Fundamentos de Ingeniería de Software

## Referencias para el curso

### Introducción a la Ingeniería de Software

[Ingeniería de software](https://bibliotecas.ort.edu.uy/bibid/76377)

Sommerville, Ian 9na. ed. Naucalpan de Juárez : Pearson Educación, (c)2011 [Disponible en biblioteca digital]

Capítulo 1 Introducción

Capítulo 2 Procesos de software

### SCM

[Pro Git](https://bibliotecas.ort.edu.uy/bibid/80216)

Chacon, Scott 2da. ed. Nueva York : Apress, (c)2014

<https://git-scm.com/book/en/v2>

Chapter 1. [Getting Started](https://git-scm.com/book/en/v2/Getting-Started-About-Version-Control)

Chapter 2. [Git Basics](https://git-scm.com/book/en/v2/Git-Basics-Getting-a-Git-Repository)

Chapter 3. [Git Branching](https://git-scm.com/book/en/v2/Git-Branching-Branches-in-a-Nutshell)

GitHub Quickstart

<https://docs.github.com/en/get-started/quickstart>

GitHub Skills

<https://skills.github.com/>

Introduction to GitHub

Communicate using Makrdown

### Ingeniería de Requerimientos

[Ingeniería de software](https://bibliotecas.ort.edu.uy/bibid/76377)

Sommerville, Ian 9na. ed. Naucalpan de Juárez : Pearson Educación, (c)2011

Capítulo 4 Ingeniería de Requerimientos

[Software requirements](https://bibliotecas.ort.edu.uy/bibid/79274)

Wiegers, Karl E. 3ra. ed. Redmond : Microsoft Press, (c)2013

Chapter 1 The essential software requirement

Chapter 2 Requirements from the customer’s perspective

Chapter 3 Good practices for requirements engineering

Chapter 7 Requirements elicitation

Chapter 8 Understanding user requirements

### User Stories

[Agile software requirements: lean requirements practices for teams, programs, and the enterprise](https://bibliotecas.ort.edu.uy/bibid/75094)

Leffingwell, Dean Upper Saddle River : Addison-Wesley, (c)2011

Chapter 6 User Stories

Chapter 7 Stakeholders, User Personas, and User Experiences

User Stories template

<https://www.mountaingoatsoftware.com/agile/user-stories>

Cohn, Mike Why the Three-Part User Story Template Works So Well

<https://www.mountaingoatsoftware.com/blog/why-the-three-part-user-story-template-works-so-well>

### Interfaz de Usuario

Web forms — Working with user data (MDN)

<https://developer.mozilla.org/en-US/docs/Learn/Forms>

Getting started with Bootstrap

<https://getbootstrap.com/docs/5.3/getting-started/introduction/>

Programa de Accesibilidad en Entornos Digitales (AGESIC)

<https://www.gub.uy/agencia-gobierno-electronico-sociedad-informacion-conocimiento/programa-accesibilidad-entornos-digitales>

Introduction to Web Accessibility

<https://www.w3.org/WAI/fundamentals/accessibility-intro/>

Web Content Accessibility Guidelines (WCAG) Overview

<https://www.w3.org/WAI/standards-guidelines/wcag/>

Nielsen, Jakob Usability 101: Introduction to Usability,

<https://www.nngroup.com/articles/usability-101-introduction-to-usability/>

Nielsen, Jakob 10 Usability Heuristics for User Interface Design

<https://www.nngroup.com/articles/ten-usability-heuristics/>

### Codificación y test unitario

Visual Studio Code

<https://code.visualstudio.com/docs>

Google Style Guide

<http://google.github.io/styleguide/>

ESLint Getting Started

<https://eslint.org/docs/latest/use/getting-started>

Jest Getting Started

<https://jestjs.io/docs/en/getting-started>

### Test de sistema y reporte de issues

[Ingeniería de software](https://bibliotecas.ort.edu.uy/bibid/76377)

Sommerville, Ian 9na. ed. Naucalpan de Juárez : Pearson Educación, (c)2011

Capítulo 8 Testing

[Software testing: an ISTQB-BCS Certified Tester Foundation guide](https://bibliotecas.ort.edu.uy/bibid/82935)

Hambling, Brian ; ed. 3ra. ed. Swindon : British Informatics Society, (c)2015

Chapter 1 The fundamentals of testing

Chapter 4 Test design techniques

[Explore it!: reduce risk and increase confidence with exploratory testing](https://bibliotecas.ort.edu.uy/bibid/88930)

Hendrickson, Elisabeth Dallas : The Pragmatic Bookshelf, (c)2013

Mozilla bug report guidelines

<https://developer.mozilla.org/en-US/docs/Mozilla/QA/Bug_writing_guidelines>