a manner that will help you to foster freedom and creativity in assembling the processes that will best serve your needs.

Product verifiable, defensible, and achievable software estimates Based on data collected by the International Software Benchmarking Standards Group (ISBSG), *Practical Software Project Estimation* explains how to accurately forecast the size, cost, and schedule of software projects. Get expert advice on generating accurate estimates, minimizing risks, and planning and managing projects. Valuable appendixes provide estimation equations, delivery rate tables, and the ISBSG Repository demographics. Verify project objectives and requirements Determine, validate, and refine software functional size Produce indicative estimates using regression equations Predict effect and duration through comparison and analogy Build estimation frameworks Perform benchmarks using the ISBSG Repository Compare IFPUG, COSMIC, and FiSMA sizing methods Peter Hill is the chief executive officer and a director of the ISBSG. He has been in the information services industry for more than 40 years and has compiled and edited five books for the ISBSG.

Making Sense of Agile Project Management Business & Economics/Project Management The essential primer to successfully implementing agile project management into an overall business strategy For a project to be truly successful, its management strategy must be flexible enough to adapt to dynamic and rapidly evolving business needs. *Making Sense of Agile Project Management* helps project managers think outside the box by presenting a deep exploration of agile principles, methodologies, and practices. Straying from traditional bureaucratic procedures that are rigidly defined, this book espouses a heavy reliance on the training and skill of collaborative, cross-functional teams to adapt the methodology to the problem that they are attempting to solve—rather than force-fitting a project to a particular methodology. *Making Sense of Agile Project Management: Focuses on how agile project management fits with other more traditional project management models to provide a more effective strategy Includes many cases taken from real-world companies illustrating good and bad agile implementation Provides coverage that is balanced and objective with discussion of both agile and non-agile methodologies Making Sense of Agile Project Management employs a straightforward approach that enables project managers to grasp concepts quickly and develop adaptable management tools for creating a vibrant and fluid business environment. By utilizing the principles laid out in this book, business managers and leaders will strengthen their ability to meet the risks and complexities of any individual project—and better understand how to blend the appropriate balance of control and agility into an overall business strategy.*

To build reliable, industry-applicable software products, large-scale software project groups must continuously improve software engineering processes to increase product quality, facilitate cost reductions, and adhere to tight schedules. Emphasizing the critical components of successful large-scale software projects, *Software Project Management: A*

A Unified Framework

Software Project Management

Making Things Happen