## **Functional requirements:**

- 1. As a user, I want to be able to save the number currently displayed on the screen to the calculator's memory, so that this number can be used in further calculations.
- 2. As a user, I want to be able to clear the calculator's memory at any time so that the following number can be stored there.
- 3. As a user, I want to be able to see an indication that a number is currently stored in the calculator's memory, so that at any time I can clearly understand whether a number is stored in the calculator's memory.
- 4. As a user, I want to be able to call the number from the calculator's memory to the screen at any time, so that it can be used in the current calculations.
- 5. As a user, I want to be able to add the number that is currently displayed on the calculator screen to the number that is currently stored in the calculator memory, to be able to store the result of summing numbers in the calculator memory.

## **Non-functional requirements:**

- 1. As a user, I want to be able to run this calculator on all desktop operating systems of the Windows family, starting from XP inclusive, to be able to use the calculator on all current desktop operating systems of the Windows family.
- 2. As a user, I want the calculator to work in portable mode, to avoid the need to install the program.
- 3. As a user, I want to be able to activate at any time the interface variant adapted (increasing the size of the window and interface elements) for touch screens, to be able to use the program conveniently utilizing the touch display of the device.
- 4. As a user, I want to be able to turn on the sound effect of pressing the keys of the calculator interface at any time, to be able to receive audio confirmation of pressing the keys of the calculator interface.
- 5. As a user, I want to be able to activate at any time the mode that will display the calculator window before all other OS windows, to be able to comfortably work with the calculator with a large number of open windows in the OS.