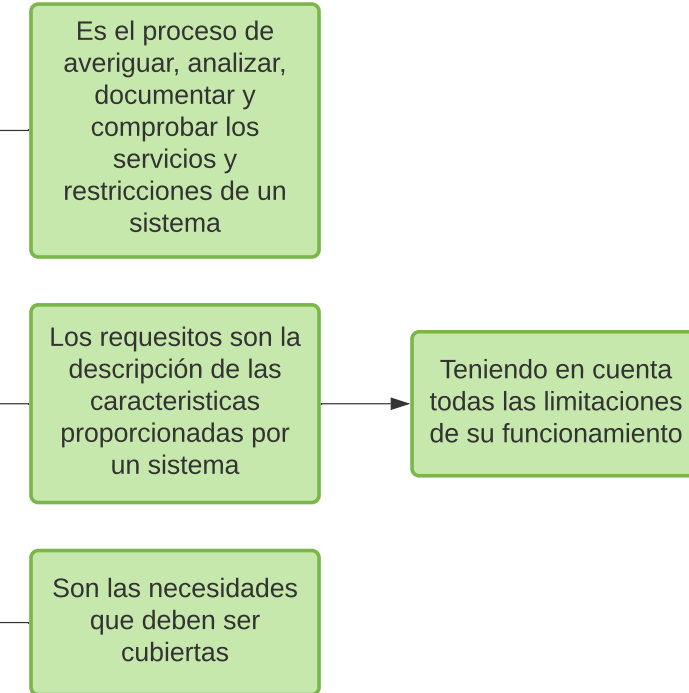
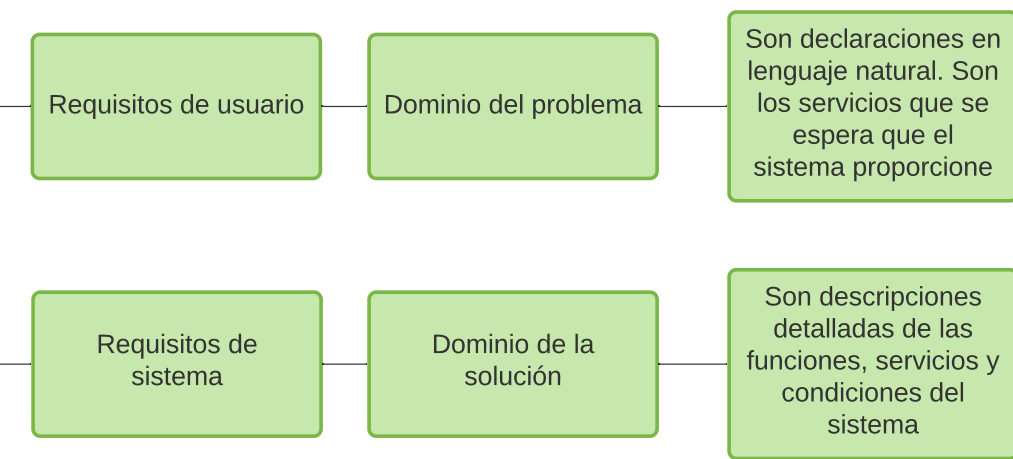


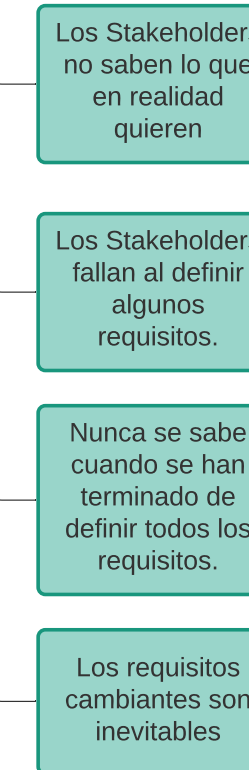
## ¿Qué es la ing de requerimientos?



