
Software is fundamentally math. Finding a new way to do something in software is like finding a new way to solve a math problem. I can't patent my method for solving a problem on my math exam; if I could, then I would immediately do so and then sue any of my peers who used the same solution.

In a math problem, there's usually only one obvious solution. Sure, there are always a few others, but the vast majority of my classmates who took the same test solved that problem using the same method. Software is very similar: there is usually only one obvious solution to a problem.

I am a college student studying computer science. I learn math by solving problems in math which have already been solved; likewise, I learn to program by solving problems in software which have already been solved. As a student, it is crucial to me that I am able to experiment freely with my software. Software patents pose a frightening risk to that freedom. The USPTO should exclude software from patent eligibility.

Thanks for your time! You probably have a lot of these emails to go through, but I hope you have a great day. :-)

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