

What We Know About the Global Microsoft Outage

I was sitting in front of my school laptop working on a project when suddenly my screen turned black. I frantically tried to press control and save my work, but it was no use the BSoD appeared and I sadly admitted defeat. The feeling of a blue screen is all too familiar to me, the seemingly random occurrences that don't even provide me with some sort of error code. I've tried everything to try to fix the issue, but nothing seems to work. Thus, when news came out that the BSoD happened to Windows devices world wide I could totally sympathize with those affected. For those that aren't aware of what happened, on July 19th Windows devices worldwide were effectively blue-screened due to a bug in a new update of CrowdStrike Falcon, a service meant to prevent cyber attacks.

Also as a self-taught programmer, I understand the complexity of coding and the ease with which mistakes can be made. There are just so many small errors that you can make without knowing it and once you have tons of code to deal with finding mistakes can be painstakingly hard. The mistake that caused the bug was a very common error in C++ that had gone unnoticed.

This really makes me feel sorry for the engineer who made this small error. It really is extremely easy to make a mistake while coding no matter how experienced you are; we need to recognize that mistakes in programming are inevitable. Instead of placing all the responsibility on individuals, we should focus on improving processes and implementing strict regulations and failsafes to catch errors before they escalate. I'm hopeful that after this incident a small bug won't be able to cause this much damage ever again.