E-commerce myths and realities essay

Project Manager: This person has the authority to manage the project such as the development of all project deliverables, meeting the deadlines of each module of the project. PM should know what the requirements of the programmers as well as the over all Project. For example, requirements such as use of different tools and latest technologies and providing with sufficient information to reevaluate the Design and Development issues of the project.

Project Team: The team mostly contains programmers who will do the coding part of the application. This may also include the analysts and designers. Responsibility includes understanding, assigning and accomplishing work within the budget, timeline and quality expectations, etc. the team must also communicate with the project manages to inform about scope changes, risk and quality concerns, etc. Conclusion There is a huge market for e-business similar to OGS and effectively managing these companies are very essential. OGS can survive in the market as long as it corrects its mistakes and problems by constantly taking feedback from its customers.

There are many barriers in e-commerce and OGS must to effectively and efficiently manage each phase of the marketing mix. OGS most can not afford to just focus on two or three areas instead it must take into consideration of each component of OGS. Technologies are constantly changing and knowing the environment and its competitors is important to last in the market. Best Practice is an effective means of controlling the implementation of IT projects. It is important to utilize the " Best Practice" for IT projects such as Software developments.

Today, software exists in almost any imaginable device; more and more products are enhanced with software embedded into small scale computers. As software grows more and more important, the need for quality in our software is ever increasing. Large software development project requires a team of programmers rather than a single individual. Software products are not without their problems; some systems do not function as expected or do not even function at all. The network systems are increasingly becoming more software demanding because software is replacing the functionality performed by people and hardware.

Hence, getting the developed software to work properly for the first time is becoming more and more essential. Apart form the cost of developing the software, developer are facing serious challenge when developing large scale software. Remi H. Bourgonjon, director of software technology at Philips Research Laboratory in Eindhoven, states that " The amount of code in most consumer products is doubling every two years," [9]. He also stated that 500 Kb of software will be implemented in television and 2 Kb of software in an electric shaver as well as 30, 000 lines of code in General Motors cars. If software fails, it can affect us profoundly both financially and well as our lives.

Companies need large scale software which is delivered on time with good quality as well as cost effective. The basic problem that the developers are facing today is to cope with the technology changes in both software as well as hardware. Today, software's are more interacting with real life environment. The challenging part is to create total ERROR and bugs free software. ReferenceWilder, C.

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