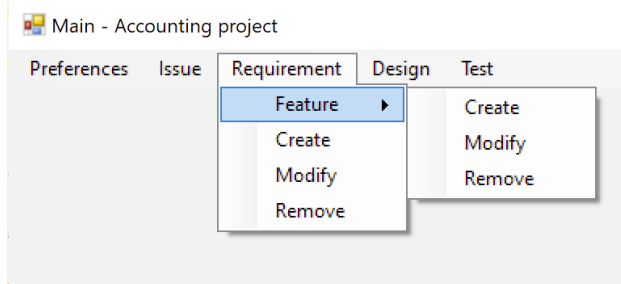
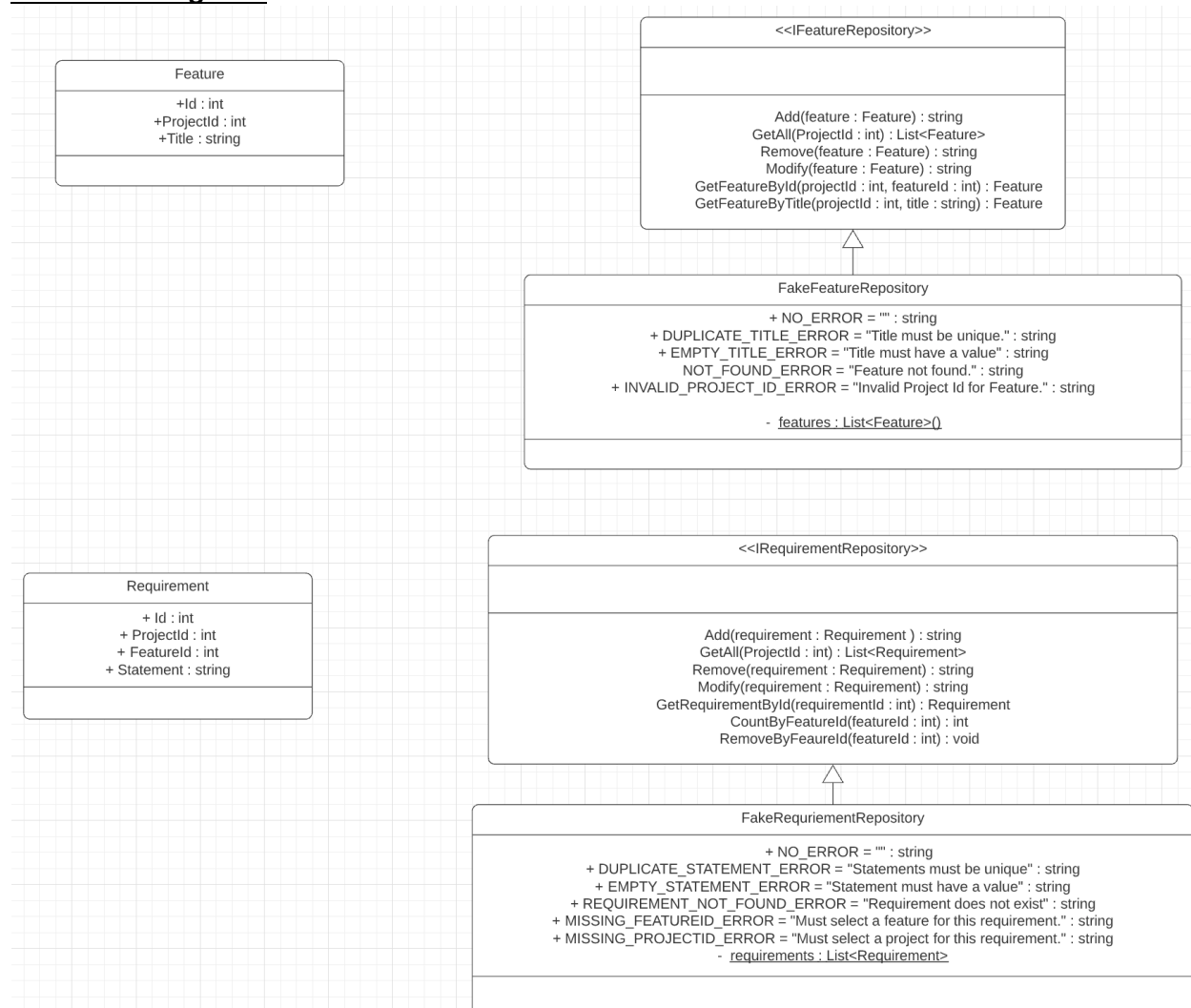


The final part of the project is the requirement feature. The idea is to support the management of requirements. Requirements are organized by feature. The figure below shows the necessary menu items and structure for this assignment. All features and requirements are specific to the currently selected project.

