

MAN-MONTH (Brooks, 1975, 1995)

7 programming + FUN
MAGIC OF MYTH + LEGEND

Q → 14 All PROGRAMMERS = OPTIMISTS

25 Adding MANPOWER TO late PROJECT = LATER

47 worst buildings = TOO great a budget

55 SECOND SYSTEM EFFECT

74 Tower of Babel: TECH. - NO COMMUNICATION

100 SMALL PROGRAM = EASY % budgeting

Q → 103 REPRESENT. = ESSENCE OF PROGRAMMING.

Q → 115 ABOVE ALL, TRY SOMETHING

117 PLAN FOR CHANGE

123 SYSTEMS PROJ = ENTROPY. DEFYING

PROGRAM MAINTENANCE = ENTROPY ↑

148 Scaffolding / Dummy FILES

155 SHARP MILESTONES

164 PROGRAM: 2 FACES - MAN → COMP. + COMP. → MAN

169 SEPARATE FILES / FLOW CHARTS = Folly % SELF-DOCUMENTING PROGRAM

Q → 179 NO SINGLE DEVEL. = IMPROVEMENT

182 SOFTWARE = INTERLOCKING FUNCTIONS

* → : ESSENTIALLY COMPLEX

* → : COMMUNICATION = PROBLEM

: TECHNICAL + MANAGERIAL

184 - ARBITRARY

- COMPLEXITY b/c CONFORMITY

- CHANGEABILITY

* → - INVISIBILITY / NOT VISUALIZABLE

186 high-level language: ABSTRACTION CLARIFICATION + DIMINISHING RETURNS

* → · Ø = MORE IMPORTANT THAN LANGUAGE ITSELF (Ada)

190 A.I.: multiple defs.

1. prior only HUMANS : sliding meaning

2. HUMAN RULES

194 Graphical Programming:

* → · NO ADVANCES likely

· E.G. FLOW CHART

* 195 SOFTWARE ≠ 2-DIMENSIONAL SYSTEM

199 COMPLEX SOFTWARE: HARD TO IMAGINE
GROW '10 BUILD

203 DESIGNER INTERACTION NECESSARY

* 217 SOFTWARE ≠ 3-D

Q 226 COMPLEXITY = BUSINESS WE ARE IN.

* 250 SOFTWARE ≡ MOST COMPLEX HUMAN THING

255 COHERENCE

CONCEPTUAL INTEGRITY

260 WIMP INTERFACE

264 - OBSOLESCENCE

226 WORKSPACE + PERFORMANCE

288 SOFTWARE ENGIN.: IMMENSE STAGE