

Murphy's Law

Information Technology Corollaries



Software/programming corollaries

- ⊕ Law of Debugging: The difficulty of debugging software is directly proportional to the number of people who will ultimately use it.
- ⊕ Law of Neurosis: The chances of software being neurotic (developing bugs spontaneously without apparent reason) is directly proportional to the confusion such neurosis can cause.
- ⊕ Law of Available Space: If there are n bytes in a crucial software program, the available space for its convenient storage or loading is equal to $n-1$ bytes.
- ⊕ Law of Software Compatibility: If two programs are chosen at random, the probability that they are compatible is equal to zero.
- ⊕ First Law of Bad Sectors: The probability of software being mutilated by bad sectors is directly proportional to the value and/or importance of the programs.
- ⊕ Second Law of Bad Sectors: When a program is mutilated by bad sectors, the damage will occur at the point(s) that result in the most frequent and/or severe errors when the program is run.
- ⊕ Law of Option Preferences: When two people share a computer, their software option preferences will differ in every possible way.
- ⊕ Law of Expectation: Consumer expectations always outpace advances in software technology.
- ⊕ Law of the Titanic: Bug-free software isn't.

Hardware corollaries

- ⊕ Law of Inconvenient Malfunction: A device will fail at the least opportune possible moment.
- ⊕ Law of Cable Compatibility: If you choose a cable and a connector at random, the probability that they are compatible is equal to zero.
- ⊕ Law of Hardware Compatibility: The probability of a given peripheral being compatible with a PC is inversely proportional to the immediate need for that peripheral.
- ⊕ Law of Bad Sectors: The probability that an untested CD will have a fault is directly proportional to the importance of the data written onto the CD.
- ⊕ First Law of Selective Gravitation: When an object is dropped, it will fall in such a way as to cause the greatest possible damage to itself and/or other objects on which it lands.
- ⊕ Second Law of Selective Gravitation: The tendency for an object to be dropped is directly proportional to its value.
- ⊕ Law of Reality Change: Unalterable hardware specifications will change as necessary to maximize frustration for personnel affected by said specifications.
- ⊕ Law of Safe Tape Storage: Backup tapes carefully stored in a bank vault will never fail unless the only other copy of source code is accidentally erased.
- ⊕ Law of Expectation: Consumer expectations always outpace advances in hardware technology.

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