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| **Category:**  Environment  **Name:**  E.1  **Components:**  All components(if changed)  **Stage:**  Design(unless changed),else Architecture | **Description:**  Run on standard computers | **Flexibility:**  None  **Changeablility:**  A change of environment from standard computers to different computer types | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.1  **Components:**  One component  **Stage:**  Architecture | **Description:**  Simulating various inputs types | **Flexibility:**  None  **Changeablility:** | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.2  **Components:**  One component  **Stage:**  Architecture | **Description:**  identify output data and compare it to expected output | **Flexibility:**  None  **Changeablility:**  A change of environment from standard computers to different computer types | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.3  **Components:**  One component  **Stage:**  Architecture | **Description:**  Emulate several different hardware devices and their functions | **Flexibility:**  **Changeablility:** | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.4  **Components:**  Two components  **Stage:**  Implementation | **Description:**  Input and output components should gracefully recover if the tested system crashed | **Flexibility:**  None  **Changeablility:** | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.5  **Components:**  One component  **Stage:**  Architecture | **Description:**  Restarting the tested system from a certain point after a system crash | **Flexibility:**  Yes, latency for restarting the test could be increased  **Changeablility:**  No need for checkpoint(not likely), No need for restart at all(not likely) | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.1  **Components:**  Several components  **Stage:**  Architecture | **Description:**  Adding new input mechanisms | **Flexibility:**  **Changeablility:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.2  **Components:**  One component  **Stage:**  Architecture | **Description:**  Adding new hardware emulation mechanisms | **Flexibility:**  **Changeablility:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.3  **Components:**  One component  **Stage:**  Architecture | **Description:**  Adding new software emulation mechanisms | **Flexibility:**  **Changeablility:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.4  **Components:**  One component  **Stage:**  Architecture | **Description:**  Adding new testing techniques | **Flexibility:**  **Changeablility:** | **Impact:** |

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| --- | --- | --- | --- |
| **Category:**  Performance  **Name:**  P.1  **Components:**  One component  **Stage:**  Architecture | **Description:**  Handling large throughput of dat | **Flexibility:**  None  **Changeablility:**  . | **Impact:** |