



OPEN UNIVERSITY
UNIVERSITI TERBUKA
MALAYSIA

FACULTY OF INFORMATION TECHNOLOGY & MULTIMEDIA COMMUNICATION



**TUGASAN
ASSIGNMENT**

SEMESTER MEI 2006
SEMESTER MAY 2006

**CBPM4103 – INFORMATION TECHNOLOGY PROJECT
MANAGEMENT**

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Contact point- 0137724693

Assignment Format & Rules:

- Assignment should contain answers that address the question. Explanation should be clear and well presented.
- Students need to answer questions as per the given instruction.
- Answers should be printed on one side only. Avoid hand-writing.
- Font size 12 for Times New Roman or Arial, using 1½ line-space.
- Left, right, top and bottom margins are 1½ inches, with A4 paper format.
- References (if any) should be produced and should be cited from valid sources of academic types such as books, printed journals or down-loaded from the Internet.
- Plagiarised materials, copying, cheating of facts or contents will not be given marks, and will not be accepted – instead, will be taken disciplinary action.
- Every question and answer should begin with a new page.
- Print your matric number, name and course code at the top right hand corner of every answer page (header).
- Bind your assignment nicely.

The assignment front cover should be typed with the following data clearly:

- Student name, matric number, programme and learning centre.
- Print tutor's name.
- Print e-mail address and telephone number.

Marks will be low or deducted for assignment answers that:

- Do not refer to any academic book to strengthen related facts.
- Do not address the question.
- Do not follow the rules as stated.
- Contain plagiarised materials, copying, cheating of facts and contents.
- Arrive after the stated deadline (1 mark is deducted per day late).
- Do not follow the assignment format and rules as stated.

Guideline for writing references (if any):

Please refer to Chapter 4, Unit 1, of the *“Learning Skills for Open and Distance Learners”* module (OUMH1103)



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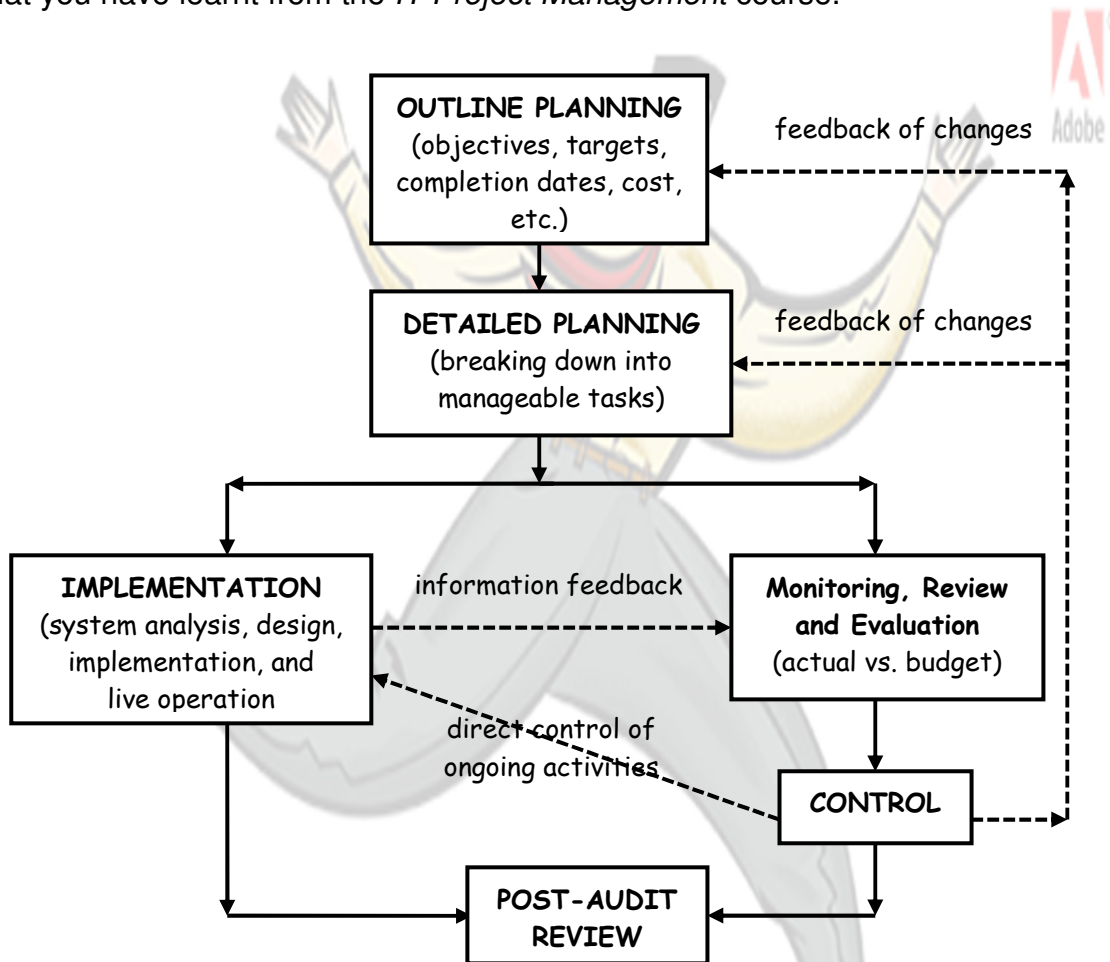