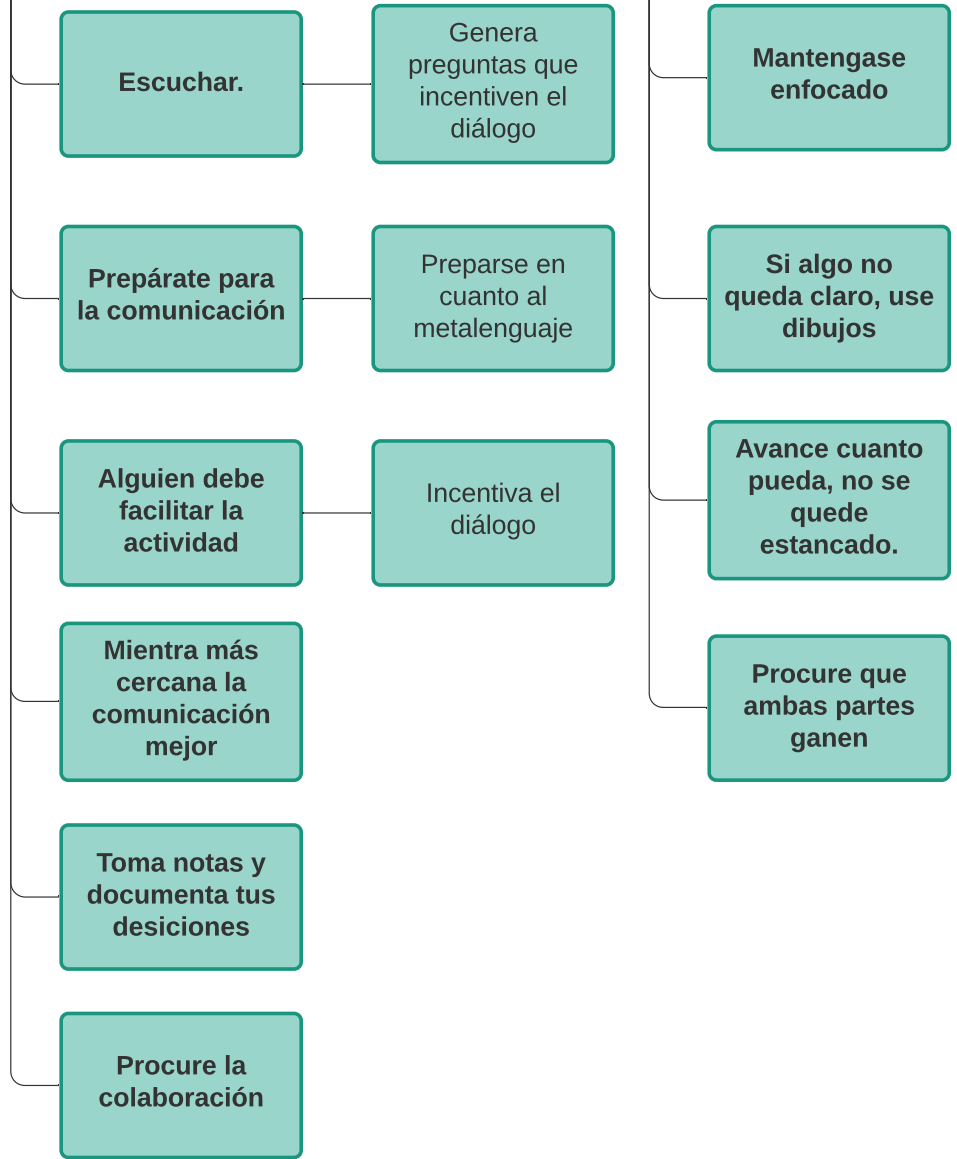
## Requisitos de usuario y de sistema



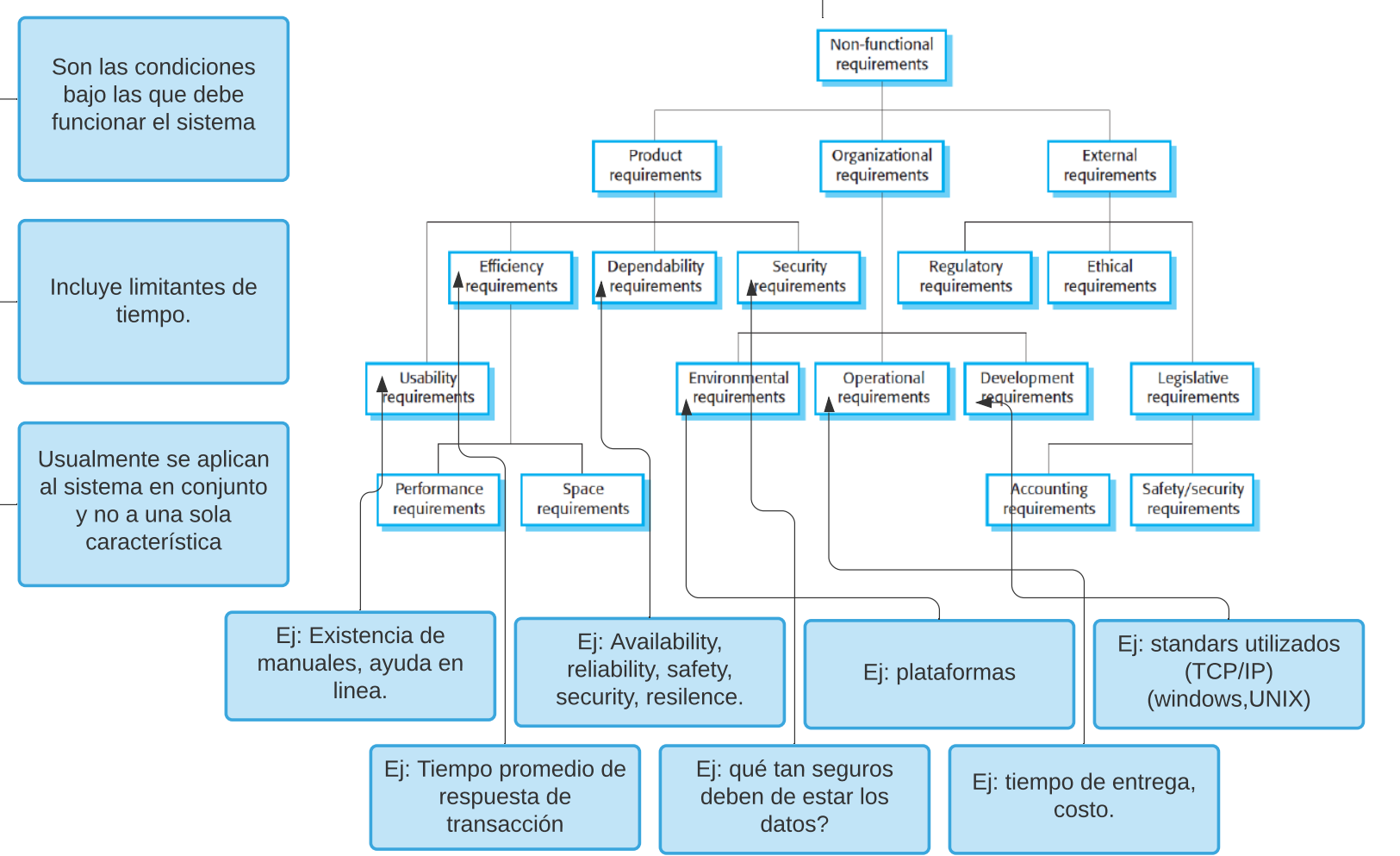
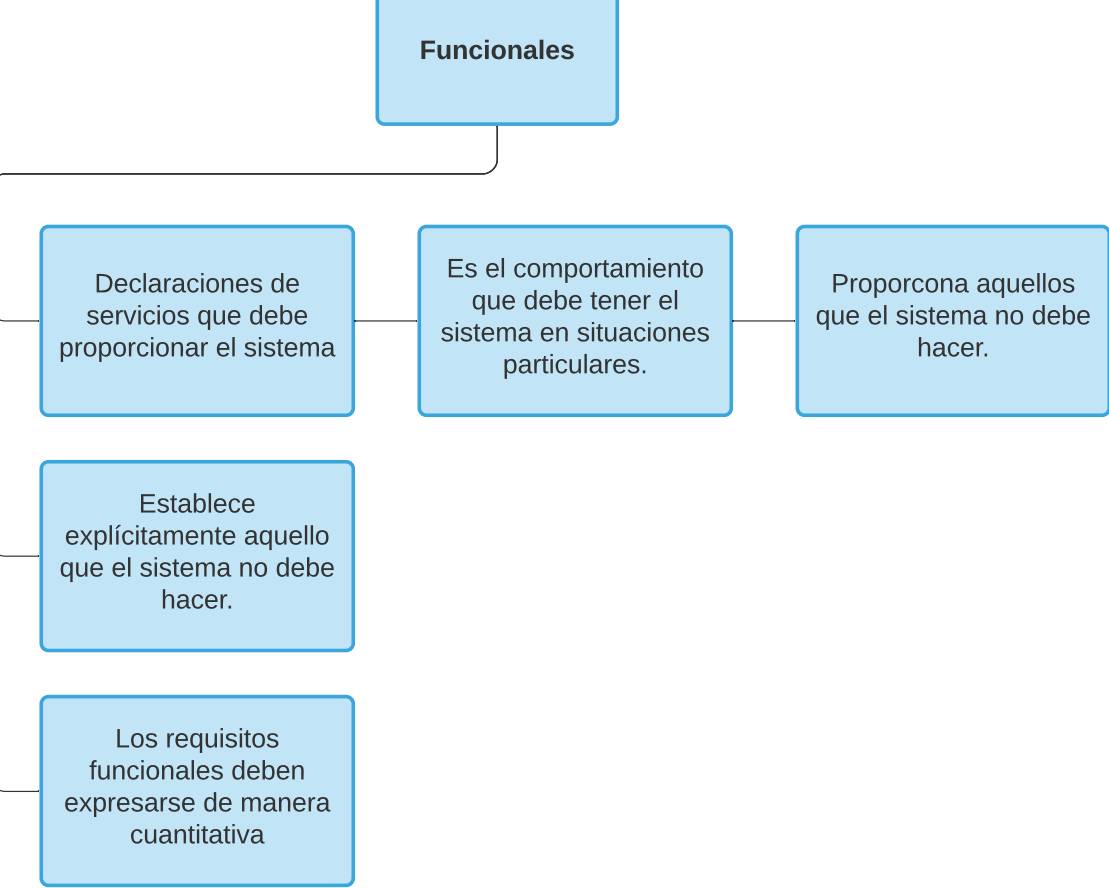
## Problemas de la ingeniería de requerimientos



## Principios de la comunicación



## Requerimientos funcionales y no funcionales



En ocasiones los no funcionales se derivan de nuevos requerimientos funcionales

Métricas

Property	Measure
Speed	Processed transactions/second User/event response time Screen refresh time
Size	Mbytes Number of ROM chips
Ease of use	Training time Number of help frames
Reliability	Mean time to failure Probability of unavailability Rate of failure occurrence Availability
Robustness	Time to restart after failure Percentage of events causing failure Probability of data corruption on failure
Portability	Percentage of target dependent statements Number of target systems