

Murphy's Law

If anything can go wrong, it will

Murphy's Law

If there is a possibility of several things going wrong, the one that will cause the most damage will be the first one to go wrong

Murphy's Law

If nothing can just go wrong, it will anyway

Murphy's Law

If there are 4 possible ways in which something can go wrong, and you circumvent these, then a 5th way, unprepared for, will immediately occur

Murphy's Law

Left to themselves, things tend to go from bad to worse

Murphy's Law

If things seem to be going well, you have obviously overlooked something

Murphy's Law

Nature always sides with the hidden flaw

Murphy's Law

**O'Toole's Commentary on Murphy's Laws -
Murphy was an optimist**

Murphy's Law

Ginsberg's Theorems

- you can't win
- you can't break even
- you can't even quit the game

Murphy's Law

Forsyth's Second Corollary to Murphy's Law - just when you can see the light at the end of the tunnel, the roof caves in.

Murphy's Law

Weiler's Law - nothing is impossible for the person who doesn't have to do it themselves

Murphy's Law

The Laws of Computer Programming - any given program, when running, is obsolete

Murphy's Law

Any given program costs more and takes longer each time it is run

Murphy's Law

If a program is useful, it will have to be replaced

Murphy's Law

If a program is useless, it will have to be upgraded

Murphy's Law

Any given program will expand to over-fill the available memory

Murphy's Law

The value of a program is inversely proportional to the amount it costs

Murphy's Law

Program complexity grows until it exceeds the capability of the programmer who must maintain it

Murphy's Law

Addition to Murphy's Law - in nature, nothing is ever right, therefore, if everything is going right... something is wrong

Murphy's Law

Brook's Law - if at first you don't succeed, hire a consultant

Murphy's Law

Grosch's Law costs increase as the square of the computing power

Murphy's Law

Golub's Laws of Computerdumb - fuzzy project objectives are used to avoid the embarrassment of estimating the corresponding costs

Murphy's Law

A carelessly planned project takes 3 times longer to complete than expected; a carefully planned project takes five times as long

Murphy's Law

**Osborn's Law: variables
won't; constraints aren't**

Murphy's Law

***To err is human,
but to really
screw up you
need a computer***

Murphy's Law

**Any system that
depends on human
reliability is unreliable**

Murphy's Law

**Gubarsky's Law of
Cybernetic Entomology:
there's always at least
one more bug**

Murphy's Law

**Groutman's Postulate:
profanity is the one
language understood by
all programmers**

Murphy's Law

**It won't be until a
program has been in
production for 6
months the the most
harmful error will be
discovered**

Murphy's Law

Cables & card that absolutely can't be connected in the wrong way will be

Murphy's Law

Switchable cables won't.

Murphy's Law

Weinberg's Second Law of Relativity: if builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization

Murphy's Law

Sumperson's Law: the probability of anything happening is in inverse ratio to its desirability or need

Murphy's Law

Gummidge's Law: the amount of expertise varies in inverse proportion to the number of statements understood by the general public

Murphy's Law

Symurgy's 1st Law of Evolving System Dynamics: once you open a can of worms, the only way to recan them is to use a larger can- old worms never die, they just worm their way into larger cans

Murphy's Law

Harvard's Law, as applied to computers: under the most rigorously controlled conditions of pressure, temperature, volume, humidity, and other variables, the computer will do as it damn well pleases.

Murphy's Law

Battinger's Law: it works better if you plug it in

Murphy's Law

Henkinson's Law: But even then it won't work

Murphy's Law

Koerner's Five Thumb Postulate: experience varies directly with equipment ruined

Murphy's Law

Cheop's Law: nothing ever gets built on time or within budget

Murphy's Law

Beaumont's Rule of Accuracy: when working toward the solution of a problem, it always helps if you know the answer

Murphy's Law

Wymurg's 7th Exception to Murphy's Law: when it rains it floods

Murphy's Law

Fudder's Laws: anything that begin well ends badly, anything that begins badly ends worse

Murphy's Law

Westheimer's Rule: to estimate the time it takes to do a task, estimate the time you think it should take, multiply by 2 and change the unit of measure to the next highest unit. Thus we allocate 2 days for a 1 hour task

Murphy's Law

Stockmayer's Theorem: if it looks easy, it's tough. If it looks tough, it's damn near impossible

Murphy's Law

Atwood's Corollary: No books are lost by lending except those you particularly needed to keep

Murphy's Law

Johnson's Third Law: If you miss one issue of any magazine, it will be the issue that contains the article, story, information, or installment that you were most anxious to read

Murphy's Law

Corollary of Johnson's Third Law: All of your friends either missed it, lost it or threw it out

Murphy's Law

Harper's Magazine Law: You never find the article until you replace the equipment

Murphy's Law

Brooke's Law: Adding manpower to a late project makes it even later

Murphy's Law

Nagle's Fourth Law: Once a job is fouled up, anything done to improve it will only make it worse

Murphy's Law

Heatherkile's Rule: Whatever you did, that's what you planned

Murphy's Law

Flap's Law: Any inanimate object, regardless of its position, configuration, or purpose, may be expected to perform at any time in a totally unexpected manner for reasons that are either entirely obscure or else completely mysterious.

Murphy's Law

Jukes' Axiom: The number of potholes in the road or speed bumps in the parking lot proportionally increases in relation to the amount of data stored on the hard drive *Murphy's Law*

Collins' Law: If you can't make a mistake, you can't make anything.

Murphy's Law

Rabinovitch's Rules of Sane Dialogue: Everyone who matters is stupid now and then

Murphy's Law

If I'm being stupid, that's my problem.

If my being stupid makes you stupid, that's your problem.

If you think you're never stupid, boy are you stupid! *s Law*