Concept Patches Specification

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# How to play it

Aquí ustedes explican como se juega esa joda con pantallazos y todo el pedo

# Concepts and Definitions

* **Technical Debt:** Quantification of the implied cost of additional maintenance work in future caused by making trade-offs now to deliver software faster.
* **Feature:** A property, like operation or attribute, which is encapsulated within a classifier, such as an interface, a class, or a datatype.
* **Design:** The part of the software development process whose primary purpose is to decide how the system will be implemented.
* **Development:** A set of partially ordered steps performed for a given purpose, such as constructing models or implementing models.
* **Refactoring:** Process of editing code to reduce or eliminate technical debt, generally undertaken to reduce code smells.
* **Analysis:** Formulate a model of the problem domain defining what to do next.
* **Architecture:** The organizational structure and associated behavior of a system.
* **Repository:** A facility for storing object models, interfaces, and implementations.
* **Constraint:** A semantic condition or restriction.
* **Component:** A modular, deployable, and replaceable part of a system that encapsulates implementation and exposes a set of interfaces.
* **Comment:** An annotation attached to an element or a collection of elements.
* **Cardinality:** The number of elements in a set.
* **Attribute:** A feature within a classifier that describes a range of values that instances of the classifier may hold.
* **Implementation:** A definition of how something is constructed or computed.
* **Interaction:** A specification of how stimuli are sent between instances to perform a specific task.
* **Method:** The implementation of an operation. It specifies the algorithm or procedure associated with an operation.
* **Model:** An abstraction of a physical system with a certain purpose.
* **Package:** A general purpose mechanism for organizing elements into groups.
* **Parameter:** The specification of a variable that can be changed, passed, or returned.
* **Requirement:** A desired feature, property, or behavior of a system.
* **Utility:** A stereotype that groups global variables and procedures in the form of a class declaration.
* **Reference:** A denotation of a model element**.**
* **Projection:** A mapping from a set to a subset of it.
* **Procedure:** Coordinated set of actions that models a computation, such as an algorithm.
* **Git:** Free and open-source, secure, distributed version control system designed to achieve speed and efficiency even in large projects.

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