

CFUN3

Managing CF Projects

Shlomy Gantz
President, BlueBrick Inc.
June 26, 2004



CFUN3

Agenda

- Project Buzzwords & Myths
- Reasons for Failure
- The Development Process
 - ✓ Common Mistakes
 - ✓ MX Tools
 - ✓ Books
 - ✓ Sites
- Q&A



CFUN3

Project Buzzwords & Myths



CFUN3

Project Buzzwords

- Process
- Requirements
- Teamwork
- Consensus
- “On-time, On Budget”
- Methodology
- Empower, Synergy, etc...



CFUN3

“Process”

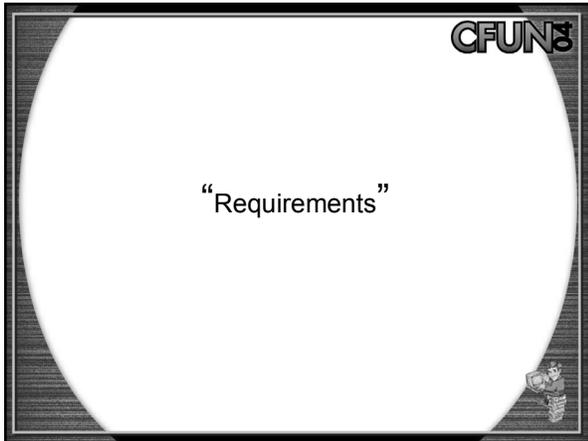


CFUN3

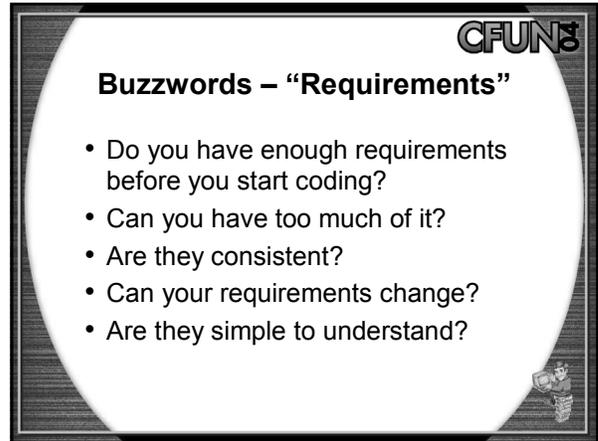
Buzzwords - “Process”

- 4 Step, 5 Step, 12 Step...
- Who designed your process?
- Do you actually follow that process?
- When did you last update your process?
- How complex/abstract is your process?





“Requirements”

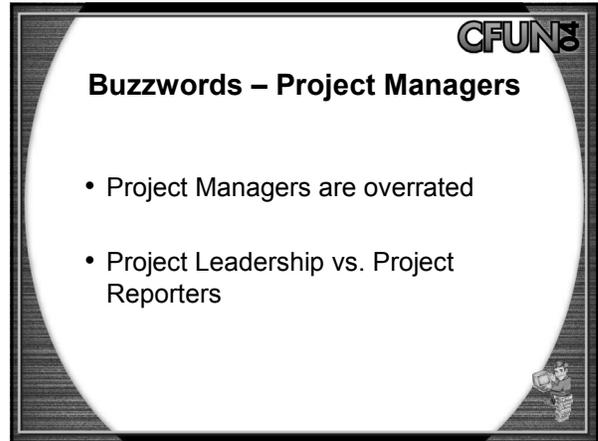


Buzzwords – “Requirements”

- Do you have enough requirements before you start coding?
- Can you have too much of it?
- Are they consistent?
- Can your requirements change?
- Are they simple to understand?

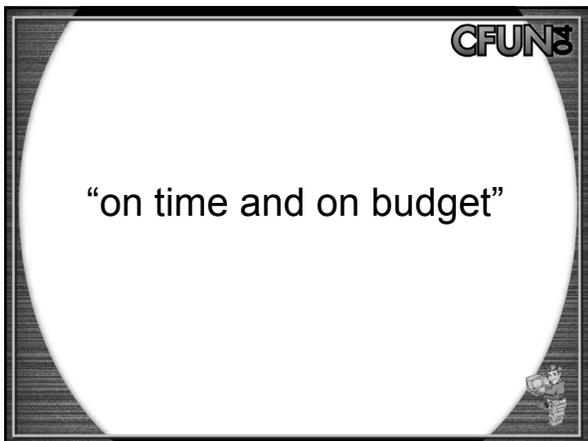


“Project Mangers”

