# Module Manager Spec

Purpose:

The goal is to display information about dll files using the dll itself and the associated xml file. Each dll will be displayed as a TreeView in a window in the UI. Each module (dll file) 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. This information 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.

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.

Implementation:

This will be achieved by creating objects that will store the gathered information