ID	Requirement	Related Use Case	Fulfilled By	Description
1	The application interface contains buttons, display, icons and electrodes.	N/A	MainWindow.ui	Using QT's built in user interface framework, and all the buttons are clickable with the mouse.
2	The device simulation can be turned on and off, disabling normal device functionality when the device is turned off.			
3	The green light above the power button lights up when the device is turned on.		MainWindow	
4	Displays bars and blinks when the battery level is getting low.		MainWindow,	
5	The device simulation should handle battery depletion as a function of length of therapy, intensity, and connection to skin.		MainWindow,	
6	Device supports 3 session group		MainWindow	
7	Device supports 4 sessions		MainWindow	
8	Divide intensity level into 8 groups, the graph lights 1 to 8 shows an approximate intensity level when the it is adjusted.		MainWindow	

9	Electrodes are simulated for application on ear clip.		MainWindow	
10	Users can change the intensity level if the connection test ends.		MainWindow	
11	The device has 3 connection states, it can run under “okay” and “excellent” states.			
12	The history of treatment will be recorded when the user press and hold the ok button for 1 second.			
13	A saved record saves session type, duration and intensity level.			
14	Records are stored in persistent storage.			
15	Treatment information is stored in persistent storage.			

16	Last battery level is stored in persistent storage.			