

# Project Management

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## 1 Administrivia

### Announcements

ACM Programming Contest

### Assignment

Read Chapter 10. Online essay.

### From Last Time

Testing.

### Outline

1. Chapter questions.
2. Team Exercises.

### Coming Up

Design patterns.

## 2 Chapter Questions

1. Create a project plan for a two-player tick-tack-toe game. Recall that before you can create a project plan, you must have a stable list of primary classes. Assume you have two people on your development team. How much time savings would you anticipate if a third person worked on this project?
2. Create a PERT/CPM network for the tick-tack-toe game.
3. Assume you are project manager for a large development initiative. Your manager suggests that two weeks may be saved by omitting the formal risk assessment and simply building extra time into the schedule to compensate for possible pitfalls. How would you respond? Defend your position.
4. Name sources of technical risk for an ATM system. What are the consequences of each source of risk?
5. Name sources of human risk for an ATM system. What are the consequences of each source of risk?

## 3 Team Exercises

1. How would you envision structuring the implementation of your project in discrete phases that are well defined and offer some distinct level of functionality?
2. What are the technical risk factors involved with your project?
3. What are the human risk factors involved with your project?