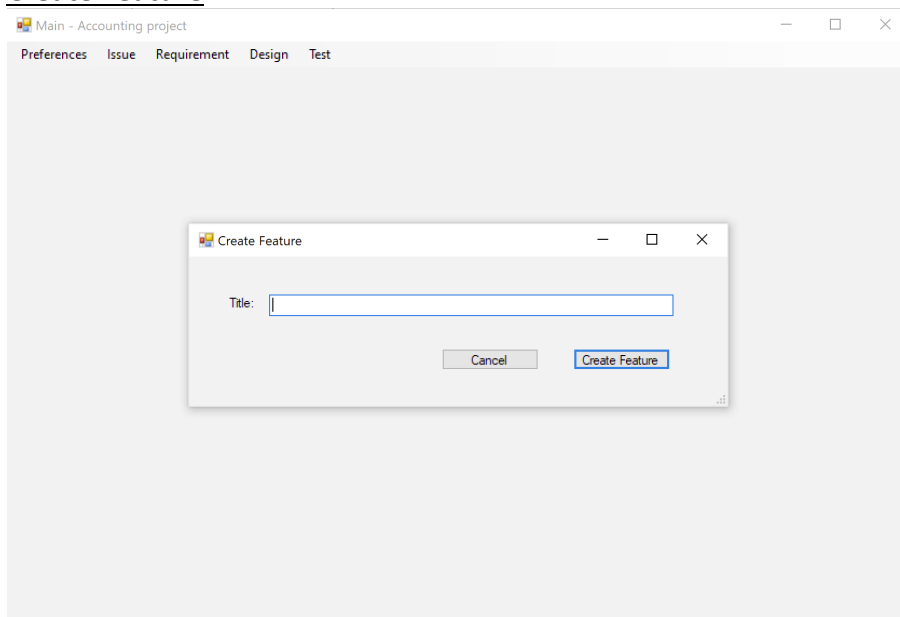


Every feature is associated with exactly one project. Every requirement is associated with exactly one feature.

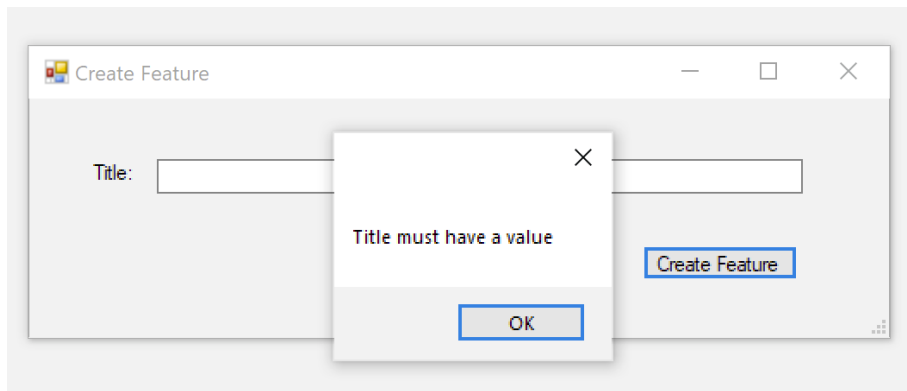
The validation logic shall be in the Fake Repositories, not in the UI forms.

UML Class Diagrams

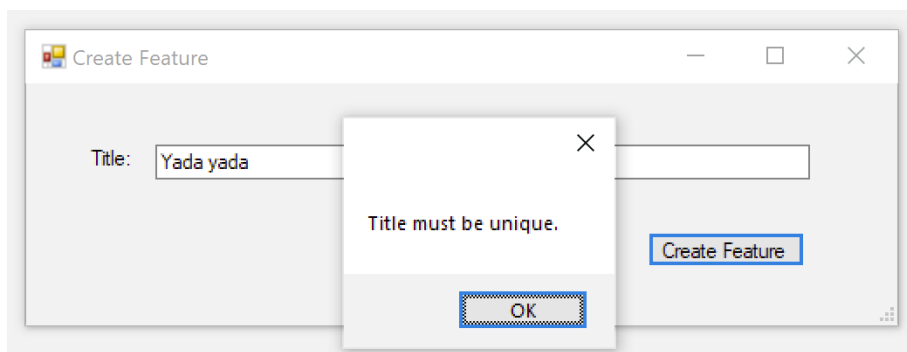
Create Feature



Allow the user to enter a feature's title.

