

# FDD

- Failure-Driven Development
- most of the time, the requirements will change
- most of the time, a design will have flaws in it
- most of the time, the implementation will need to be debugged and need repairs
- the number of failures >> the number of successes
- plan for failure, since failure happens more often than success

# FDD How?

- fail fast
- build in backtracking => automation
- look to compiler technologies, transpilation
- Notations, not Languages nor DSLs