INSTRUCTION: ANSWER TWO (2) QUESTIONS. MARKS WILL BE DEDUCTED IF YOUR ANSWER CONTAINS ANY PLAGIARISM OR FACTS COPIED FROM OTHERS



QUESTION 1

Assume that you are the project manager at a software house. You have been contracted to develop the software for a huge **“Payroll System”**, to replace a legacy payroll application at a client organization. Produce a detailed outline with explanations, **based on the diagram given below**, of all the steps and the flows that you would perform to manage and develop this project. Apply all that you have learnt from the *IT Project Management* course.



Please answer using not more than 1,000 words – diagrams and tables are not considered as words. Please write your “word-count”.

[Total: 50 Marks]

QUESTION 2

An organization's "Payroll System" is a legacy application comprising several hundred thousand lines of COBOL program code. During its lifetime, the system has been modified, and has had a number of additional modules added to it. Now, the organization has firmly decided not to continue with further modification and enhancements.

As a project manager, you have been asked to discuss critically, the arguments for and against the use of a structured methodology as compared with an object-oriented approach to rewriting the payroll system. You may have to apply the concepts on software metrics and object-oriented software development. Please answer using not more than 1,000 words – diagrams and tables are not considered as words. Please write your "word-count".

[Total: 50 Marks]

QUESTION 3

Based on the same *Payroll System* as given above, please answer all: –

- (a) Develop a "Work Breakdown Structure" (WBS) for the new Payroll System with six levels – for example at the levels of project, sub-project, task, sub-task, work package, and activity. You can assume on the system requirements. Show your WBS on a diagram. (20 marks)
- (b) "Both hardware and software are now threatened by obsolescence towards the end". Explain what do you understand by this statement. Give your opinion on whether the hardware or software would become obsolete faster, and give your reasons. (15 marks)
- (c) Paul Principle says – "People rise in an organization to a level at which their expertise becomes obsolete within five years". Explain this statement in the context of IT profession, and how to avoid becoming one. (15 marks)

[Total: 50 Marks]

