

# CSSE 372 Software Project Management: Software Project Work Breakdown Structures

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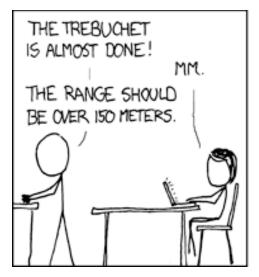
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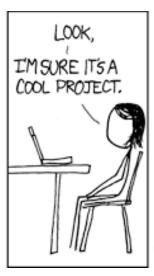
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#### **XKCD:** In honor of the RHIT bonfire...





BUT EVENTUALLY YOU'LL NEED TO OUTCROW THESE TOYS, AND FOCUS YOU'R ENERGY ON SOMETHING PRACTICAL. THIS MAD









#### **Plan for the Day**

Plus/Delta Evaluation Reflections

Work Breakdown Structures (WBS)





#### +/∂ Feedback: Lectures

# THE BEATLES

#### **Pace**

- 0 much too fast
- 13 somewhat too fast
- 24 Somewhat too slow
- 0 much too slow

#### Working well

- Lectures well-organized/paced
- □ Good class/group activities
- □ Right material & good slides
- □ Group games
- Daily quizzes
- □ Knowledgeable instructor
- □ Good case studies
- □ Cartoons/humorous slides

#### **Improvements**

- On Target
- More interactive exercises
- Bit slow (3) vs. Bit fast (2)
- More (2) vs. Less (2) depth
- More visual material
- More analogies/connect dots
- More case studies
- Avoid dry material
- Avoid random calling on people
- Less discussions with partner
- Move time to later in day ©



#### +/∂ Feedback: Quizzes

#### **Quizzes**

- 14 Very helpful
- **20** somewhat helpful
- 2 somewhat unhelpful
- 1 Very unhelpful

#### Working well

- □ Enforced note-taking ☺
- Focuses lecture direction
- □ Indicates high points
- □ Good study guide/aid
- Questions work well
- Integration with material
- □ Good coverage of important topics

#### **Improvements**

- Quizzes are fine
- Be more specific in answers
- Easier (4) vs.Harder (3) questions
- More open-ended questions (2)



- Make questions even shorter (1)
- Avoid "list the..." questions
- Better matching questions to slide content
- Put a fun question on quiz!
- Don't have quizzes (1)





#### +/∂ Feedback: Reading and Homework

#### Reading

2 – all of it

**12** – most of it

21 – little of it

2 – none of it

#### **Homework Difficulty**

0 – much too difficult

18 – a bit too difficult

18 – a bit too easy

1 – much too easy



#### +/ $\partial$ Feedback: Homework Helpfulness

#### **Homework Helpfulness**

- 2 very helpful
- 28 somewhat helpful
- 7 somewhat unhelpful
- 0 very unhelpful

#### Working well

- Frequency/Length about right
- Reflects in-class material
- □ Good feedback
- □ SimSE useful and fun 4
- □ Real-world insights
- □ Tool experience COCOMO
- □ Relevant/applies concepts
- Not overwhelming

#### **Improvements**

- Nothing, it's working well (8)
- More challenging homework
- More frequent, but shorter
- First assignment tedious
- Provide small FAQ for 1st HW
- Provide examples of good HW to manage expectations
- Align HW and lectures better
- SimSE contrived, not useful
- Too easy (2) vs. Too hard (3)
- Case study papers long/hard
- Spread out case studies
- Clarify when case studies due
- Assignments due at 11:55pm



#### +/∂ Feedback: Workload

- Workload
  - 0 much higher than average
  - 7 somewhat higher than average
  - 30 somewhat lower than average
  - 0 much lower than average
- General Comments
  - □ Just about right / keep up good work (8)
  - □ Hard course, but making it interesting
  - □ SimSE/games good in class
  - □ Should use "just right" (porridge not always too hot/cold)
  - □ Better align times for CSSE 371 & 372 5 hrs apart
  - □ Encouragement (37), Neutral (0) Discouragement (0) <sup>©</sup>