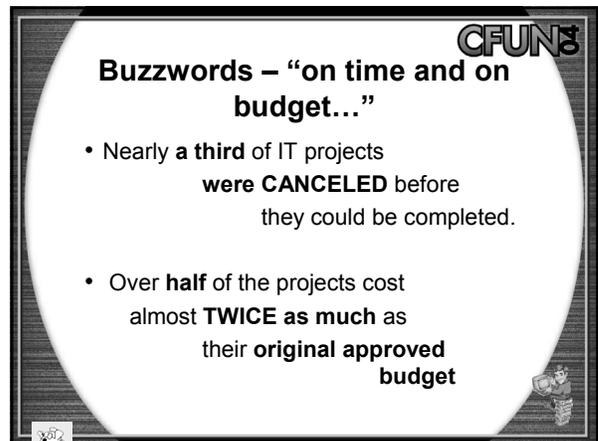


Buzzwords – Project Managers

- Project Managers are overrated
- Project Leadership vs. Project Reporters

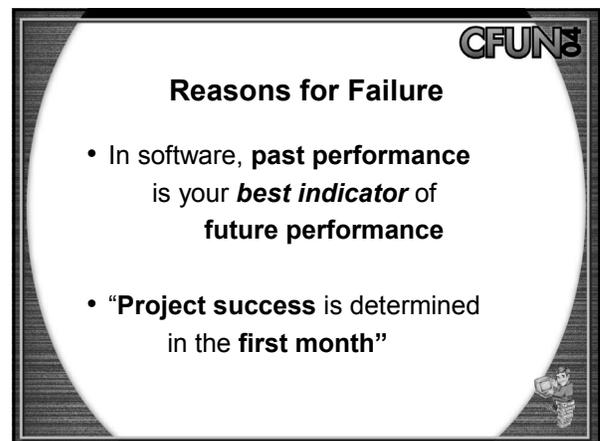
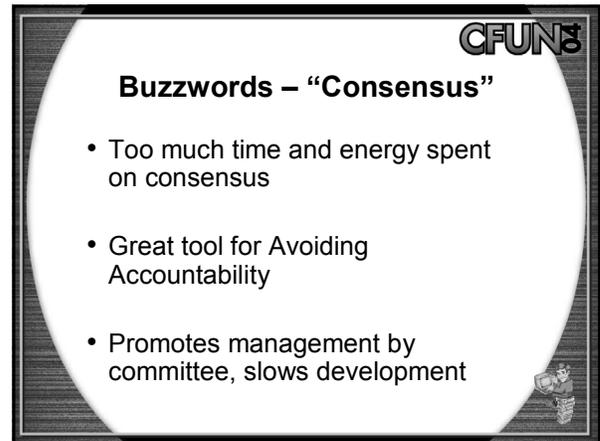
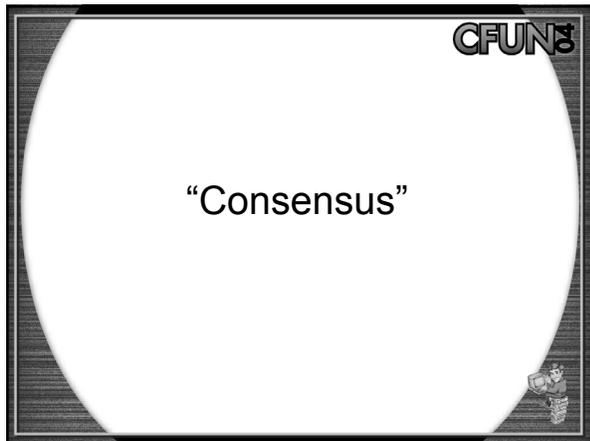
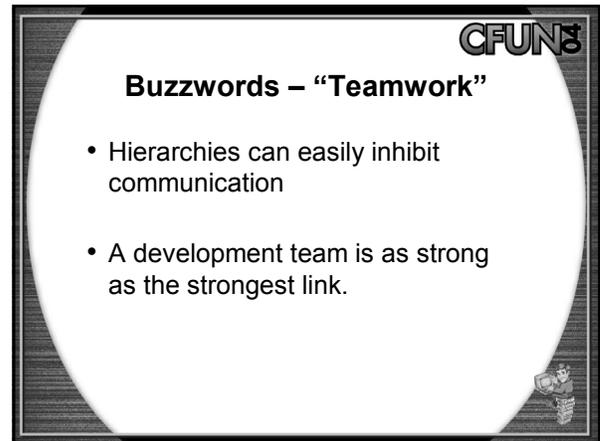
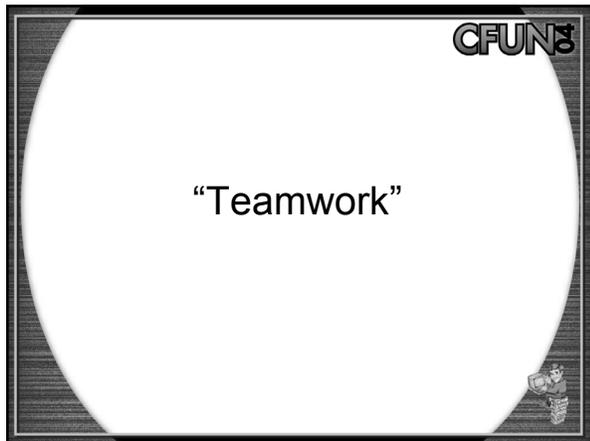


