

After 20 years (1995)

- conceptual integrity is still crucial even for small teams
- WIMP (windows/icon/menus/pointer) is a triumph of integrity
- the waterfall model is just wrong
- put testing as early as possible, not just at end
- don't build a throwaway system - better solution is incremental development - "progressive refinement" - having a working system at all times
- information hiding is correct (Parnas) - raises the level of software design (abstract)
- ADT discipline is easy to enforce
- people are everything (almost)
- creativity comes from people, not from structures or processes

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- most surprising developments
 - millions of computers
 - shrink-wrap software
- software engineering is not hopeless - just immature - tar-pit continues