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| **Decomposability**  Decomposability is the ability to divide the system into testable components. When testing we need to be able to break the system down into components and tested in isolation. As long as the component respects its contract with the other dependent components, there is less 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 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**  Controllability provides the ability to control the system to visit each of the systems important states. To be able to test we need to be able to identify and control the critical variables that influence how the system behaves. | **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. Actions can have secondary impacts, with low observability these impacts stay hidden until too late. |