

Fail Fast

- divide problem, choose greatest risk, greatest unknown
- experiment with / implement unknown
- if unknown becomes known, defer it and choose next greatest risk (which is, now, the greatest risk)
- if unknown is “impossible”, then fail and backtrack
 - redefine the problem / solution
- Testing cannot prove that a device works, but testing can prove that a device does not meet its specifications

Scientific Method is a Fail Fast Methodology

- *A scientific theory* is one which is *falsifiable*
- one can't prove a theory to be correct - 1 data point can only *support* a theory, but cannot prove it
- one can only disprove a theory - 1 data point can kill a theory