#### **Summary of +/∂ Actions**

- Pick up the pace and challenge
  - □ Project Plan will help...
- Continue games, interactive and group exercises
- More visual material for class slides
- Move homework due time to 11:55pm
  - □ Better clarify case study due dates

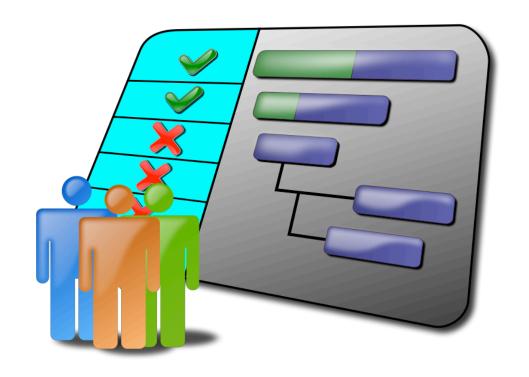




#### **Learning Outcomes: Schedule**

Create and maintain a software project schedule.

- Identify project tasks for planned work
- Develop a Work Breakdown Structure (WBS)





What are some examples of software "work" products?

# What activities produce these work products?

- Think for 15 seconds...
- Turn to a neighbor and discuss it for a minute



#### **Definition: Work Breakdown Structure**

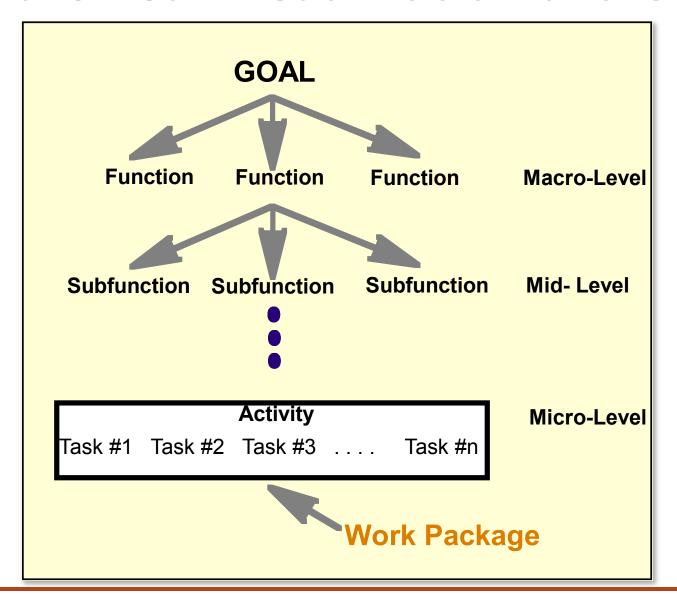
The Work Breakdown
Structure (WBS) is a
hierarchical description of
all of the work that must be
done to meet the needs of
the client.

- 1. Thought process tool
- 2. Architectural design tool
- 3. Planning tool
- 4. Project status reporting tool





#### Hierarchical Visualization of the WBS







## P90X It really works





#### **WBS Completion Criteria**

- 1. Can I determine activity status at any point in time?
- 2. Is there a defined start and end event?
- 3. Does the activity have a deliverable?
- 4. Can I easily estimate time and cost?
- 5. Is the activity duration within acceptable limits?
- 6. Can the activity work be done without interruption?





