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TopSpeed DevCon '97

What's So Hard About Development?

 "The sheer joy of making things... useful to other people...in such a tractable medium"
Frederick Brooks

 "A realm of sweaty, white-knuckled survival...where high tech is a constant subliminal hum...'a deranged experiment in social Darwinism'"

- Bruce Sterling

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Are We Hitting The Wall?

• "Computers are in deep trouble...the promise has not been kept...there has been little net productivity gain."

- Thomas Landauer

 "There's always a reason why computer systems fail...too complex for us to predict their behavior...We've lost control"
Gregory Rawlins

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The Curves Are Still Exponential

• "Program a map to display frequency of data exchange...Manhattan and Atlanta burn solid white...Your map is about to go nova"

- William Gibson

• "An immersive virtual environment...9.8×10¹⁵ bits (~one Petabyte) of data...bandwidth of 165 Gigabytes per second"

- Thomas Sterling et al.

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With Friends Like These.

- "The average project experiences a 25% change in requirements during development"
 - Barry Boehm
- "53% of defects disrupt existing features in the process of adding new features"

- Collofello & Buck

• "Misuse [creates] new social problems"

- Forester & Morrison

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Aiming Our Silver Bullets

- Java: "Write once, debug everywhere"
- Intelligent agents:conflicting agendas
- End-user programming: people learn when they care about the task
- · GUIs: a whole new way to miss the point
- Networks: distributed systems > 5 feet apart

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The Java's Brewing Strong

- Rapid adoption on desktops and in devices
- If it were only a language, that would be good enough...but it's much more
- JavaBeans components and CORBA distributed objects are coming quickly
- Server-side Java is more portable, less dependent on GUI quirks

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"Intelligent Agents" Aren't

 Game theory intervenes when agents from different sources interact

- · Scenarios:
 - Inventory management versus spot pricing
 - Scarce-resource allocation versus external costs
- Protocols must enable negotiation and concession

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End-User Programming?

- Programmers' jobs remain secure
- · Building-block metaphors?
 - Crude approximations
 - Fragile connections
 - Poor tolerance for disturbance
- Visual programming tools expose the wrong things

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GUIs Can Get In The Way

- Graphical user interface design should be based on real research about decision making and pattern recognition
- Menus should group choices in appropriate ways that reflect multiple paths
- Slow response is the ultimate unfriendliness
- · We can do better than imitating paper forms

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The	Network	Is	Not	\boldsymbol{A}	Computer

- · Networks are not reliable
- · Networks are relatively slow
- · Objects may not be always available

- Systems should make location irrelevant
- Security is links, not layers: defend in depth
- Trust people, not technology: legitimate participants are source of much fraud

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"Be Not the First by whom the New are Tried..."?

- What is cost of waiting for GA code?
- Early adopters influence 1.0 tools
- Know difference between a "technology" and a "platform"
- · Know when patience is appropriate
- Keep your eye on long-range goals

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"...Nor Yet the Last to Lay the Old Aside"?

- "It's the data, stupid"
- · Every legacy was once the hot new thing
- 3270 and 5250 emulation can't be abandoned yet
- Y2K problems accumulate in multi-layer legacy environments

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- Information and tools have never been easier to acquire
- Technology investment has never been easier to justify
- · Skills have never been more in demand
- Keep the big picture in view

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