Project 1 Compared to ‘How to be a Program Manager’, by Joel Spolsky

Joel Spolsky’s essay, entitled ‘How to be a Program Manager’, can be compared and constrained in many ways to my Project 1. They are similar in that the essay explains how the Program Manager must take great pains in integrating internal code with user interface code, and also must be very considerate to customer needs when developing interface components. They are different in that Project 1, so far, has been mostly all coding, and in the essay Spolsky explains how, as a Program Manager, very little coding is done. The essay is relative and irrelevant in various ways; however, Project 1 is still far from complete, and I have a feeling that the contrasts between the two will begin to vanish as the project nears completion.

The article explains how integration of code is a major task, and with larger software projects it is prudent to communicate with all teams. One of the major difficulties that Project 1 is posing for me is integration between different components. The other supreme concern that is putting a lot of pressure on this project is being considerate of user’s wants and needs and implementing them as simple and easy-to-use features. Spolsky’s essay describes how being a Program Manager involves very little actual programming, and it is mostly about handing out tasks to other programmers. In my experience with Project 1, I am doing a whole big bunch of programming; however, I suppose I don’t have anyone to hand out tasks to, so it’s kind of up to me o take care of it all.