**Task 15.8-1:**

*Why is it important to create a strategy for the use of OOA&D?*

Because improper use of OOA&D will lead to bad execution. What I’m trying to say is that if not done correctly, OOA&D will only create confusion between developers. Imagine architects trying to design a house, but they have no strategy for *how* to design it. So they just fire off ideas for rooms and layouts at random, often having to redo work to make new considerations fit, ultimately resulting in a lot of time wasted and a still-somewhat-shoddy product delivered.

Furthermore, developers sometimes must work with systems they are not familiar with, and a lack of strategy means this will not be accounted for. This can result in the developers not fully understanding their tasks, reducing the quality of their creations.

**Task 15.8-2:**

*What is considered when laying a strategy for the use of OOA&D?*

User needs/wants, company resources (Technology/Economy/Others), Developer skills for a given task. The criteria for the product is decided during analysis, and Technology is decided during design.

**Task 3&4 described above megalul**.