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| **Decomposability**  Decomposability is the ability to divide the system into independently testable components. When testing we need to be able to break the system down into components that can be tested in isolation. As long as the component respects its contract with the other dependent components in the system there should be no need to test the other components. | **Simplicity**  Simplicity is how easy the system is to understand. When testing we need to be able to understand the system in order to determine when, where and why problems may occur. The more inputs, moving parts and interactions in the system the more opportunity for failure there is, resulting in a system that’s more difficult to test. |
| **Controllability**  In order to be able to test effectively we need to be able to identify and control the critical variables in the environment that influence how the system behaves. Controllability provides the ability to control the system in order to visit each of the systems important states. | **Observability**  Observability is our ability to see everything important in the system. When testing we need to be able to see what’s happening in the system to determine where problems may be occurring. Our actions can have secondary impacts, with low observability these impacts are often hidden until too late. |