ilities

Reusability
- The ability to use some or all of the aspects of the preexisting software in other projects with little to no modifications

Security
- The software is able to withstand and resist hostile acts and influences

Maintainability
- A measure of how easily bug fixes or functional modifications can be accomplished

Portability
- The software should be usable across a number of different conditions and environments

Performance
- The software performs its tasks within a time-frame that is acceptable for the user, and does not require too much memory

Scalability
- The software adapts well to increasing data or number of users

Compatibility
- The software is able to operate with other products that are designed for interoperability with another product

Reliability
- The software is able to perform a required function under stated conditions for a specified period of time

Usability
- The software user interface must be usable for its target user or audience

Robustness
- The software is able to operate under stress or tolerate unpredictable or invalid input

Extensibility
- New capabilities can be added to the software without major changes to the underlying architecture

Fault-tolerance
- The software is resistant to and able to recover from component failure