

Learn by Failing

- Failure is said to be the best way to learn.
- What do we need to learn?
 - what the requirements are
 - all aspects of the problem space (the *gotchas*)

FDD - Strategies to Make Failure Less Painful / Bothersome

- iteration
- recursion / divide-and-conquer
- automation - rearrange, then push a button to rebuild everything
- layering design (see “Recursive Design, Iterative Design By Example (2), section “Bug 2” and section “Layering Solutions”)
 - [https://guitarvydas.github.io/2021/04/20/Recursive-Design,-Iterative-Design-By-Example-\(2\).html](https://guitarvydas.github.io/2021/04/20/Recursive-Design,-Iterative-Design-By-Example-(2).html)
- indirection
- create a notation, SCN (low-cost)
 - punt to toolbox languages
 - punt to foreign functions (DI & Details Kill)
- asking Why?