
510 - Testability

Some applications are easy to test and automate, others are significantly less so. Now, it is a well-known fact in the software development industry that the earlier a bug is found, the cheaper it is to fix. The question, then, is how to find bugs as quickly and efficiently as possible. A good answer is to design and write code in a way that is very friendly to testing. The measure of such friendliness is usually called “testability”, and it can be summed up as four principles.

If you are writing lots of code for testing - consider automation!!