#### **WBS 7<sup>th</sup> Completion Criterion**

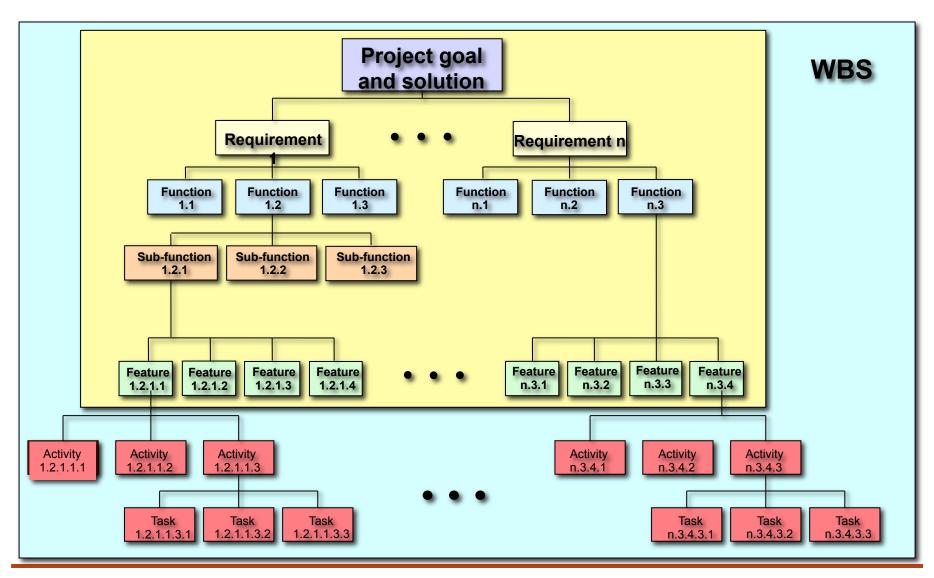
- Client didn't participate in building WBS like you hoped
- You may have an uncomfortable feeling
- Scope change is likely to be a big part of the project



Choose an appropriate process model that accommodates requisite change and rigor



#### **WBS Reflects Goals & Requirements**





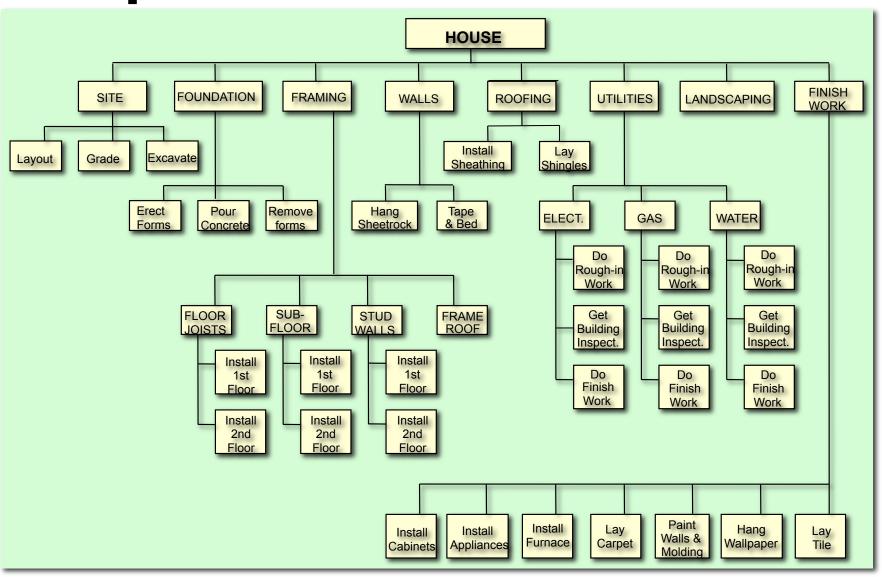
#### **Basic Structures of the WBS**

- Deliverables-based structures
  - Physical decomposition
  - Functional decomposition
- Task-based structures
  - Design-Build-Test
- Organizational structures
  - Geographic
  - Departmental
  - Business Function





