Reusability

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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

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