Gestión de Contratos de Clientes

Versión 1.0

Historial de Versiones

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| **Fecha** | **Versión** | **Descripción** | **Autor** |
| 02/06/12 | 1.0 | Especificación de Requerimientos de Software | Paola Rojas / Orlando Sedamano |
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Esta sección contiene la descripción de los requerimientos de software con nivel de detalle suficiente para que los analistas y diseñadores definan el sistema para satisfacerlos y que los testadores prueben que el sistema los satisface.

# Funcionalidad

El sistema debe:

## Asociados a los casos de uso

### Consultar información de los clientes.

### Consultar información de los requerimientos.

### Aprobar o rechazar requerimientos.

### Registrar información técnica de los requerimientos.

### Actualizar información de las cotizaciones.

### Generar el Documento de Cotización.

### Actualizar información de las clausulas.

### Actualizar información de los indicadores.

### Actualizar información de los roles involucrados en el contrato.

### Actualizar información de las responsabilidades asignadas a los roles involucrados en el contrato.

### Actualizar información de los contratos.

### Generar el Documento de Contrato.

### Registrar cierre de contratos.

### Registrar anulación de contratos.

### Consultar información de las solicitudes de cambios.

### Aprobar o rechazar solicitudes de cambios.

### Actualizar información de las adendas.

### Generar el Documento de Adenda.

### Generar reporte de contratos rechazados y aprobados por cliente.

### Generar reporte de adendas rechazadas y aprobadas por cliente.

### Generar tablero de anuncios.

### Enviar notificaciones (aviso de vencimiento de contrato/adenda, cierre de contrato/adenda, aprobación de contrato/adenda)

## Asociados a aspectos generales

### No aplica

# Usabilidad

[This section includes all those requirements that affect usability. For example,

* specify the required training time for a normal users and a power user to become productive at particular operations
* specify measurable task times for typical tasks or base the new system’s usability requirements on other systems that the users know and like
* specify requirement to conform to common usability standards, such as IBM’s CUA standards Microsoft’s GUI standards]

## <Requerimiento de Usabilidad 1>

# Confiabilidad

[Requirements for reliability of the system should be specified here. Some suggestions follow:

* Availability—specify the percentage of time available ( xx.xx%), hours of use, maintenance access, degraded mode operations, and so on.
* Mean Time Between Failures (MTBF) — this is usually specified in hours, but it could also be specified in terms of days, months or years.
* Mean Time To Repair (MTTR)—how long is the system allowed to be out of operation after it has failed?
* Accuracy—specifies precision (resolution) and accuracy (by some known standard) that is required in the system’s output.
* Maximum Bugs or Defect Rate—usually expressed in terms of bugs per thousand lines of code (bugs/KLOC) or bugs per function-point( bugs/function-point).
* Bugs or Defect Rate—categorized in terms of minor, significant, and critical bugs: the requirement(s) must define what is meant by a “critical” bug; for example, complete loss of data or a complete inability to use certain parts of the system’s functionality.]

## <Requerimiento de Confiabilidad 1>

# Rendimiento

[The system’s performance characteristics are outlined in this section. Include specific response times. Where applicable, reference related Use Cases by name.

* Response time for a transaction (average, maximum)
* Throughput, for example, transactions per second
* Capacity, for example, the number of customers or transactions the system can accommodate
* Degradation modes (what is the acceptable mode of operation when the system has been degraded in some manner)
* Resource utilization, such as memory, disk, communications, and so forth.

## <Requerimiento de Rendimiento 1>

# Soporte

[This section indicates any requirements that will enhance the supportability or maintainability of the system being built, including coding standards, naming conventions, class libraries, maintenance access, and maintenance utilities.]

## <Requerimiento de Soporte 1>

# Restricciones de Diseño

[This section indicates any design constraints on the system being built. Design constraints represent design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, and so on.]

## <Restricción de Diseño 1>

# Documentación de Usuario y Sistema de Ayuda

[Describes the requirements, if any, for o-line user documentation, help systems, help about notices, and so forth.]

## <Requerimiento de Documentación de Usuario y Sistema de Ayuda 1>

# Componentes Adquiridos

[This section describes any purchased components to be used with the system, any applicable licensing or usage restrictions, and any associated compatibility and interoperability or interface standards.]

## <Requerimiento de Componentes Adquiridos 1>

# Interfases

[This section defines the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and the like, so that the software can be developed and verified against the interface requirements.]

## Interfases de Usuarios

[Describe the user interfaces that are to be implemented by the software.]

### <Requerimiento de Interfase de Usuario 1>

## Interfases de Hardware

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

### <Requerimiento de Interfase de Hardware 1>

## Interfases de Software

[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.]

### <Requerimiento de Interfase de Software 1>

## Interfases de Comunicaciones

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

### <Requerimiento de Interfase de Software 1>

# Licenciamiento

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

## <Requerimiento de Licenciamiento 1>

# Requerimientos Legales y de Derecho de Autor

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

## <Requerimiento Legal y de Derecho de Autor 1>

# Estándares Aplicables

[This section describes by reference any applicable standard and the specific sections of any such standards which 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.]

## <Requerimiento de Estándares Aplicables 1>