Subject: Re: Why Do We Accept Software that Needs Fixing
Posted by Wayne Parham on Sat, 14 Jan 2017 16:41:05 GMT
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It's not even just software - it's internet connected devices too.

The reason companies do this is to try and be fast out the door, usually fast onto the shelf but sometimes just fast to ass a new feature. They are trying to stay competitive, but I think it often backfires. People get frustrated, just like you've described.

Both you and I are manufacturers. We both know the development lifecycle. We've both been manufacturing since before software/firmware updates through the internet was possible. So to you and I - We are both keenly aware of the necessity of complete testing and device hardening before a product leaves our facilities and gets into the customers hands.

But engineers of the millennial generation don't think this way. They think they can always push features and even bugfixes onto their devices remotely. So they heavily truncate the R&D cycle. That's one reason why so much stuff sucks these days. That and the push for features without much regard for hardening.