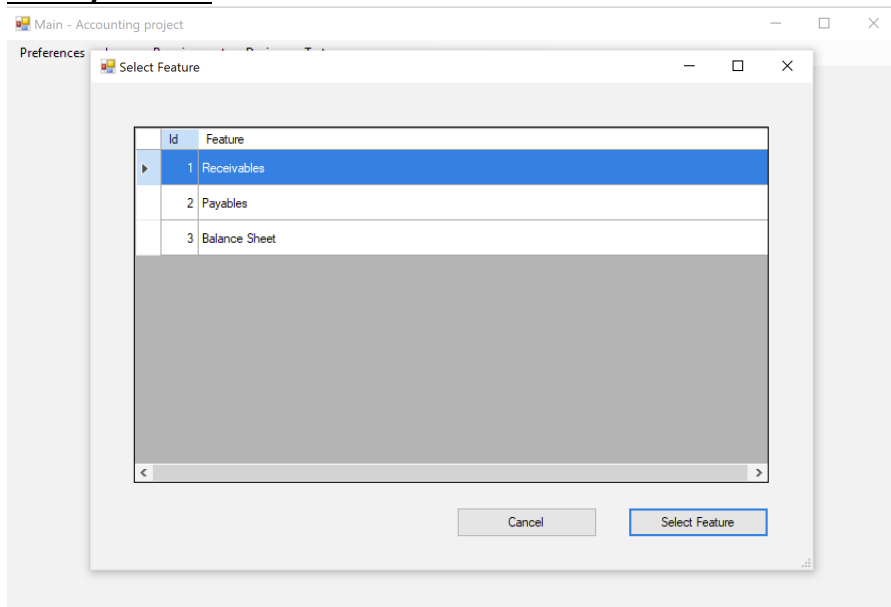


A feature must have a title.

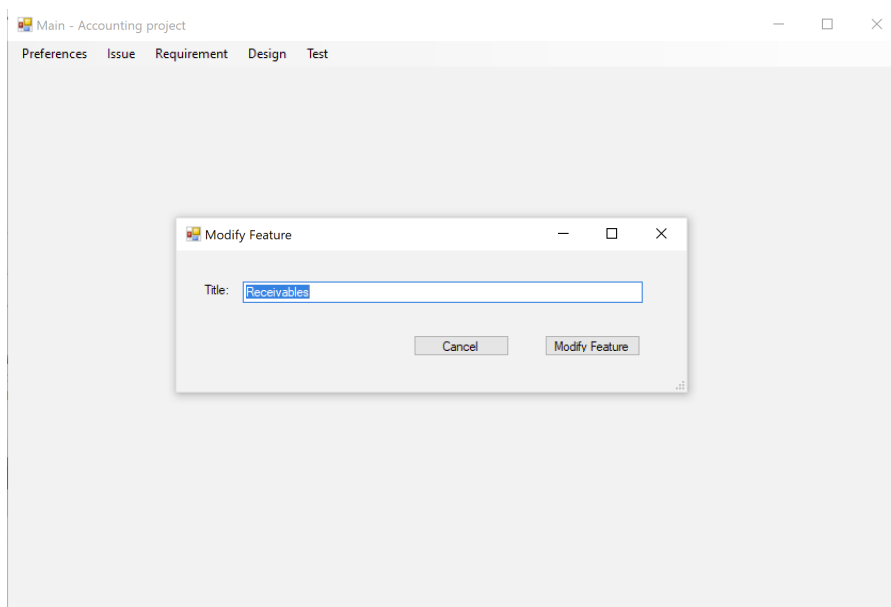


A feature's title must unique within the selected project (but not globally across all projects).

