

Padhy et al. (2019) explain that reusing software can deliver excellent products as they make use of resources efficiently. This is supported by Belli and Quella (2021), who mention that time and price are lessened while maximising earnings during software reuse. According to Mehboob et al. (2021), Reusability is the use of software that already exists in another place and form. In order to recreate software data and codes easily, they should be recorded in a manner that is easy to understand so that other developers can reuse them (van Atteveldt et al., 2019).

My peers and I ranked the Reusability Factor listed in Padhy et al. (2019) differently. We have different experiences and findings, and with my lack of background in software development, I had to base my ranking on the survey results yielded from developers by Capilla et al. (2019), which they presented in a table form. Since 'Source code, components' came out on top, I placed 'Architecture driven approach (ADP)' and 'An algorithm used in the program (AP)' as the first two top level priorities in my list. 'Modules in the program (MP)' was placed last, due to my reasoning that the instructions should only be shared after testing and execution. However, it is important to take note of the suggestion and ranking of my peers, who placed MP higher in their prioritised list, at 5th and 6th, respectively.

In conclusion, the value of reusing software is significant, as they can eliminate unnecessary spending and use of resources. Also, the Reusability Factors can be ranked differently, and can depend on either the experience or research of an individual. Once actual software development is experienced, these rankings can change. Nonetheless, these factors should be considered in order to promote the effective reusability of software.

## References:

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