

# Re: Per the discussions of Software Engineering

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"John Larkin" <[jjlarkin@xx](mailto:jjlarkin@xx)> wrote in message [news:tbcl23hg9nks7douregfemr83spqcgmopk@xxxxxxxxx](mailto:news:tbcl23hg9nks7douregfemr83spqcgmopk@xxxxxxxxx)

It ain't an oxymoron if it's true. It's possible to write solid error-free code, but most programmers aren't interested; they have other agendas.

One of the contracts we currently have is with a Big Name company (hundreds of millions in capitalization, many multi-million dollar government contracts, that sort of thing), and what does this big company want us to provide them with on a regular basis?

How many "lines of code" we've written.

Given how utterly meaningless such a metric is these days, with GUI builders and other code "wizards" "writing" thousands of lines of code for you, better programmers typically using substantially fewer lines of code to accomplish the same task as beginning programmers -- and more readably and reliably to boot --, etc., it's not even worth pointing this out to come and debating it. We just comply and accept their payments...

Said big company uses "pair programming" internally, where two folks sit side by side and co-author/critique/debug code as it's being written. I'd tend to agree that, yeah, the result probably is reasonably bug-free, but I think this result comes at the price of rather low productivity -- IMO a better solution is to just hire better programmers in the first place.

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