SOFTWARE IS A WICKED DESIGN

Software design is the process of defining components, interfaces, and other characteristics of a software system to meet specified requirements.

It involves making decisions about how the system will be structured, organized and implemented to archive desired functionality. Its aims to creating a blueprint for developers to follow during the implementation phase

A wicked problem refers to a complex issue that is difficult to design, has no clear solution and often involves conflicting requirements.

They are often ambigious and evolving making them challenging to address using traditional problem-solving methods.

Software design is considered a wicked design because;

* **Complexity**; software can be incredibly complex with numerous interacting components and dependencies making managing challenging.
* **Ambiguity**; requirements for software systems are often contradictory making it difficult to determine what exactly needs to be built.
* **Multiple stakeholders**; software development typically involves various stakeholders with differing requirements such as end-user, and regulators. Balancing all these interests can be hard.
* **Emergent properties**; software systems often exhibit evolving properties meaning that the behavior of the system as a whole cant be entirely predicted from the behavior of its individual components.
* **Unforeseen consequences**; changes made in one part of a software systems can have unintended consequences elsewhere. These effects can be challenging to anticipate and lessen leading to unexpected challenges during development.