User:

Wants to create a machine:

* Wants to give a name to the machine
* Wants to select a network adapter for that machine
* Wants to select the OS for that machine
* Wants to choose the amount of RAM for that machine

To create the machine, the user needs to see the UI.

To see the UI, the software needs to draw the UI

To draw the UI, the software needs a source file.

Class computer

NEEDS:

* Computer name
* Path for VM object
* Path for VHD object
* RAM
* Source VHD to choose the OS
* Network Adapter

CONTAINS

* Setters and getters

Helper Class Computer Management (Stateless)

CAN:

* Create machines
* Remove machines