

What should we collect to preserve software?

- Reading copies of source code
 - Machine-readable when possible, otherwise on paper
- Compilable copies of source code.
 - Presumes that the original software development environment is available or can be simulated
 - Depending on the complexity, that also may require collecting
 - Macro libraries, include files, precompiled libraries, etc.
 - Software development tools and files (“make”, “lib”, “link”, etc.)
- Ready-to-run object code
 - Presumes that the original execution environment is available or can be simulated
- Documentation
 - User manuals
 - Installation manuals
 - Logic manuals and flowcharts
 - Development design notes
 - Books and research papers
- Marketing material
 - Trade show and sales collateral
 - Advertisements
 - Press releases
- The user’s experience
 - Videotapes and photos of the software in operation
 - Interviews with early or important users
 - Profiles of typical users
- The developer’s experience
 - Videotaped interviews and photos of developers and other people involved
 - Written reminiscences
 - Biographies of key people
 - Timeline history of milestones and releases
- The business experience
 - Published reviews
 - Information about the companies involved in development, marketing, sales and support
 - Sales history
 - Competitive environment