“on time and on budget”



Buzzwords – “on time and on budget...”

- Nearly a **third** of IT projects **were CANCELED** before they could be completed.
- Over **half** of the projects cost almost **TWICE as much** as their **original approved budget**



CFUN3

Project Success Factors

1. User Involvement	20
2. Executive Management Support	15
3. Clear Statement of Requirements	15
4. Proper Planning	10
5. Realistic Expectations	10
6. Smaller Project Milestones	10
7. Competent Staff	5
8. Ownership	5
9. Clear Vision & Objectives	5
10. Hard-Working, Focused Staff	5

The CHAOS Report, Standish Group



CFUN3

Development Process – The problem

- Phase Isolation – “Plan, then do”

Discover
Plan
Develop
Test

- Requirements are created once and then set in stone
- Architecture is created once and then set in stone
- Development is done in Isolation



CFUN3

The Development Process



CFUN3

Development Process– The Solution ?

- So what is the solution ?

- ✓ RUP?
- ✓ RAD?
- ✓ XP?
- ✓ FiIP?



CFUN3

A Clear Vision

- Storyboarding / Wireframes / Prototypes
 - ✓ The Topic
 - ✓ The Classifications
 - ✓ The Specific Ideas
- User Personas/ Scenarios
- Evolving Simplified Documentation



CFUN3

Evolving Project Plan

- Strategic Methodology & Tactical Plan
- Prepare for change, “Murphy Rules”
- Beware of the “Fudge Factor”
- Parkinson’s Law



The Plan – Common Mistakes

- Too Much Detail
 - ✓“Create a page showing employees, using <CFQUERY>”
- Not enough Detail
 - ✓“Task 1: Create Website”
 - ✓“Task 2: Collect Payment”
- Project and Product summary
 - ✓ Plain English
 - ✓ Who’s who



Keeping Track of it all

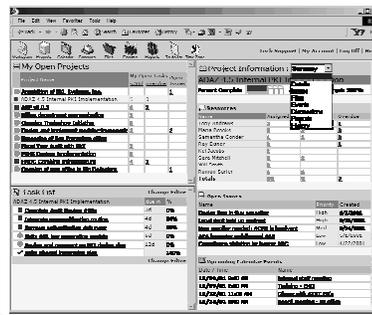
- Show and Tell instead of Reports
- MBWA
- Email, Email, Email
- AIM/MSN/ICQ
- The quintessential Project Site



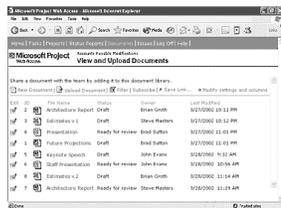
The Quintessential Project Site



Online Tools –OnProject



Tools– Microsoft Project Central



Development – Famous Last Words

- “I’ll patch it for now, and create the reusable component later...”
- “We only need to use this once...”
- “Can you throw together a quick prototype? Don’t worry ... we won’t use it in production this time”



CFUN3

Development – Common Mistakes

- Standards and Documentation
- Code Focus vs. Product Focus
- Hand Coding Syndrome
- Cohesion & Coupling
- Application Tiers
- Build vs. Buy
- Community Involvement



CFUN3

Standards and Documentation

- “It’s just one query...we don’t need the component for that”
- “I use shorter variable names, they make my code look better”
- “I’ll comment this code later...”
- “Sure, we got standards... lots of them”



CFUN3

Standards & Consistency

- Use one set of standards consistently
- Do not change standards in mid project unless they pose a critical risk
- Enforce standards fanatically in your team
- If it is not written, communicated and understood , it is not a standard.



