**Andrew Dykman - Business Concepts for Application Developers - Homework 1 - 7/4/2012**

**Assignment 1.1:**

1.) I agree with all aspects and characteristics of an employee listed in Chapter 1, with the exception of creativity and dress in some situations. In my experience, I find that programmers who work on a team are limited to create programs to the specifications of the company, following guidelines given to them by their project manager, and the project manager is restricted to what the customer wants. There is very limited room for creativity in a corporate or large scale programming corporation or company, and breaking the guidelines set by your project manager to "do your own thing" is a very bad practice. I would also tend to disagree with dress in some cases, as some companies have a casual dress policy (for example, there is a extremely successful software company making millions of dollars here in Salt Lake City that programs games for the iPhone such as the massively popular "Infinity Blade". They are based out of an old warehouse downtown, and their employees allowed to come in to work in casual dress.) In other cases I would say dress is mandatory, such as if you were presenting your software to the board at IBM. Dress is simply a situational thing. In some cases it is professional and appropriate, if not required. In other cases people would be confused as to why you came to work in a suit and tie when everyone else was dressed casual when that was okay with company policy.

2.)

q1.) a, b, c, d.

q2.) b, c, d, e.

q3.) c, d, e.

q4.) a, b, d, e, h.

q5.) d.

q6.) a, b, c.

q7.) a, b, c, d, e.

q8.) a.

3.) The primary difference between a trade and a craft, is that a trade or craft, unlike a profession, describes a job as being a service of manual dexterity or physical labor, whereas a profession is primarily intellectual. For example, doctors and programmers practice a profession, whereas plumbers and auto mechanics practice a trade.

4.)

q1.) Mission, Ideology and Vision.

q2.) a.

q3.) a.

q4.) a.

q5.) Specific, Measurable, Assignable, Realistic, Time related

q6.) True.

q7.) a, b, c, d, e.

q8.) True.

q9.) b, d, e, f.

5.) An organization's goals and objectives relate to its corporate identity because they are exactly what makes up the identity of said organization. These in essence are exactly what defines what the organization is, just the same way as a person's haircut, eyes, facial hair, etc. make up what a person's appearance is. There is no difference, they are just the smaller parts of a larger identity.