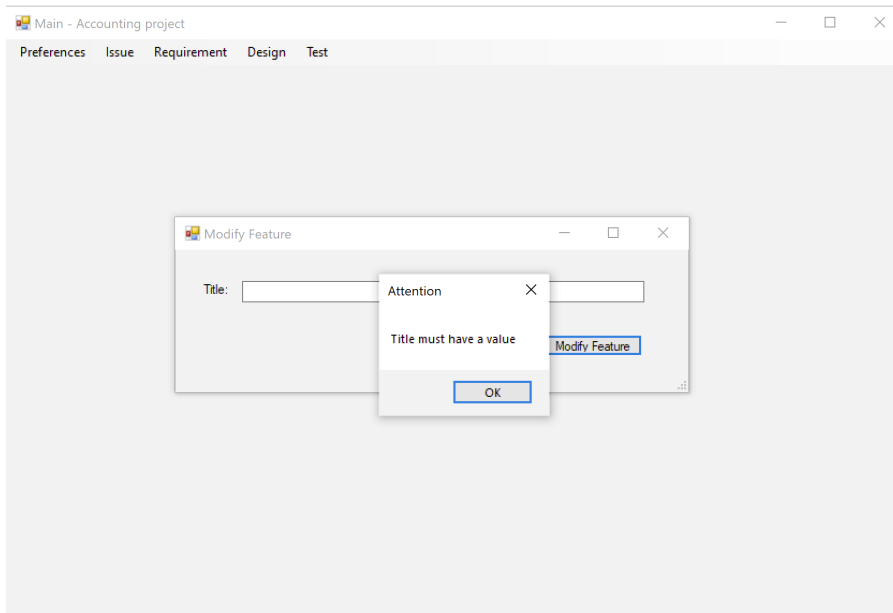
Modify Feature



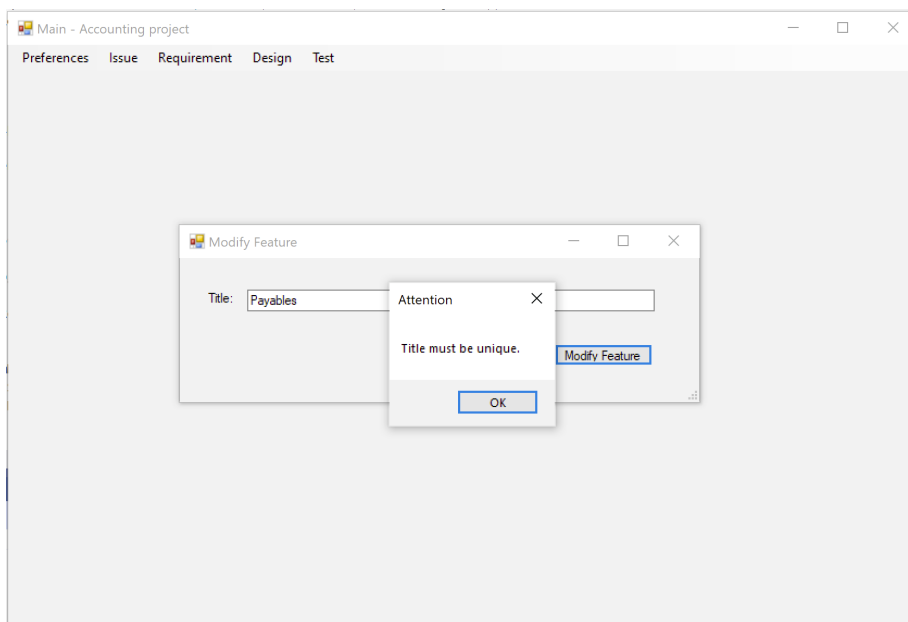
Present a list of features for the currently selected project.
Allow the user to select only one feature or to cancel the modification process.



Only the feature's title may be modified.

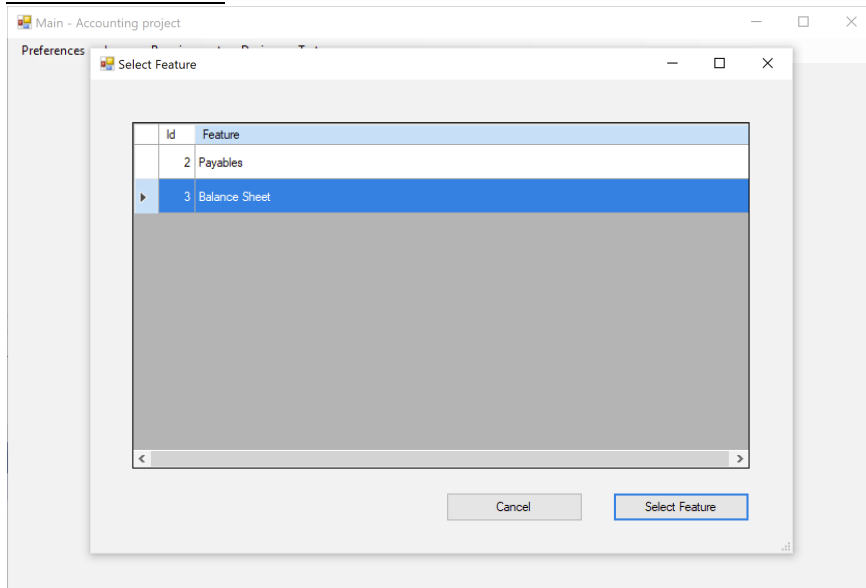


The title may not be blank or empty.

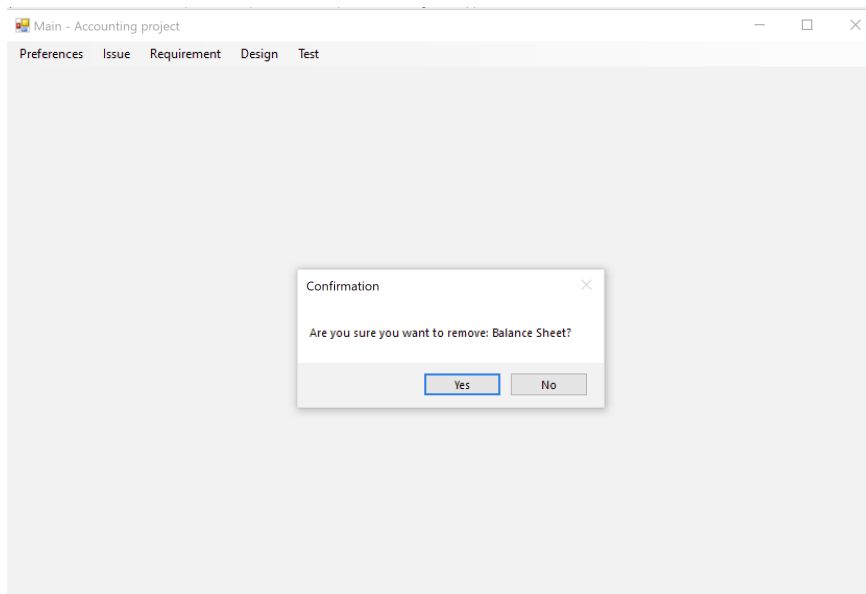


The feature title must be unique within the selected project.

