



FIGURE 14-6. Salginatobel Bridge

Programming, like architecture, is a story of practice. We had better avoid being dogmatic, and instead focus on what works:

Architecture is a hazardous mixture of omnipotence and impotence. Ostensibly involved in “shaping” the world, for their thoughts to be mobilized architects depend on the provocations of others—clients, individual or institutional. Therefore, incoherence, or more precisely, randomness, is the underlying structure of all architects’ careers: they are confronted with an arbitrary sequence of demands, with parameters they did not establish, in countries they hardly know, about issues they are only dimly aware of, expected to deal with problems that have proved intractable to brains vastly superior to their own. Architecture is by definition a *chaotic adventure*. (Koolhaas et al. 1998, p. xix)

Architecture is a chaotic adventure because beautiful architecture alone is not enough; not only beauty, but also usefulness, is the law for architecture and programming alike.