CFUN3

Code Focus vs. Product Focus

- The “millisecond” Trap
- Focus on the Final Result
- Scale Hardware – Not Software
- Consider Development Time when estimating cost



CFUN3

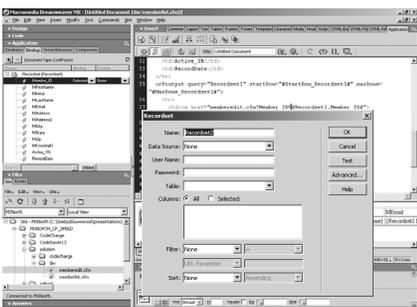
Hand Coding Syndrome

- Spend time doing real problem solving,
 - ✓ Do you really want to create a new Add/Edit/Delete template?
- You cannot code faster than your computer
- Get most of your project done in minimal time



CFUN3

AutoCode – Dreamweaver





```

<cfquery name="getMembers" datasource="mxnorth">
SELECT *
FROM Members
</cfquery>
<table border="1">
<tr>
<td>Name</td><td>Email</td><td>Edit</td>
</tr>
<cfoutput query="getMembers">
<tr>
<td>#Name#</td><td>#Email#</td>
<td>
<CFIF structkeyexists(session.permissions,"EditMember")>
<a href="edit.cfm?Member_ID=#Member_ID#">Edit</a>
</CFIF>
</td>
</tr>
</cfoutput>
</table>

```

Application Tiers – 3 Tiers

- Simple 3 Tier Application

Application Tiers– 3 Tiers

```

<cfquery name="qryMemberList" datasource="#request.dsn#">
SELECT firstname,lastname FROM members
</cfquery>
<table>
<tr>
<td>First Name</td>
<td>Last Name</td>
</tr>
<cfoutput query="qryMemberList">
<tr>
<td>#firstName#</td>
<td>#lastName#</td>
</tr>
</cfoutput>
</table>

```

Application Tiers– n Tiers

- n-Tiered Application

Application Tiers– n Tiers

```

<!--
Name: /c01/ShowMemberList.cfm
Description: A template displaying member list from the database
-->
<cfinvoke component="member.cfc" method="getMemberList"
returnVariable="qryMemberList">
<table>
<cf_UITableViewHeaders columns="First Name,Last Name">
<cf_UITableViewData query="#qryMembers#"
columns="#getMembers.columnlist#">
</table>

```

Application Tiers– n Tiers

```

<cfcomponent>
<cffunction name="getMemberList">
<cfquery
name="qryMemberList"datasource="MyDatabase">
SELECT firstName,lastName FROM Members
</cfquery>
<cfreturn qryMemberList>
</cffunction>
</cfcomponent>

```

CFUN3

Buy vs. Build

- Do we really need another ColdFusion discussion forum?
- Do we really need another WYSIWYG editor?
- Do you really need to build it yourself?



CFUN3

Community Involvement

- Mailing lists
 - ✓ CF-talk
 - ✓ ChattyFig
 - ✓ Local user group
- Macromedia Forums
- BLOGs
- CFDJ
- Books
- Conferences



CFUN3

The Macromedia Process Map

<http://www.macromedia.com/resources/techniques>

- Discover
- Define
- Structure
- Design and Prototype
- Build and Test
- Launch
- Evaluate and Maintain



CFUN3

Sites

- <http://www.construx.com>
Steve McConnel
- <http://www.shoottheprojectmanager.com>
Robert Brents
- <http://www.extremeprogramming.org>
- <http://www.agilealliance.org>



CFUN3

Books

- “The Accidental Project Manager”
 - Patricia Ensworth
- “On time within Budget”
 - E.M. Bennatan
- “The Inmates are running the asylum”
 - Alan Cooper
- “Rapid Development”
 - Steve McConnel



CFUN3

Books

- “Necessary, but not sufficient”
 - E. Goldart
- “The Mythical Man Month”
 - Frederick P. Brooks, Jr.
- “Extreme Programming Installed”
 - Ron Jeffries, Ann Anderson, Chet Hendrickson





Q & A

Shlomy Gantz

shlomy@bluebrick.com

<http://www.bluebrick.com>
<http://www.cfkickass.com>