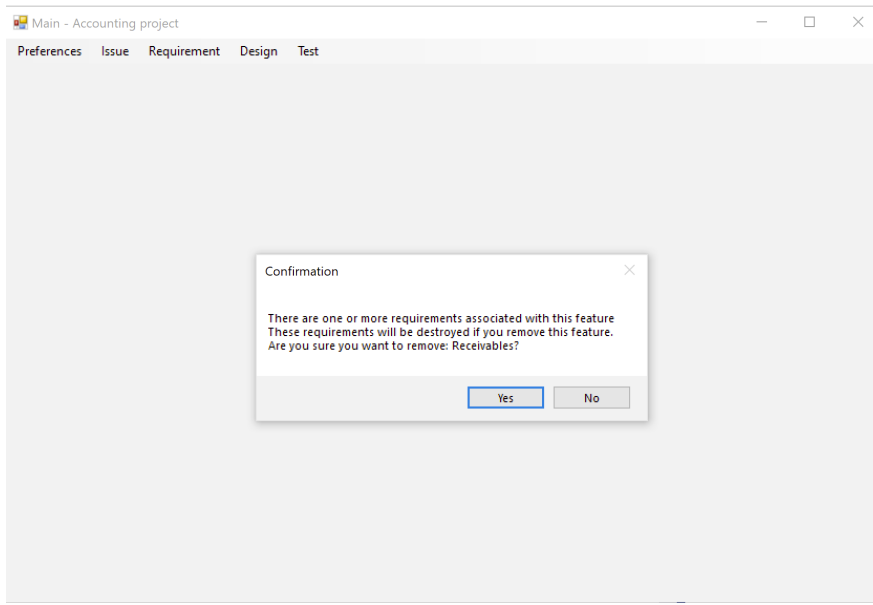
Remove Feature



The user is presented with the current list of features within the selected project.



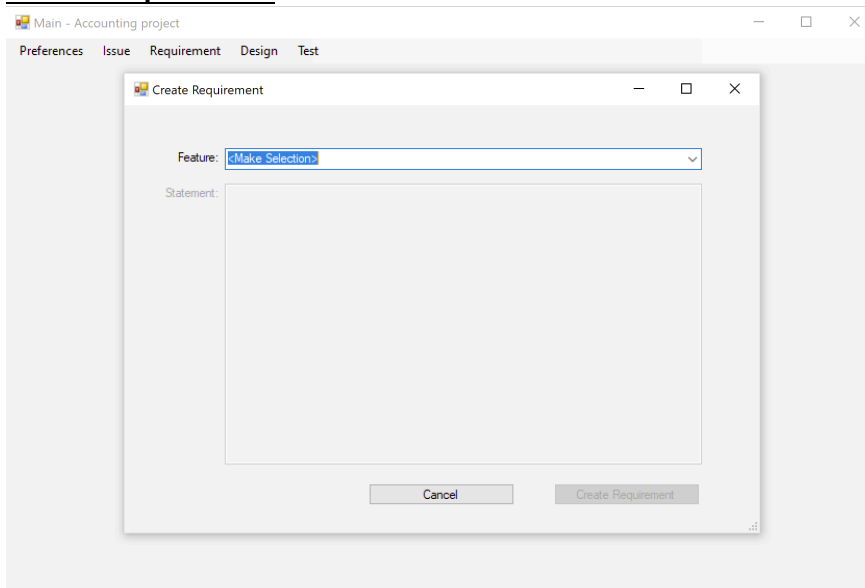
A confirmation dialog is presented with the title of the selected feature.
If the user selects yes, then the feature is removed.
If the user selects no, then the remove is canceled.



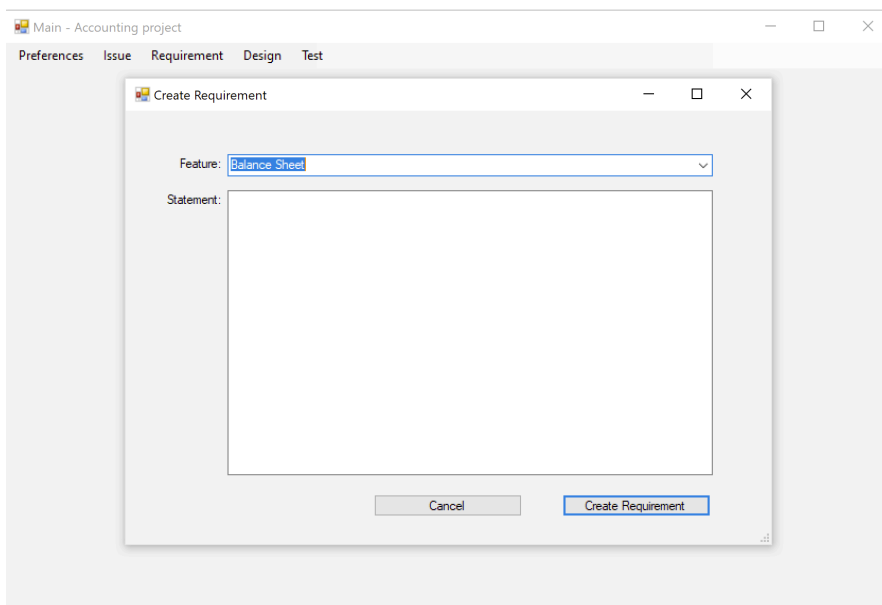
If and only if there are requirements associated with the feature selected to be removed, then the message should be displayed as shown above.

