**2. New systems generate new problems.**

When building a new system, we will not be able to check all the problems that the system may encounter. If you build an old system, you can anticipate possible errors and can easily find solutions online. If we build a new system, we must be very careful in checking and analyzing business otherwise the system will have problems.

**16. A complex system designed from scratch never works and cannot be patched up to make it work; you have to start over, beginning with a working simple system.**

A complex system designed from the ground up will often fail to work, hard to find bugs that make it impossible to patch it. It's really big so when there's a problem, you won't be able to tell where the problem lies. So my advice and experience is to break it down into small systems or functions and do them one by one. This will make it easier to check for errors as well as easier to maintain and repair

**22. Complex systems usually operate in failure mode.**

This premise is absolutely correct. Because I am part of an online game server development team, when developing a certain feature it is difficult for us to calculate the possible problems. At that time, the player will report the error and then our side (the developer) will be responsible for fixing that error.

**24. The mode of failure of a complex system cannot ordinarily be predicted**

When building a complex system, even though it has been analyzed and implemented very carefully, risks cannot be avoided. For example, “Disaster warning system” is developed based on carefully processed data, but due to environmental impacts such as natural disasters or human impacts, the data is incorrect ( Naturally, there will be a cycle, but due to some influence, it is skewed.) Therefore, the results obtained by ""Disaster warning system" give incorrect results. Therefore, to overcome this situation, we must rely on a network of institutions that can be restructured, so that we can respond to any problems that arise. Although there will be exceptions, we can reduce errors effectively

**26. The larger the system, the greater the possibility of unexpected failure**

In my personal opinion, a large system will grow from a small system. So the larger the system, the more difficult it will be to manage. Large systems will fail more often, if not monitored and corrected in time, the system will have a very high chance of crashing. And another thing, the larger the system, the heavier the processing work. This leads to unexpected errors