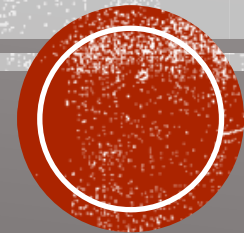


CS 428 WEBSTER #6

Winter 2021

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#6: PITFALLS OF MODERN SOFTWARE ENGINEERING

- Derived from my 1995 book **Pitfalls of Object-Oriented Development**
- First few sections really were universal and applied to adopting any new technology or methodology (“TOM”)

MANAGERIAL PITFALLS

- Using the wrong developers
- Using the wrong metrics (or none at all)
- Lying to yourself and others
- Not identifying and managing risks
- Adopting a technology or methodology without well-defined objectives
- Misjudging relative costs
- Allowing new features to creep (or pour) in
- Allowing the specification to drift or change without agreement
- Attempting too much, too fast, too soon
- Abandoning good software engineering practices

POLITICAL PITFALLS

- Not educating and enlisting management before the fact
- Underestimating the resistance
- Overselling the technology or methodology
- Not recognizing the politics of architecture
- Getting religious about the technology or methodology
- Getting on the feature release treadmill
- Betting the company on a given technology or methodology
- Picking the wrong horse

CONCEPTUAL PITFALLS

- Adopting a new technology or methodology for the wrong reason
- Thinking a new technology or methodology comes for free
- Thinking a new technology or methodology will solve all your problems
- Confusing buzzwords with concepts
- Confusing tools with principles
- Confusing training with skill
- Confusing prototypes with finished products
- Confusing approach with results
- Asking the wrong questions