If the users confirms the remove, then not only is the feature removed, but the requirements associated with that feature are also removed.

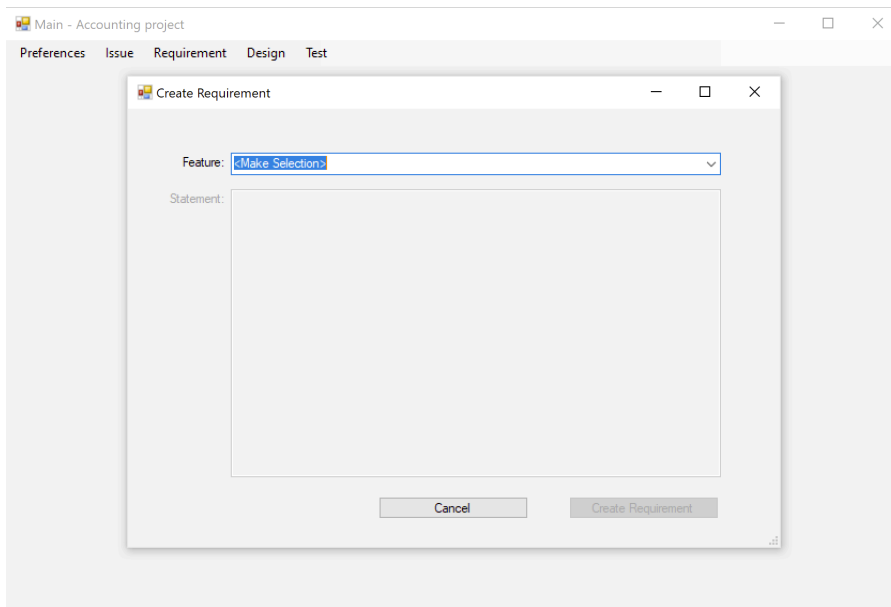
Create Requirement



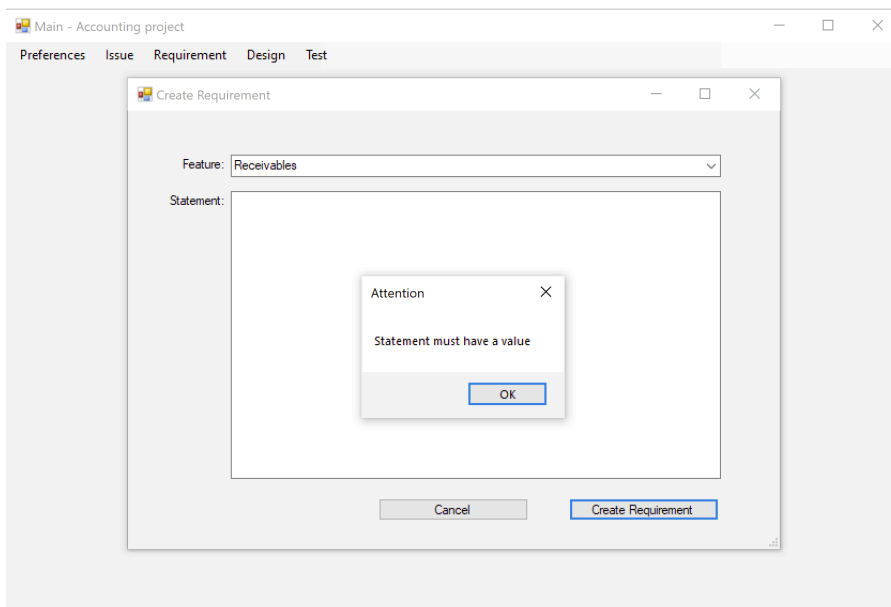
A feature must be selected before a requirement can be entered. Use progressive enablement. So, the statement and the Create Requirement button are disabled until a legitimate feature is selected.



