Second-system effect

The **second-system effect** (also known as **second-system syndrome**) is the tendency of small, elegant, and successful systems to be succeeded by over-engineered, bloated systems, due to inflated expectations and overconfidence.[1]

The phrase was first used by Fred Brooks in his book *The Mythical Man-Month*, first published in 1975. It described the jump from a set of simple operating systems on the IBM 700/7000 series to OS/360 on the 360 series, which happened in 1964.[2]

See also

- Anti-pattern
- Feature creep
- Inner-platform effect
- Osborne effect
- Software bloat
- Sophomore slump
- Unix philosophy

References

1. Raymond, Eric. "Second-system effect" (http://catb.org/jargon/html/S/second-system-effect.html). *The Jargon File*. Retrieved 24 Jun 2013.
2. Brooks Jr., Frederick P. (1975). "The Second-System Effect". *The Mythical Man-Month: essays on software engineering* (https://archive.org/details/mythicalmanmonth00broo/page/53). Addison Wesley Longman. pp. 53–58 (https://archive.org/details/mythicalmanmonth00broo/page/53). ISBN 0-201-00650-2.

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External links

- "Things You Should Never Do" (http://www.joelonsoftware.com/articles/fog0000000069.html), by Joel Spolsky, about the Netscape project
- Rewriting Software (http://notes-on-haskell.blogspot.com/2007/08/rewriting-software.html), in Notes on Haskell
- Rewrites Considered Harmful? (http://www.neilgunton.com/doc/rewrites_harmful) by Neil Gunton
- The Big Rewrite (http://chadfowler.com/2006/12/27/the-big-rewrite.html) by Chad Fowler
- "Improve things from 70% to 90%, but not from 90% to 110%" (http://petr-kubac.blog.cz/1810/second-system-effect) by Petr Kubáč

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