#### **Graphical WBS for a House**



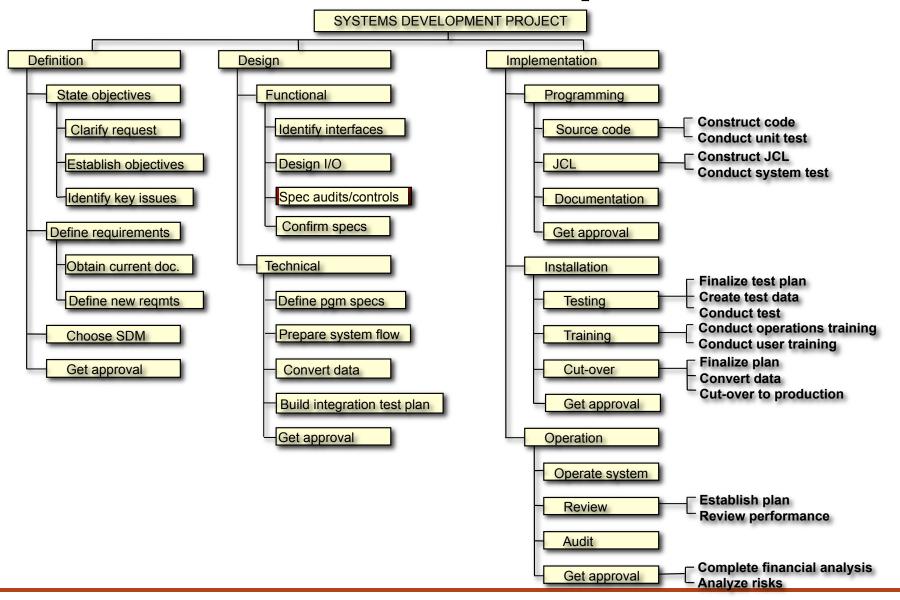


#### **Indented Outline WBS for a House**

- 1. SITE PREPARATION
  - 1.1. Layout
  - 1.2. Grading
  - 1.3. Excavation
- 2. FOUNDATION
  - 2.1. Erect Forms
  - 2.2. Pour Concrete
  - 2.3. Remove Forms
- 3. FRAMING
  - 3.1. Floor Joists
    - 3.1.1. Install first floor joists
    - 3.1.2. Install second floor joists
  - 3.2. Sub-flooring
    - 3.2.1. Install first floor sub-flooring
    - 3.2.2. Install second floor sub-flooring
  - 3.3. Stud Walls
    - 3.3.1. Erect first floor stud walls
    - 3.3.2. Erect second floor stud walls
  - 3.4. Frame the roof



#### **WBS** for a Waterfall Development Method





#### Mythical Man Month 20 years later

By Fred Brooks

How does Harlan Mills' making "programming a public process" improve software?



- What did Prof. Brooks mean by "People are everything?"
- How does Prof. Brooks feel about David Parnas' information hiding?



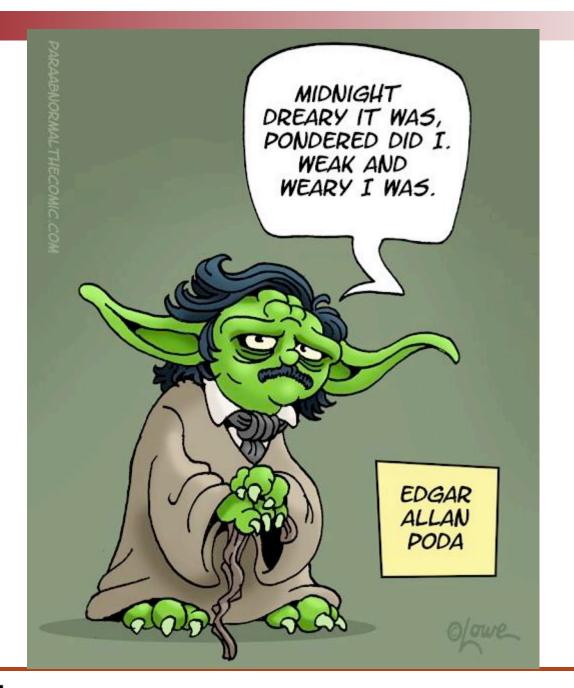
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#### **General Perspective on Exam 1:**

- Exam will be 45 minutes
  - □ Some multiple choice/short answer (40%)
  - □ Some essay/exercises/problem sets (60%)
  - □ Close book/notes/computer...
- What is fair game?
  - □ Class slides and daily quizzes
  - □ Book/Readings/Case Studies
- Study Strategy
  - □ Daily quizzes → Slides → Books/Readings/Cases
- Can have a help sheet
  - □ 1 page, no less than 6 font









# Homework and Reading Reminders

- Prepare for Friday's Examination
  - We will have a short review on Thursday
- Complete Homework 3 Software Estimate
   Using COCOMO-II or Costar
  - □ Due by 11:55pm, Today, September 25<sup>th</sup>, 2012
- Complete Homework 4 Software Risk Tables and Risk Sheets
  - □ Due by 11:55pm, Tuesday, October 2<sup>nd</sup>, 2012

