


Especificación de Requerimientos




Herramientas de Word

- **Títulos**
 - **Tablas de contenidos**
 - **Historial de revision**
- 



Especificacion de requerimientos

- **SRS (siglas en ingles)**
 - **Acuerdo con el cliente**
 - **Definicion para el equipo de desarrollo**
- 



Template 1

1 Introduction

- 1.2 Purpose

- 1.2 Intended use

- 1.3 Intended audience

- 1.4 Scope

- 1.5 Definitions and Acronyms

2. Overall Description

- 2.1 User Needs

- 2.2 Assumptions and Dependencies

3. System Features and Requirements

- 3.1 Functional Requirements

- 3.2 External Interface Requirements

- 3.3 System Features

- 3.4 Nonfunctional Requirements

<https://www.perforce.com/blog/alm/how-write-software-requirements-specification-srs-document>





Template 2

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Revision History

Name	Date	Reason For Changes	Version
Libor Buš	June 10, 2016	Export of Demo Software Requirements Specification from ReqView 2.1.0	1
Libor Buš	June 12, 2019	Export of Demo Software Requirements Specification from ReqView 2.6.2	2
Tomas Novacek	June 23, 2020	Update of Scope section	3



Template 3

Table of Contents for a SRS Document

1. Introduction

- 1.1 Purpose
- 1.2 Document Conventions
- 1.3 Intended Audience and Reading Suggestions
- 1.4 Project Scope
- 1.5 References

2. Overall Description

- 2.1 Product Perspective
- 2.2 Product Features
- 2.3 User Classes and Characteristics
- 2.4 Operating Environment
- 2.5 Design and Implementation Constraints
- 2.6 Assumptions and Dependencies

3. System Features

- 3.1 Functional Requirements

4. External Interface Requirements

- 4.1 User Interfaces
- 4.2 Hardware Interfaces
- 4.3 Software Interfaces
- 4.4 Communications Interfaces

5. Nonfunctional Requirements

- 5.1 Performance Requirements
- 5.2 Safety Requirements
- 5.3 Security Requirements
- 5.4 Software Quality Attributes



Template 4

SOFTWARE DEVELOPMENT AGREEMENT

This Software Development Agreement ("Agreement") is made and effective this June 29, 2000, by and between Business A, a Inc. ("Buyer") and _____ ("Developer").

NOW THEREFORE, in consideration of the mutual promises herein contained, the parties hereto agree as follows:

1. Duties and Responsibilities.

Developer shall serve as a contractor of Buyer and shall design, develop, and implement applications software (the "Software") according to the functional specifications and related information, if any, attached hereto as Exhibit A and incorporated herein by this reference (the "Specifications") and as more fully set forth in this Agreement. Developer acknowledges that it has been contracted for this specific task, and that it shall report all findings and make all recommendations directly to the management of Buyer. The Software, including all versions in either source code or object code form, shall be delivered to Buyer not later than _____ [Completion Date].

2. Ownership of Software.

Developer agrees that the development of the Software is "work made for hire" within the meaning of the Copyright Act of 1976, as amended, and that the Software shall be the sole property of Buyer. Developer hereby assigns to Buyer, without further compensation, all of its right, title and interest in and to the Software and any and all related patents, patent applications, copyrights, copyright applications, trademarks and trade names in the United States and elsewhere. Developer will keep and maintain adequate and current written records with respect to the Software (in the form of notes, sketches, drawings and as may otherwise be specified by Buyer), which records shall be available to and remain the sole property of Buyer at all times. All versions of the Software shall contain Buyer's conspicuous notice of copyright. Developer will assist Buyer in obtaining and enforcing patent, copyright and other forms of legal protection for the Software in any country. Upon request, Developer will sign all applications, assignments, instruments and papers and perform all acts necessary or desired by Buyer to assign the Software fully and completely to Buyer and to enable Buyer, its successors, assigns and nominees, to secure and enjoy the full and exclusive benefits and advantages thereof.

3. Compensation.

A. Buyer shall pay Developer _____ [Purchase Price] as follows: _____ [Payment Method].

B. Subject to Buyer's prior approval, Buyer will reimburse Developer for all reasonable out-of-pocket expenses, including, but not limited to, air fare, lodging, meals and rental of automobiles incurred by Developer during the development of the Software on behalf of Buyer.

4. Independent Contractor.

Developer is acting as an independent contractor with respect to the services provided to Buyer. Neither Developer nor the employees of the Developer performing services for Buyer will be considered employees or agents of Buyer. Buyer will not be responsible for Developer's acts or the acts of Developer's employees while performing services under this Agreement. Nothing contained in this Agreement shall be construed to imply a joint venture, partnership or principal-agent relationship between the parties, and neither party by virtue of this Agreement shall have any right, power or authority to act or create any obligation, express or implied, on behalf of the other party.



Template a usar

1. Caratula

Titulo

Autores (tabla con APELLIDO, Nombre y mail)

Proposito (indicar que encuentra el lector en el doc, para que va a servir, quien lo utilizara, etc...)

2. Indice

3. Glosario LEL

Tabla con los simbolos y las descripciones

4. Contexto

Descripcion coloquial del dominio / negocio en el que se introduce la app

Limites de la app (indicar explicitamente elementos fuera del alcance).

Suposiciones (asumciones) / Restricciones / Dependencias

5. Requerimientos

Use Cases

Requerimientos no funcionales (especificacion obligatoria, implementacion optativa)

Prototipos / Mockups de las pantallitas

6. Casos de prueba

Escenarios de prueba de las reglas del sistema (optativamente test del resto del sistema)

Descripcion de los datos iniciales (para especificar las pruebas)

7. Arquitectura

Diagrama de arquitectura

Diagrama de clases

Diagramas de secuencia (3) de casos de uso representativos de interacción entre componentes



FIN