Reusability

[Return to Glossary](#)

[See 4.2.3.2 Reusability](#)

Reusability is the use of existing assets in some form within the software product development process; these assets are products and by-products of the software development life cycle and include code, software components, test suites, designs and documentation. The opposite concept of Reusability is **leverage**, which modifies existing assets as needed to meet specific system requirements. Because reuse implies the creation of a separately maintained version of the assets[clarification needed], it is preferred over leverage.

Source: https://en.wikipedia.org/wiki/Reusability

From:
https://www.omgwiki.org/dido/ - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:r:reusability

Last update: **2021/10/03 23:37**