

Anti-patterns

Business & organizational

Law of triviality(bikeshedding)

trivial items are discussed and analyzed over more important matters.

Analysis paralysis

sometimes a good design is better than perfect design in term of resources.

Bleeding edge technologies

use new tech because it is new

Sunk cost fallacy

decision to continue or abandon base on the budget spend.

Design by committe

decition is made by committee not expert.

Groupthink

give wrong decision under group pressure

Moral hazard

one person takes more risks because someone else bears the cost of those risks

Silos

isolated teams only relies on hierarchy to communicate

vendor lock-in

depending on technology from a vendor

Project management

90 90 rule

project completion time underestimated during the early stages of development

Smoke and mirors

sales and manage teams eager to gain customers may make promises beyond tech team can do

Software agents

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Design patterns

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