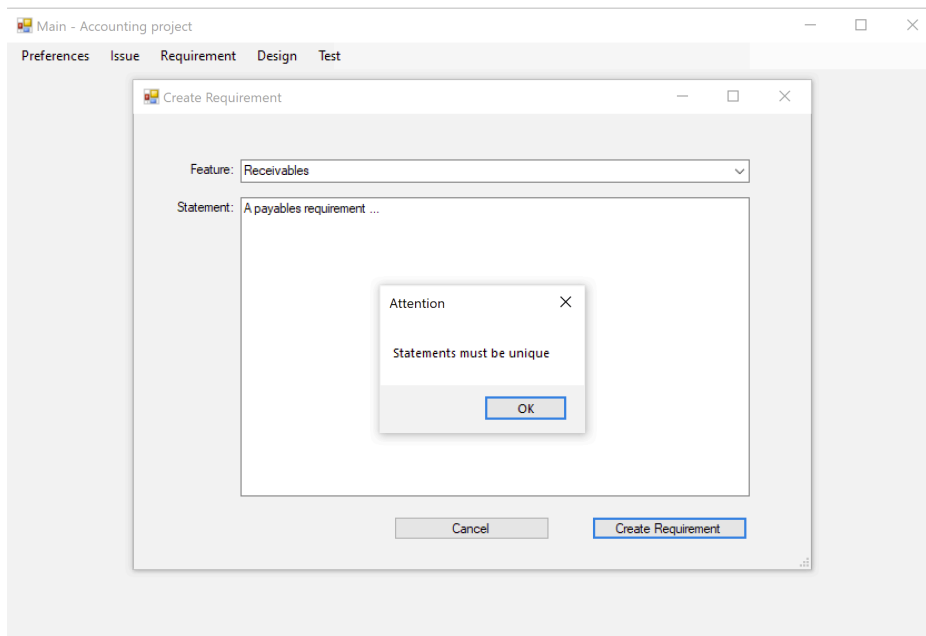
Once a feature has been selected the statement textbox and Create Requirement button are enabled.



Any time the prompt item is selected as the feature, the statement textbox and Create Requirement button are disabled.

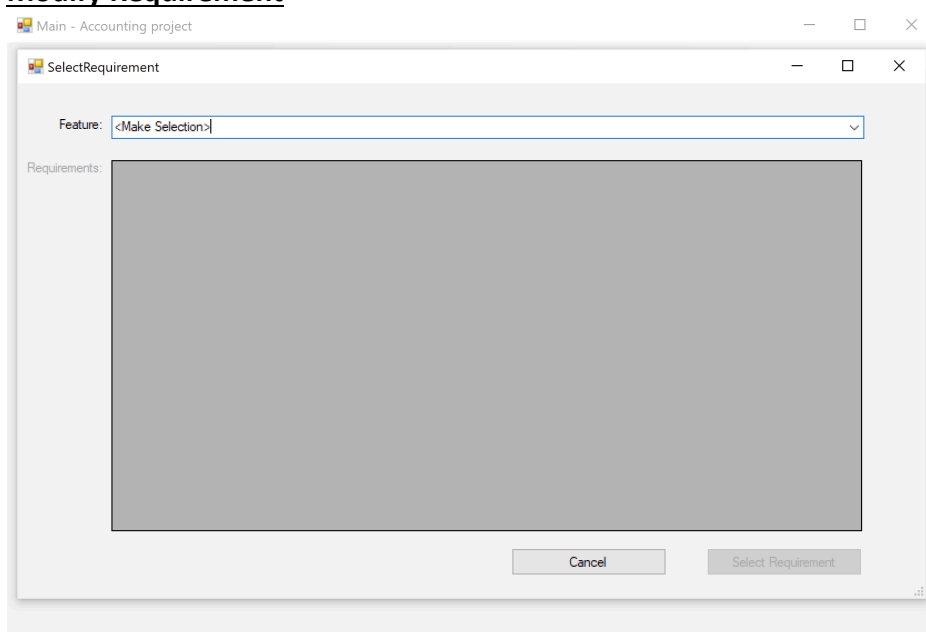


A requirement statement cannot be empty or blank.

