Betebeharren Espezifikazioa

Usage note: There is procedural guidance within this template that appears in a style named InfoBlue. This style has a hidden font attribute allowing you to toggle whether it is visible or hidden in this template. Use the Word menu Tools→Options→View→Hidden Text checkbox to toggle this setting. A similar option exists for printing Tools→Options→Print.

1. Sarrera

Dokumentu honetan garatu behar den sistemarentzako esanguratsuak diren betekizunak adierazten dira. OpenUp metodologiak zehazten duen dokumentuetako bat da.

2. Sistemaren Betekizun Funtzionalak

[Statement of system-wide functional requirements, not expressed as use cases. Examples include auditing, authentication, printing, reporting.]

3. Sistemaren Ezaugarriak

[Qualities represent the URPS in FURPS+ classification of supporting requirements.]

3.1 Erabilgarritasuna

[Describe requirements for qualities such as easy of use, easy of learning, usability standards and localization.]

Sistemak erabilgarritasun altua izango du. Honek esan nahi du erabiltzeko, ikasteko eta memorizatzeko erraza izango dela. Ez da ikastarorik beharko aplikazioa erabili ahal izateko, intuitiboa denez erabiltzaileek erraz ikasiko baitute. Sistemak erabiltzailea laguntzeko eskuliburuak eta oharrak izango ditu, sistemako orri guztietan argi izango du zer egin behar den. Sisteman erabiltzen ikastea prozesu azkarra izango da, funtzionalitate sinpleak izango ditu eta ezagunak software talde baten partaideentzat.

3.2 Fidagarritasuna

[Reliability includes the product and/or system's ability to keep running under stress and adverse conditions. Specify requirements for reliability acceptance levels, and how they will be measured and evaluated. Suggested topics are availability, frequency of severity of failures and recoverability.]

Sistemak fidagarritasun altua izango du. Honek esan nahi du ia beti eskuragarri egon behar duela, hutsegiteek eragin txikia izan behar dutela eta hauetatik azkar berreskuratuko dela. Fidagarritasuna bermatzeko, sistema monitorizatuko da arazo potentzialak azkar identifikatu eta ekiditeko.

3.3 Errendimendua

[The performance characteristics of the system should be outlined in this section. Examples are response time, throughput, capacity and startup or shutdown times.]

Sistemak errendimendu altua izango du. Honek esan nahi du erantzun denbora azkarra edukiko duela eta aldi berean hainbat konexio onartuko dituela. Hasieratze eta amaitze denbora ere azkarra izango da. Horretarako, garrantzitsua izango da zerbitzariak ahalmen nahikoa izatea.

3.4 Mantenugarritasuna

[This section indicates any requirements that will enhance the supportability or maintainability of the system being built, including adaptability and upgrading, compatibility, configurability, scalability and requirements regarding system installation, level of support and maintenance.]

Sistemak mantenugarritasun altua izango du. Honek esan nahi du instalatzeko, konfiguratzeko, eguneratzeko eta mantentzeko erraza izango dela. Erabiltzaileek web bidez erabiliko dute sistema, eta beraz ez dute ezer instalatu baharrik izango. Instalazioa, eguneratzeak eta mantenua zerbitzarian egingo dira.

4. Sistemaren Interfazeak

[Interface Requirements are part of the + in the FURPS+ classification of supporting requirements. Define the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and so forth, so that the software can be developed and verified against the interface requirements.]

4.1 Erabiltzaile Interfazeak

[Describe the user interfaces that are to be implemented by the software. The intention of this section is to state requirements relating to the interface. Interface design may overlap the requirements gathering process.]

4.1.1 Itxura eta Sentsazioa

[Provide a description of the spirit of the interface. Your client may have given you particular demands such as style, colors to be used, and degree of interaction and so on. This section captures the requirements for the interface rather than the design for the interface.]

4.1.2 Diseinu eta Nabigazio Betekizunak

[Capture requirements on major screen areas and how they should be grouped together.]

4.1.3 Konsistentzia

[Consistency in the user interface enables users to predict what will happen. This section states requirements on the use of mechanisms to be employed in the user interface. This applies both within the system and with other systems and can be applied at different levels: navigation controls, screen areas sizes and shapes, placements for entering / presenting data, terminology.]

4.1.4 Erabiltzailearen Pertsonalizazio Betekizunak

[Requirements on content that should automatically displayed to users or available based on user attributes. Sometimes users allowed to customize the content displayed or to personalize displayed content.]

4.2 Kanpoko Sistema edo Gailuetarako Interfazeak

[Are there any external systems with which this system must interface? Are there any constraints on the nature of the interface between this system and any external system, such as the format of data passed between these systems, and any particular protocol used? Consider both provided and required interfaces.]

4.2.1 Software Interfazeak

[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this SRS, but with which this software application must interact.]

4.2.2 Hardware Interfazeak

[This section defines any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, and so on.]

4.2.3 Komunikazio Interfazeak

[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, and so on.]

5.   Negozio Arauak

[Business rules are statements that define or constrain some aspect of the business. Business rules are often represented as production rules when they are meant to be directly executed by an IT System: a production rule is an independent statement of programming logic that specifies the execution of one or more actions in the case that its conditions are satisfied. Production Rules define the operation semantic for the system in a technologic independent way. They constrain the behavior expressed in system use cases.

*Organize this document on rule classes, a high level grouping of candidate or actual rules about one **business concept** with a specific kind of **logic processing**, example: Driver Risk Assessment Rules or Customer Validation Rules.]*

5.1   <Rule class name>

5.1.1   <Rule name and ID>

[The description defines the rule. It can be made in natural language typically following a decision table or a pattern like: if [condition-list] then [action-list], example:

If there are at least 3 items of the same type in the customer shopping cart and each item's value is greater than $30 then give to the customer a voucher whose value is 10% of the cheapest item.]

6.   Sistemaren Murrizketak

[Constraints are part of the + in the FURPS+ classification of supporting requirements. Describe any design; implementation or deployment constraints on the system being built that have been mandated and must be adhered to. Examples include software implementation languages, prescribed use of developmental tools, third-party components or class libraries, platform support, resource limits and requirements on the shape, size or weight of the resulting hardware housing the system.]

7.   Sistemaren Konplimendua

7.1   Lizentzia Betekizunak

[Define any licensing enforcement requirements or other usage restriction requirements that are to be exhibited by the software.]

7.2   Legezko, Copyright eta Bestelako Oharrak

[This section describes any necessary legal disclaimers, warranties, copyright notices, patent notice, wordmark, trademark, or logo compliance issues for the software.]

7.3   Estandar Aplikagarriak

[This section describes by reference any applicable standards and the specific sections of any such standards that apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, and so forth.]

8.   Sistemaren Dokumentazioa

[Describes the requirements, for on-line user documentation, help systems, help about notices, and so on. Set expectations for the documentation and to identify who will be responsible for creating it.]