As a former software developer and current manager of software
development please consider
the fsf.org's position on these issues as speaking for me and a
majority of my local peers.

Software patents hurt individuals by taking away our ability to control
the devices that now exert such strong influence on our personal
freedoms, including how we interact with each other. Now that computers are
near-ubiquitous, it's easier than ever for an individual to create or
modify software to perform the specific tasks they want done -- and
more important than ever that they be able to do so. But a single software
patent can put up an insurmountable, and unjustifiable, legal hurdle for
many would-be developers.

The Supreme Court of the United States has never ruled in favor of the
patentability of software. Their decision in Bilski v. Kappos further
demonstrates that they expect the boundaries of patent eligibility to be
drawn more narrowly than they commonly were at the case's outset. The
primary point of the decision is that the machine-or-transformation
test should not be the sole test for drawing those boundaries. The
USPTO can, and should, exclude software from patent eligibility on other
legal grounds: because software consists only of mathematics, which is not
patentable, and the combination of such software with a general-purpose
computer is obvious.

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