

The Crisis in Software: The Wrong Process Produces the Wrong Results

The main idea of this reading is about using wrong process to develop a software. Originally, software development used the waterfall method, which involves a lot of prediction while planning. This method works well with static production development. However, software development is different. It is much more difficult to plan ahead what should be in a software and there are a lot of unforeseen requirement changes. Either because the customers lack the ability to fully describe what they want or the developer could not predict what will be needed, the software development will result in a failure. Because even a small change in software requirement can render previous work useless, it takes longer time to release a software. More importantly, to take requirement changes into account, the developers would need more time planning, which still cannot fully cope with the changing future. Therefore, to fix this problem, we need to change the way to develop a software entirely.

This work was related to what Dr. Walker talked in class about how a lot of software development firms fail because they used wrong process. I also had some direct experience as I planned to develop a software but it turned out entirely different from what I was planned. So, if development process cannot handle changes, then the project will be bounded to failure.

I agree with the author about his view on software development. Software development is not something static and cannot be predicted in the planning phase. Technology changes daily and so do people. It is very hard to make the requirements static and go with what was planned. So, a shorter and cyclic process that involve constant interaction between customers and developers is very much needed.