508 - Obsolescence

Design Principle 8: Anticipate obsolescence

☐ Plan for changes in the technology or environment so the software will continue to run or can be easily changed
- Avoid using early releases of technology
- Avoid using software libraries that are specific to particular environments
- Avoid using undocumented features or little-used features of software libraries
- Avoid using software or special hardware from companies that are less likely to provide long-term support
- Use standard languages and technologies that are supported by multiple vendors

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------ AVOID 3rd party dependencies that may no longer be maintained etc ------

Help to avoid >>>

- Depend on the least amount of things as possible
   o Maybe if it's a small function, could you just build that yourself?
- Avoid early versions of software (or updates just released) etc
- Avoid using environment specific code (i.e. only works on a Mac)
- Avoid using undocumented features
- Avoid using old hardware /old software