Flexibility vs. Waterfall (con't)

- I can throw all of my code away and re-start, if I discover that that is the best choice.

- I like Lisp because it lets me be cavalier with my code.

- I dislike C because it makes me calcify my decisions early in the process

  - Calcification is a hidden form of *waterfall* design

  - I imagine that Rust has this same problem, as do most statically-typed languages

- Normalizing data achieves design flexibility (I favour triples)

WIP

- I'm not finished yet

- I hope to give periodic updates on progress

- periodic means days (not months/years)