

# Should features be designed as intelligent agents?

- **No**, if **incomplete requirements** (often!)
  - “read the user’s mind”??
- **Yes**, if missing requirements can be derived from specified higher principles (by, e.g., **negotiation**)
  - . . . and if we can afford intelligence & negotiation

# Is this suitable for critical components?

- **No!**
  - features: non-monotonic changes
  - new features easily **violate** (implicit) critical **assumptions**
  - agents: **dependable** remedy??

Are non-monotonic revisions a recipe for software disasters?

- **Yes**, if done in an **uncontrolled** way
  - “spaghetti code”
- **No**, if **information hiding principle** is observed
  - see “families of programs”

Does the world need features?

- **Yes**, necessary for ad-hoc solutions
- **in the long run**: convert to **family of programs**

How many lives have been lost by feature interactions?

- Quite some.

How many lives have been saved by FI detection & resolution?

- None?