-- end of assignment question --
Total marks = 50+50=100 → 20%



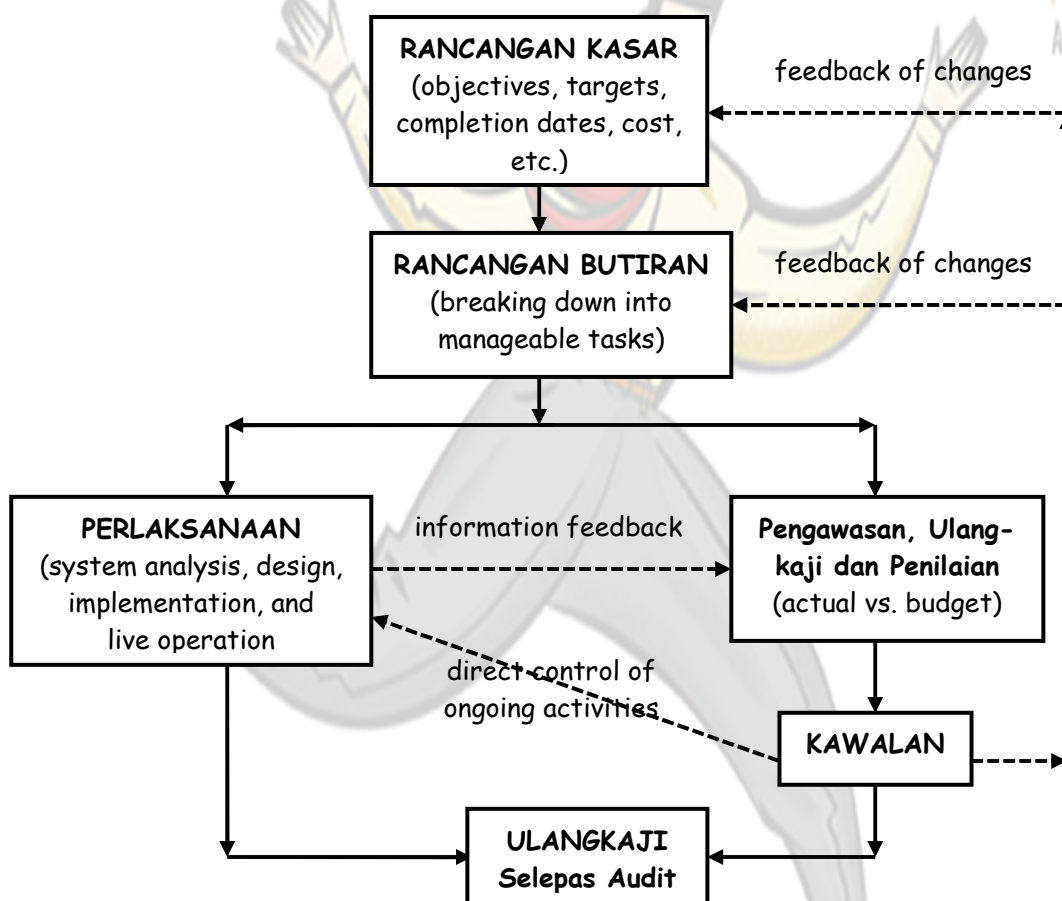
****Malay Version**

ARAHAN: Jawab **DUA (2)** soalan sahaja. Setiap soalan membawa jumlah markah yang sama. Markah akan dipotong jika **didapati mengandungi unsur plagiarisma, peniruan, penipuan fakta atau isi kandungan**



SOALAN 1

Andaikan anda seorang pengurus projek di sebuah syarikat perisian. Anda telah diberi satu kontrak untuk membangunkan perisian bagi **“Sistem Gaji”** yang besar untuk menggantikan aplikasi tua (legacy) di sebuah organisasi pelanggan. Buatlah satu rangka terperinci dengan keterangan, **berdasarkan rajah dibawah**, segala langkah dan aliran maklumat yang anda akan lakukan untuk mengurus dan membangunkan projek ini. Pergunakan segala ilmu yang anda telah pelajari dalam kursus *Pengurusan Project Teknologi Maklumat*.



Sila jawab dengan tidak melebihi 1,000 perkataan – rajah dan jadual tidak dikira sebagai perkataan. Sila tuliskan **“bilangan perkataan”** anda.

[Jumlah: 50 Markah]

SOALAN 2

“Sistem Gaji” disebuah organisasi adalah satu aplikasi tua (legacy) yang mengandungi beberapa ratus ribu baris kod aturcara COBOL. Sepanjang hayatnya, system ini telah dipinda dan ditambah dengan modul-modul baru. Kini, organisasi tersebut telah memutuskan tidak mahu lagi membuat pindaan dan tambahan seperti dahulu.

Selaku pengurus projek, anda telah diminta untuk membincangkan secara kritis, bahasan yang menyokong dan membangkang penggunaan metodologi berstruktur berbanding dengan pendekatan berorientasikan objek dalam penulisan sistem gaji ini. Anda mungkin perlu menggunakan konsep mengenai metrik perisian dan pembangunan perisian berorientasikan objek. Sila jawab dengan tidak melebihi 1,000 perkataan – rajah dan jadual tidak dikira sebagai perkataan. Sila tuliskan “bilangan perkataan” anda.

[Jumlah: 50 Markah]

SOALAN 3

Berdasarkan *Sistem Gaji* yang sama seperti diatas, sila jawab semua: –

- Bangunkan satu “*Struktur Pecahan Kerja*” (WBS) bagi Sistem Gaji yang baru dengan menggunakan enam paras – contohnya pada paras-paras projek, subprojek, tugas, subtugas, pakej kerja, dan aktiviti. Anda boleh mengandaikan sendiri keperluan sistem. Tunjukkan WBS ini dalam bentuk rajah.
(20 marks)
- “*Kedua-dua perkakasan dan perisian kini diancam oleh keusangan diperingkat akhir*”. Terangkan apakah yang anda faham dengan kata-kata ini. Berikan pendapat anda yang mana satu di antara perkakasan atau perisian yang boleh menjadi usang lebih pantas, dan berikan sebab-sebab anda.
(15 marks)
- Prinsip Paul berkata – “*Orang mendaki sesebuah organisasi ke paras di mana kepakaran mereka menjadi usang dalam tempoh lima tahun*”. Terangkan kenyataan ini benar dalam konteks profesyen IT, dan bagaimana cara mengelakkannya daripada berlaku.
(15 marks)

[Jumlah: 50 Markah]

-- soalan tugasan tamat di sini --

Jumlah markah = 50+50=100 → 20%

