Brooks – No Silver Bullet

What is the fundamental dichotomy that Brooks makes about software systems? Why is it important? What is the difference between the two sets of characteristics?

Why is complexity such a problem? What can we do about it?

For each characteristic:
- Why is it important and how does it affect what we do?
- What can we do about it – ie, what does and doesn’t work?
- What are the practical implications for developers?
- What are the research implications?

Why is design so important?

What to great designers do differently from ordinary designers?