SOFTWARE PROJECT MANAGEMENT

TUTORIAL LETTER 201

FOR

INF3708

Solutions (Highlighted)

Assignment 01: Due date 28 August 2015 Compulsory

Unique nr: 594284
Marks weight: 10%

ASSIGNMENT 01 - SEMESTER 2

ASSIGNMENT 01 - COMPULSORY	
Due date	28 August 2015
Study material	Hughes & Cotterell: Chapters 1 – 4 in most cases, but spread further to other chapter e.g., 7, etc
Total marks	14 marks = 100%
Note that this is a <u>COMPULSORY</u> assignment! If you do not complete this assignment and submit it by the due date, you will NOT gain examination admission! **If your assignment is late, please DO NOT PHONE OR E-MAIL asking for an extension but include a note in your assignment stating the reason for the late submission and we will decide whether or not it will be marked**.	

Instructions:

1. Complete this assignment by **writing the correct option next to the question number (e.g., Q1. 3,)** and submit online in a .pdf format via the myUnisa online assignment submission. **Do not complete this assignment as an MCQ (NO Mark Reader Sheet is needed)**, just type the correct option next to the question number in Word Document, then convert the .doc to .pdf and submit the converted .pdf via myUnisa online assignments submission.

2. The following unique number has to be assigned to the assignment:

UNIQUE NUMBER:
594284

3. Each question has only ONE correct answer.

4. This assignment consists of 14 compulsory questions.

Marks are awarded according to the number of correct answers provided by the student.

Q1.   _____ is the process of planning, leading, and controlling the efforts of organizational members and the use of other organizational resources in order to achieve stated organizational goals, simply implies a process of structured activities.

1. Planning
2. Project
3. Scope
4. **Management**
5. Software

Q2.   _____ is the composition of Software Project Management scope where normally an outline plan is formulated for the entire project and detailed plans for each phase of the project as they are encountered. This may include, but are certainly not limited to, work- and product breakdown structures (for the entire project as well as per phase), quality standards, risk management and change control procedures, resource allocation, time management and costing calculations.

1. Project Feasibility.
2. Project Initiation.
3. **Project Planning.**
4. Project Execution.
5. Project Control.

Q3.   The following statement best describe which aspect that is unique to a software project management as compared to general project management?

"*The ease with which software can be changed is seen as one of its strengths. Due to the fact that software is generally expected to conform to existing systems in an organization and not vice versa, software systems are likely to be subject to a high degree of change.*"

1. Invisibility.
2. Complexity.
3. Conformity.
4. **Flexibility**.
5. None of the above.

Q4.   Software Project Management is less important in the era of modern software development since most projects are successful and completed on time:

1. True.
2. **False**.

Q5.   The classical life cycle model of software development is:

1. **A reasonable approach when requirements are well defined.**
2. A good approach when a working program is required quickly.
3. The best approach to use for projects with large development teams.
4. An old fashioned model that is rarely used any more.
5. None of the above.

Q6.   The linear sequential model of software development is also known as the:

1. **Classical life cycle model.**
2. Fountain model.
3. Spiral model.
4. Chaos model.
5. None of the above.

Q7.   Evolutionary software process models:

1. Are iterative in nature.
2. Can easily accommodate product requirements changes.
3. Do not generally produce throw away systems.

      4.   **All of the above.**
      5.   None of the above.

Q8.   The rapid application development model is:

      1.   Another name for component-based development.
      2.   A useful approach when a customer cannot define requirements clearly.
      3.   **A high speed adaptation of the linear sequential model.**
      4.   All of the above.
      5.   None of the above.

Q9.   The spiral model of software development:

      1.   Ends with the delivery of the software product.
      2.   Is more chaotic than the incremental model.
      3.   Includes project risks evaluation during each iteration.
      4.   **All of the above.**
      5.   None of the above.

Q10.   The basis of successful project management is:

      1.   Identifying the project stake holder's objectives.
      2.   Ensuring that these objectives are met.
      3.   Accurate information.
      4.   **All of the above.**
      5.   None of the above.

Q11.   Stake holders are people who have an interest or stake in a project. Which of the following is true of stake holders?

      1.   They should be identified as soon as possible.
      2.   Adequate communication channels should be set up between them as soon as possible.
      3.   All stake holders should have the same objectives.
      4.   1, 2 & 3.
      5.   **1 & 2.**

Q12.   Strategic decisions regarding projects are:

      1.   To identify projects to be carried out.
      2.   To establish hardware and software standards.
      3.   To document the stages in the software life cycle.
      4.   All of the above.
      5.   **1 & 2.**

Q13.   Which of the following is (are) true regarding project products?

      1.   Each project product has an activity(ies) that creates it.
      2.   All the deliverables are handed over to the client at the end of the project.
      3.   All the deliverables are used to create intermediate products.
      4.   All of the above.
      5.   **1 & 2.**

Q14.   A payroll system is:

      1.   **An information system that is application specific.**
      2.   A process control system which contains embedded software.
      3.   An information system that will make use of computer graphics.
      4.   A project management software package.
      5.   None of the above.