



Computer Science Department  
**Course Syllabus**  
**CS494 - Software Project Management**

**Catalog Description:** This course is designed to serve as a foundation for the professional education in field of software project management. The course will equip the students of computer science and information systems with the fundamental practices of good project management needed by Information and Communication Technology (ICT) practitioners in the industry. This course will help students understand the new approaches to software project management practices because of the advancement in the following areas

- Electronic Communication that support projects where the project team members are geographically dispersed.
- Outsourcing software to third world countries
- International project management standards that are used to assess software and the process that used to produce those software products.
- Agile methods, especially extreme programming applications

**Credit Hours:**      **3 Credit hours:**      3 Lectures per week      0 Labs. per week      0 Recitation per week

**Prerequisites:** CS310

**Course Learning Outcomes:**

1. Provide students the skills and knowledge required to meet challenges faced by the project managers.
2. Prepare students for taking the responsibility of a software project manager or project team member.
3. Learn the analytical, communication, and the interpersonal skills that make a successful project manager.
4. Learn use of tools and techniques in managing IT projects.

**Major Topics:**

1. Introduction to Software Project Management
2. Project Evaluation
3. Step Wise
4. Selection of an Appropriate Project Approach
5. Software Effort Estimation
6. Activity planning
7. Risk Management
8. Resource Allocation

**Text Books:** Required Text(s) Software Project Management, 5th Edition by Bob Hughes and Mike Cotterell, 2009, Mc Graw-Hill



Computer Science Department  
**Course Syllabus**  
**CS494 - Software Project Management**

---

**Grading:**

- ⦿ The grading scale for this course is:
  - . 95 - 100 A+ Passing
  - . 90 - 94 A Passing
  - . 85 - 89 B+ Passing
  - . 80 - 84 B Passing
  - . 75 - 79 C+ Passing
  - . 70 - 74 C Passing
  - . 65 - 69 D+ Passing
  - . 60 - 64 D Passing
  - . 0 - 59 F Failing
  
- ⦿ Final grades will be determined based on the following components:
  - . 60% Semester Work
  - . 40% Final Exam
  
- ⦿ Students may not do any additional work for extra credit nor resubmit any graded activity to raise a final grade.
  
- ⦿ Late submissions will not be accepted for any graded activity for any reason.
  
- ⦿ Students have one week to request the re-grading of any semester work.

**Attendance Policy:**

Students should attend 80% of the overall course hours taught in the semester as per the University regulations.

If a student fails to achieve this portion, he/she shall not be allowed to appear in the final exam and shall be awarded “DN” grade and repeat the course.

**Cheating and  
Plagiarism  
Policy:**

The instructor will use several manual and automated means to detect cheating and/or plagiarism in any work submitted by students for this course.

When a student is suspected of cheating or plagiarism, the instructor raises the issue to the disciplinary committee.



Computer Science Department  
**Course Syllabus**  
**CS494 - Software Project Management**

---

- Communications:** Registered students will be given access to a section of the Blackboard Learning System for this course. Bb will be used as the primary mechanism to disseminate course information, including announcements, lecture slides, assignments, and grades.
- Communication with the instructor on issues relating to the individual student should be conducted using CIS email, via telephone, or in person.