While working at FamilySearch doing my internship, there was a project that I was assigned. It was to implement the page for the World Wide Indexing Event 2015. I was given the designs and started to work on them when there was something I noticed would not be possible in the design. These designs had been approved by the stakeholder and he was constantly checking up because this was a huge event. When I told everyone that there was something that needed fixed they told me that I just had to be creative and that was how it had to be.

“While, as we shall see, the user can establish safeguards and checkpoints to gain visibility into the development process, the prime responsibility for software success is the developer's.”

This quote applies because the stakeholder was the primary user I was developing for and they could see into it all. They chose what happened and I had to make it happen. Sometimes we are given assignment that seem impossible or really hard. As developers it is our duty to see these things happen. If it’s impossible, we don’t just say it can’t be done, but also give a solution to the problem. Research it and figure out something you could do that would look decent or work as a work around. When developers do this, it makes it that much easier for a stakeholder to decide in favor of the developer. That is something I learned at my internship.

“Software auditing makes visible to management the current status of the software in the life cycle product audited. It also reveals whether the project requirements are being satisfied and whether the intent of the preceding baseline has been fulfilled.”

I disagree with this statement by the author. Sometimes there is progress being made that cannot be monitored through the life cycle of the software. Research needs to be done but cannot always be shown that it is happening. It can give developers ideas but still no code has been written.