

1 Lecture 1: April 3, 2023

Building great software is hard.

- $2/3$ of projects are late.
- $1/4$ of projects have been canceled.
- $1/2$ of projects run over budget¹.

Poor planning, users wanting more and more features (with them misunderstanding), and buggy released software are some causes.

¹Usually what happens if your projects are late