I1 - From your point of view, what is sustainability in terms of software?

P - I think sustainability, from my experience has been about trying to create software that can exist past the lives of a projects in the way our projects are funded you tend to get two or three years or something trying to create something. Sustainability for me means that this project needs to continue on, and that means not using a lot of bespoke code, you want to try and reuse things as much as possible and let someone else be the maintainer of that. And that's how you get it to sustain itself, and lots of updates and stuff can be done automatically without you having to maintain and debug and things like that. Hum, so yeah.

I1- Which attributes or features the software has that makes you believe that it is sustainable?

P - Hum, usually I would look online on a repository for libraries and I would see when it was last updated, at probably I'd look at the , hum the, if it's in version control then it's a good start, it's in github or social coding website and that's usually a sign that it's at least accessible by everyone and it's open and it's not going to be closed books. And I check that, and the project has been running for say, over a year. That's has been constant updates for over a year. That would be a clear indicator that it's a sustainable module.

I1 - I see. Regarding the software you've developed, was sustainability a consideration?

P - Most of the software as I said I try to reuse libraries as much as possible from other people. Hum.. When. Yeah, I'm not really sure. A lot of it that we use is components.
I1 - Yeah, that s ok. Was sustainability a consideration since the beginning or it became a consideration after some point in time in the project?

P - Yeah, I think it was after a period of time for me personally to kind of embrace the idea of reuse and sustainability. I think I remember writing a little script at one point to just try to find the geo location of an ip address. I remember spending a lot of time doing it then we put that code in. And then it fell apart and I spent more time than I needed fixing this bloody piece of code that wasn't supposed to be important. And then I recall seeing a library elsewhere that was constantly updated and highly recommended and since then I've been a keen advocate.

I1- Have you worked on any projects that were not sustainable? If so, were there any consequences of it not being sustainable?

P- I think so. I worked, so I was again for project01, but I was employed by the Employer01. And they wanted me to give them an instance of Project01, like a deployment of the code base of Project01 but bespoke for them. So what I did was, I took the Project01 code, I deployed it on their server, and then I modified it to suit their needs. Because I made this branch away from the other code base, it meant that it was unreconcilable, I couldn't update the code to what has been developed for Project01, which meant it was kind of frozen in time. I keep pulling all these updates and it meant anything you did, you needed to do it manually. If there was a feature on the new Project01 I had to pull it in so, in the end. We kind of fixed that in the end. We started pulling everything back into Project01 and making it all configurable. But yeah, definitely didn't work, so well.

I1 - I see, well that is all I have for you today. It is supposed to be really quick.