

ACT016
Métricas de SW
Alumno: Christian del C. Tuyub López
21/02/2019

Métricas	Explicación	Valor										
NEntryA	<table><tr><td>Acción de Entrada</td><td>Estado</td></tr><tr><td>Emit message</td><td>INVALID</td></tr></table>	Acción de Entrada	Estado	Emit message	INVALID	1						
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Emit message	INVALID											
NExitA	No hay acciones de salida	0										
NA	<table><tr><td>(Hacer/Actividad)</td><td>Estado</td></tr><tr><td>Dial Tone</td><td>GET TONE</td></tr><tr><td>Check(Complete number)</td><td>DIALING</td></tr><tr><td>Busy tone</td><td>BUSY</td></tr><tr><td>Ring</td><td>RINGING</td></tr></table>	(Hacer/Actividad)	Estado	Dial Tone	GET TONE	Check(Complete number)	DIALING	Busy tone	BUSY	Ring	RINGING	4
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NSS	Estados: IDLE GET TONE DIALING DISCONNECTING BUSY SPEAKING INVALID RINGING CONNECTING	9										
NCS	Estados Compuestos ACTIVE	1										

NE	<p>Uno por cada flecha etiquetada que conecte dos estados en el diagrama</p> <table border="1"> <thead> <tr> <th>Evento</th><th>Estado Origen</th><th>Estado Destino</th></tr> </thead> <tbody> <tr> <td>Pick Up</td><td>IDLE</td><td>ACTIVE</td></tr> <tr> <td>Hang Up</td><td>ACTIVE</td><td>IDLE</td></tr> <tr> <td>Push Digit(n)</td><td>GET TONE</td><td>DIALING</td></tr> <tr> <td>After(15 sec)</td><td>GET TONE</td><td>BUSY</td></tr> <tr> <td>Push Digit(n) (incomplete number)</td><td>DIALING</td><td>DIALING</td></tr> <tr> <td>After(15 sec) (incomplete number)</td><td>DIALING</td><td>BUSY</td></tr> <tr> <td>Push Digit(n) (Complete number AND Valid /Connect)</td><td>DIALING</td><td>CONNECTING</td></tr> <tr> <td>Push Digit(n) (Complete Number AND Invalid)</td><td>DIALING</td><td>INVALID</td></tr> <tr> <td>Connected</td><td>CONNECTING</td><td>RINGING</td></tr> <tr> <td>Answer/ conversation</td><td>RINGING</td><td>SPEAKING</td></tr> <tr> <td>Hang Up</td><td>SPEAKING</td><td>DISCONNECTING</td></tr> </tbody> </table>	Evento	Estado Origen	Estado Destino	Pick Up	IDLE	ACTIVE	Hang Up	ACTIVE	IDLE	Push Digit(n)	GET TONE	DIALING	After(15 sec)	GET TONE	BUSY	Push Digit(n) (incomplete number)	DIALING	DIALING	After(15 sec) (incomplete number)	DIALING	BUSY	Push Digit(n) (Complete number AND Valid /Connect)	DIALING	CONNECTING	Push Digit(n) (Complete Number AND Invalid)	DIALING	INVALID	Connected	CONNECTING	RINGING	Answer/ conversation	RINGING	SPEAKING	Hang Up	SPEAKING	DISCONNECTING	11
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NT	Transiciones			13
estado origen		estado destino		
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IDLE		ACTIVE		
ACTIVE		IDLE		
PUNTO		GET TONE		
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