

An Engineers Fascination With Gadgets

To the engineer, all matter in the universe can be placed into one of two categories:

- (1) things that need to be fixed,
- and
- (2) things that will need to be fixed after you've had a few minutes to play with them.

Engineers like to solve problems. If there are no problems handily available, they will create their own problems.

Normal people don't understand this concept; they believe that if it ain't broke, don't fix it.

Engineers believe that if it ain't broke, it doesn't have enough features yet.

No engineer looks at a television remote control without wondering what it would take to turn it into a stun gun.

No engineer can take a shower without wondering if some sort of Teflon coating would make showering unnecessary.

To the engineer, the world is a toy box full of sub-optimized and feature-poor toys.