The following table (adapted from McConnell, 1998) shows that mistakes in software engineering can be related to the people, the process, the product and/or the technology.

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| **Mistakes in Software Engineering** |
| **People Related Mistakes** | **Process-Related Mistakes** | **Product-Related Mistakes** | **Technology-Related Mistakes** |
| 1. Undermined motivation2. Weak/problem employees3. Heroics 4. Adding people to a late project 5. Noisy, crowded offices 6. Friction between developers and customers 7. Unrealistic expectations 8. Lack of effective project sponsorship 9. Lack of stakeholder buy-in10. Lack of user input11. Politics placed over substance12. Wishful thinking  | 13. Overly optimistic schedules 14. Insufficient risk management 15. Insufficient planning 16. Abandonment of planning under pressure 17. Wasted time during the front end 18. Inadequate upstream activities 19. Inadequate design 20. Inadequate quality assurance 21. Insufficient management controls 22. Omitting necessary tasks from estimates 23. Planning to catch up later 24. “Code-like-hell” programming  | 25. Requirements gold-plating 26. Feature creep27. Developer gold-plating 28. Push-me, pull-me negotiation  | 29. Silver-bullet syndrome 30. Overestimated savings from new tools or methods 31. Switching tools in the middle of a project 32. Lack of automated source-code control  |

**QUESTION:**

**Listed above are the mistakes that cause of software problems. Which do you think is a primary cause? Why?**