MoldApp

Sistema Osoaren Eskakizunen Zehaztapenak

# Sarrera

Dokumentu honen bitartez, sortuko den sistema osoaren eskakizunak zehaztuko dira.

# Eskakizun funtzionalak

Ondorengo funtzionalitateak edukiko ditu:

* Amaierako soluzioa, web aplikazio bat izango da.
* Bertan dauden datuak kanpora ateratzeko aukera izango dute (kanpo analisi bat egiteko aukera)
* 4 erabiltzaile mota egongo dira:
  + Administradore edo analista
  + Diseinatzaileak
  + Programatzaileak
  + Bezeroak
* Zenbat ekintzak automatizatzeko aukera izango dute, soilik erabiltzaileen beharrik ez dutenean.
* Moldea sortzeko hainbat fase egongo dira. Ondorengo hauk izango dira:
  + Hasierako fase: Hainbat bide egon daitezke fase honetan.
    - Aplikazio batzuk hartu (egindakoak edo egingo direnak) eta haien arteko elementu komunak aztertu
    - bezero batek planteatutako arazoari azterketa egin.
    - Molde bat hartu eta hobekuntzak egin nahi badira.
  + Elaborazio fasea: Diseinatzaile eta programatzaileen artean moldea sortzen joango dira.
  + Test fasea : Moldea sortu ondoren aztertu ea elementu komun gehiago egon daitezkeen. Hala bada, hasierako fasera bueltatuko da.
  + Amaierako fasea: Test-a egin ondoren eta dena ondo dagoelarik, moldearen dokumentu eta aplikazioa erabiltzaile guztien eskuragai egongo dira. Bai proiektu kanpoan egon diren beste erabiltzaileentzat.

# Sistemaren ezaugarriak

## Erabilgarritasuna

Sortuko den sistema erabilgarritasun ona izan behar da. Hau da, erabiltzaileek egingo dituzten ekintza guztiak modu erraz batean. Horretarako, ikasketa labur eta egoki bat jarraituko dute.

## Fidagarritasuna

Fidagarritasuna

## Errendimendua

Errendimendua

## Mantenua

Mantenua

# Sistemaren interfazeak

[Interface Requirements are part of the + in the FURPS+ classification of supporting requirements. Define the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and so forth, so that the software can be developed and verified against the interface requirements.]

## Erabiltzaileen interfazeak

[Describe the user interfaces that are to be implemented by the software. The intention of this section is to state requirements relating to the interface. Interface design may overlap the requirements gathering process.]

### Look & Feel

[Provide a description of the spirit of the interface. Your client may have given you particular demands such as style, colors to be used, and degree of interaction and so on. This section captures the requirements for the interface rather than the design for the interface.]

### Diseinu eta nabigazioen eskakizunak

[Capture requirements on major screen areas and how they should be grouped together.]

### Iraunkortasuna

[Consistency in the user interface enables users to predict what will happen. This section states requirements on the use of mechanisms to be employed in the user interface. This applies both within the system and with other systems and can be applied at different levels: navigation controls, screen areas sizes and shapes, placements for entering / presenting data, terminology.]

### Erabiltzailearen pertsonalizazioa eta pertsonalizazioaren eskakizunak

[Requirements on content that should automatically displayed to users or available based on user attributes. Sometimes users allowed to customize the content displayed or to personalize displayed content.]

## Kanpoko interfazeak

[Are there any external systems with which this system must interface? Are there any constraints on the nature of the interface between this system and any external system, such as the format of data passed between these systems, and any particular protocol used? Consider both provided and required interfaces.]

### Software Interfazeak

[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this SRS, but with which this software application must interact.]

### Hardware Interfazeak

[This section defines any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, and so on.]

### Komunikazio interfazeak

[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, and so on.]

# Negozio arauak

[Business rules are statements that define or constrain some aspect of the business. Business rules are often represented as production rules when they are meant to be directly executed by an IT System: a production rule is an independent statement of programming logic that specifies the execution of one or more actions in the case that its conditions are satisfied. Production Rules define the operation semantic for the system in a technologic independent way. They constrain the behavior expressed in system use cases.

Organize this document on rule classes, a high level grouping of candidate or actual rules about one **business concept** with a specific kind of **logic processing**, example: Driver Risk Assessment Rules or Customer Validation Rules.]

## <Rule class name>

### <Rule name and ID>

[The description defines the rule. It can be made in natural language typically following a decision table or a pattern like: if [condition-list] then [action-list], example:

If there are at least 3 items of the same type in the customer shopping cart and each item’s value is greater than $30 then give to the customer a voucher whose value is 10% of the cheapest item.]

# Sistemaren murriztapenak

[Constraints are part of the + in the FURPS+ classification of supporting requirements. Describe any design; implementation or deployment constraints on the system being built that have been mandated and must be adhered to. Examples include software implementation languages, prescribed use of developmental tools, third-party components or class libraries, platform support, resource limits and requirements on the shape, size or weight of the resulting hardware housing the system.]

# Sistemaren betetzea

## Lizentzia eskakizunak

[Define any licensing enforcement requirements or other usage restriction requirements that are to be exhibited by the software.]

## Lege, Copyright edo Bestelako Oharrak.

[This section describes any necessary legal disclaimers, warranties, copyright notices, patent notice, wordmark, trademark, or logo compliance issues for the software.]

## Arau aplikagarriak

[This section describes by reference any applicable standards and the specific sections of any such standards that apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, and so forth.]

# Sistemaren dokumentazioa

[Describes the requirements, for on-line user documentation, help systems, help about notices, and so on. Set expectations for the documentation and to identify who will be responsible for creating it.]