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Some things that I found interesting after doing the reading was the motive behind software development and to make sure the product is viable before going head first into development. Starting with the mindset of making software was interesting because it provided me with a whole new perspective. Developing software with profit in mind could lead to the exact opposite, less profit due to poor understanding of what the user wants or even wants to use. Instead one should strive to make software usable and desirable to the user. Meaning that the software is easy to use and easy to understand. Also what I found interesting is making sure that the software being developed is actually wanted. And by doing that is to find and talk to people about the project idea (the possible users) and to see if the software idea holds any ground in reality with user want. Thus saving time and money instead spending it on a software project that users do not want.