

Dreaming in Code Questions

Overarching Themes

Pay attention / record the various roles that software engineers have on the Chandler Project.

Pay attention / record the many scheduling issues related to Chandler Project.

Chapter 0

1. Who wrote “software is hard?” Who is that guy?
[Donald Knuth](#)
2. Programmers start counting at what number?
[0](#)
3. What was the original sense of a “hacker?”
[A type of programmer](#)
4. According to a 2002 NIST study what % of software came in significantly late, over budget, or was canceled?
[66.6%](#)
5. Who wrote the 1987 essay entitled “No Silver Bullet?”
[Frederick P. Brooks Jr.](#)

Chapter 1

1. What roles in the Chandler project did Michael Toy, John Anderson, Ted Burgess, Mitchell Kapor, and Lou Montulli hold.
[They are programmers. Michael Toy is the lead, John Anderson is a systems architect.](#)
2. What is “Bugzilla?”
[It’s a bug management program.](#)
3. What is OSAF?
[Open Source Applications Foundation](#)
4. What is the projects name?
[Chandler](#)
5. What will the software do?
[Manage information of the “personal” variety.](#)
6. What is Toy’s keyword for “black hole” bugs?
[scary](#)
7. What scared Toy so much about Bug 44?
[Ultimately, he had no idea how much time it would take to resolve.](#)
8. What did Toy refer to as a “snake?”
[An important problem with no plan of action.](#)
9. In the software world, what does “slippage” mean?
[Lateness of software development](#)
10. Fredrick Brooks was a programming manager for what software project?
[The operating system of the IBM System/360](#)
11. What is Brooks' Law?
[“Adding people to a late software project makes in later”](#)

12. Brooks found what % of project time was spent writing code?
.1666666666%
13. Brooks found what % of project time was for testing and fixing bugs?
50%
14. Brooks observed that the unit of effort named “man-month” only applied under what conditions?
When tasks can be split between workers and they don’t have to communicate between each other.
15. What is the difference between source code and the program you install (.exe) on your computer?
The source code gives opportunity for others to easily inspect and modify. The install program does not.
16. What is the one “article of faith” that all “open source” or “free” software advocates share?
“Open” software will improve much better than “closed” software.
17. What is the difference between a “good” programmer and a “great” programmer?
A great programmer know what to rewrite.
18. Eric Raymond’s book “The Cathedral and the Bazaar” made a distinction between two important project development ideas, briefly contrast them.
Closed vs. open development.
19. Has “open source” software project development refuted Brooks’s “mythical man-month” concerns?
No, open source confirms Brooks’ law. It’s like a Rotary engine. It is less efficient, but works faster because the sheer volume of “strokes/work.”
20. What was Andy Hertzfeld’s input when the Chandler project appeared to have stalled?
Stop designing and start coding.

Chapter 2

1. Linus Torvalds used a “science” and “witchcraft” analogy referring to software, explain.
He compares traditional software to witchcraft...guarded and in secret. Open sources like science people building upon each other.
2. People often refer to starting their computer as “booting” their computer. What was the origin of this term?
The computer must pull itself up by it’s bootstraps.
3. Where was the graphical user interface (GUI) developed?
Palo Alto, CA
4. List three software project “train wrecks.”
Virtual Case File project, Innovate by Mc’Ds, Everest by Ford.

Chapter 3

1. When introducing a new technology or design, why did Frederick Brooks advise “plan to throw one away?”
He says this because it probably won’t be right the first time.
2. What is a “core” dump? Why the use of the word core?
The old computers would store memory in wire coils called ferrite cores. Therefore the use of the word core carried over even though cores were no longer used. A core dump is a memory dump.

This happens when there is an error and the computer stops makes of file showing what it's memory content was when the error occurred.

3. Rather than writing program statements in binary code, 110101110 1001101111, programmers developed a shorthand language called what?
assembly language
4. Adding layers of abstraction, new programming languages were created: Lisp, Cobol, Algol, Basic. Fortran was the first widely used. What kind of program converted Fortran to binary?
compiler

Chapter 4

1. What do “front ends” and “back ends” mean to software developers?
The front end is general where a user interacts with a program. The back end is more behind the scenes and its hopefully only seem by the programmers. The front end draws of the back end.
2. What did the Lego Hypothesis refer to?
“Programs will be built out of reusable parts”
3. Give one reason why the Lego Hypothesis seems to not work so well.
Often times parts of programs and not very similar or reusable.

Chapter 5

1. What is the three-way trade-off that many software projects struggle to overcome.
Cost, speed & quality
2. What is the more recent definition of “geek?”
“Geek: A person who has chosen concentration rather than conformity; one who pursues skill and imagination, not mainstream social acceptance.”
3. What does “refactoring” mean to programmers?
Rewrite code to make it better
4. What is “yak-shaving?”
An activity that seems pointless, but solves problems that eventual lead to solving the real problem.

Chapter 6

1. What is term “edge cases” referring to in software development?
2. Summarize briefly Linus Torvalds advice about “large projects” give in 2004

Chapter 7

1. Briefly describe Hungarian notation
2. What does the author state is the “...single most challenging demand of software development.”

Chapter 8

1. What does “eat your own dogfood” mean?
2. Quote: “When people ask for numbers that far out, the traditional thing that engineers do”
When discussing the timeline for Chandler, how was the quote above completed?

Chapter 9

1. Structured programming evolved to address what programming practice?

2. Was structured programming a solution to the problem of software development?
3. Have any techniques shown to improve the software development process?
4. The “waterfall model” of programming was/is popular. What were some problems with this model?
5. What are the four tenets of Agile Software Development?
6. What did a 2004 study find about the development practices of some two hundred software team leaders?
7. What is the “Joel Test” and what did he say about Microsoft and the Joel Test.
8. What is Rosenberg’s Law?

Chapter 10

1. Chapter 10 is about the notion of “Software Engineering” and the difficulty of applying this label to the development of software. The author suggests that Yertle the Turtle provides an important lesson for programmers. Describe it.

Remaining Pages

Complete the reading reflecting on the Chandler Projects **scheduling** issues and the various **project roles** that were important on the project.