# Module Manager Spec

Overview:

The goal is to display information from dll files using the dll itself and the associated xml files. Each dll (module name) will be displayed in a TreeView.

Under the module name, the public method names in that module will be displayed. Each method will be able to be selected which will then display all information about that module and the selected method.

Each module will have its own enable/disable check box to indicate whether the module is being used or not. It will have a “load module location” button to allow the user to select the location of the dll’s.

The state of each enable/disable will be able to be saved to a config file. On startup of the application, this config file, if it exists, will be loaded and the enable/disable status of each module located in the previously specified file path will be displayed.

Functionality Breakdown:

1.) A load button will allow the user to select a directory where dll files are contained.

2.) The TreeView area will display each module (dll file) and its methods in child nodes. Each module will have an associated enable/disable check box.

3.) The user can select any of the methods from the previously stated TreeView area. The information about the selected method will be displayed in a list box next to the TreeView area. Alternatively, this information can be displayed in a “hover over” help text way.

4.) There will be a “save configuration” button that will store the loaded file location, as well as the enable/disable status for each of the modules. If this file exists on startup, the application will load with this saved data as it exists.