

## Thoughts on “Software is Hard”

Creating software is one of the harder professions, simply because there is not just one way to make it. About the Chandler’s saga, Kyle Wilson wrote about the many problems occurred with just how the program should be structured, and what it was even supposed to do. Was it to be a web base program, or peer-to-peer? With every new person added to the team another set of ideas where added. Programmers have different ways of doing things, and if left to their own devices you will end up with a Frankenstein monster of miss matched parts, sewn together. Software is hard since there is no good measure of what good software is until its fully finished and reviewed for how well it works and the features it adds to the market. Is it how many lines of code? Or should it be how little of code had written to run effectively. Software is hard since there is “No Silver Bullet”.