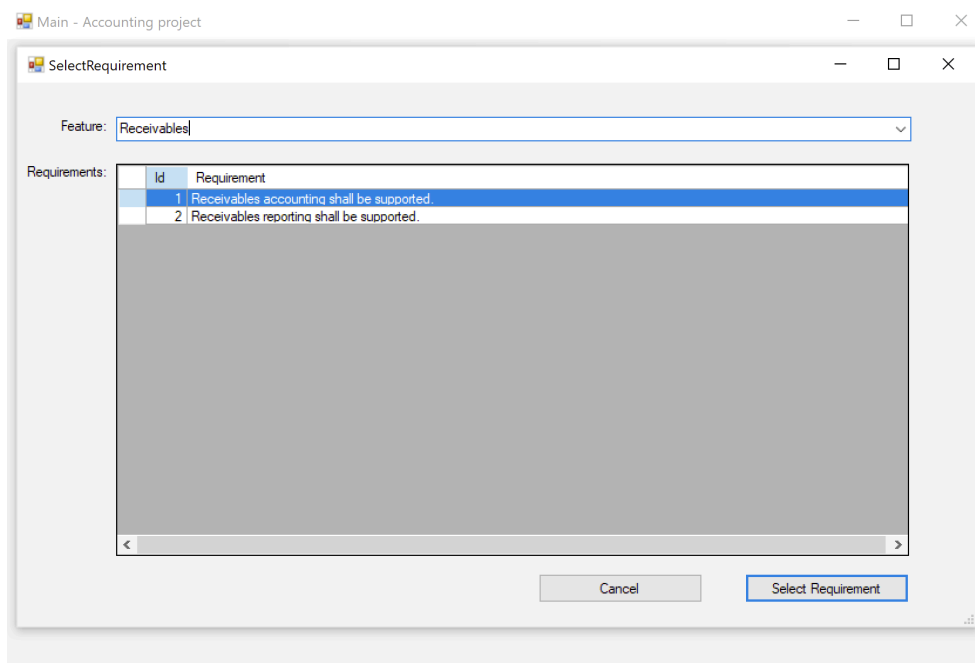
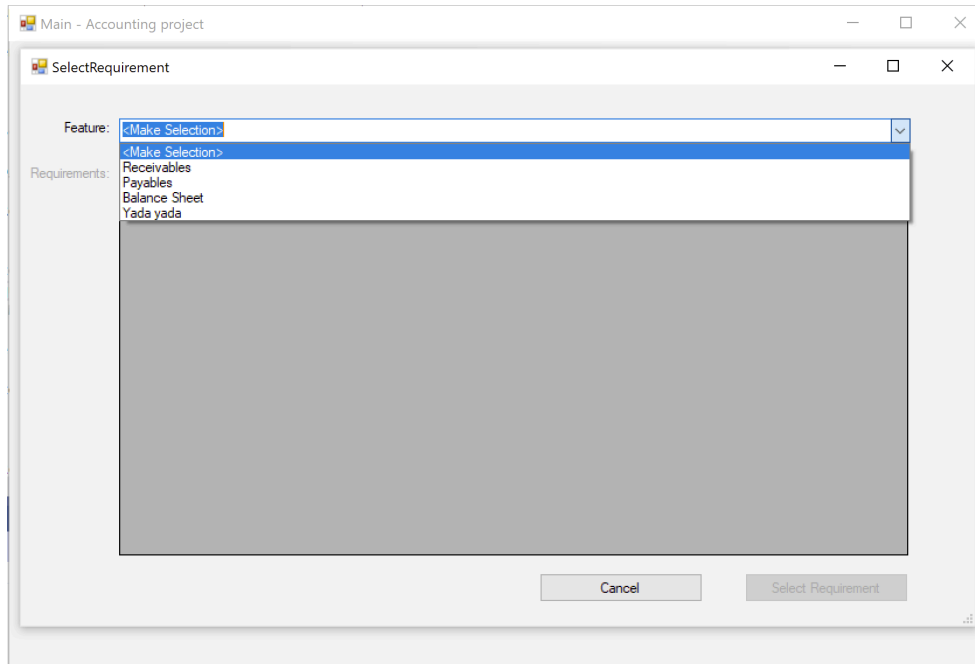


A requirement statement must be unique within the currently selected project.

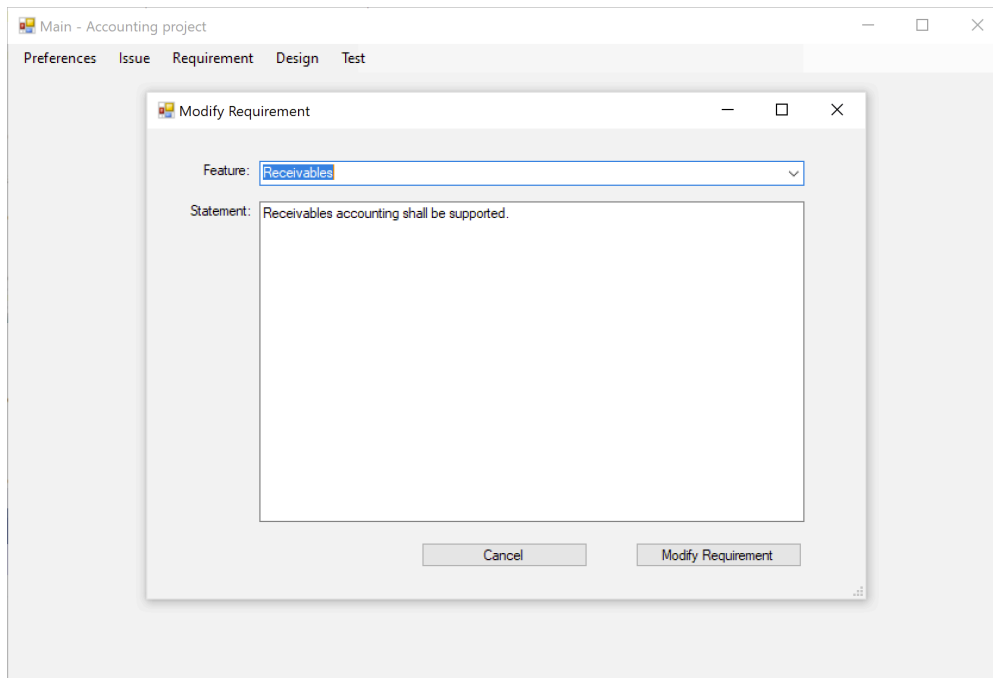
Modify Requirement



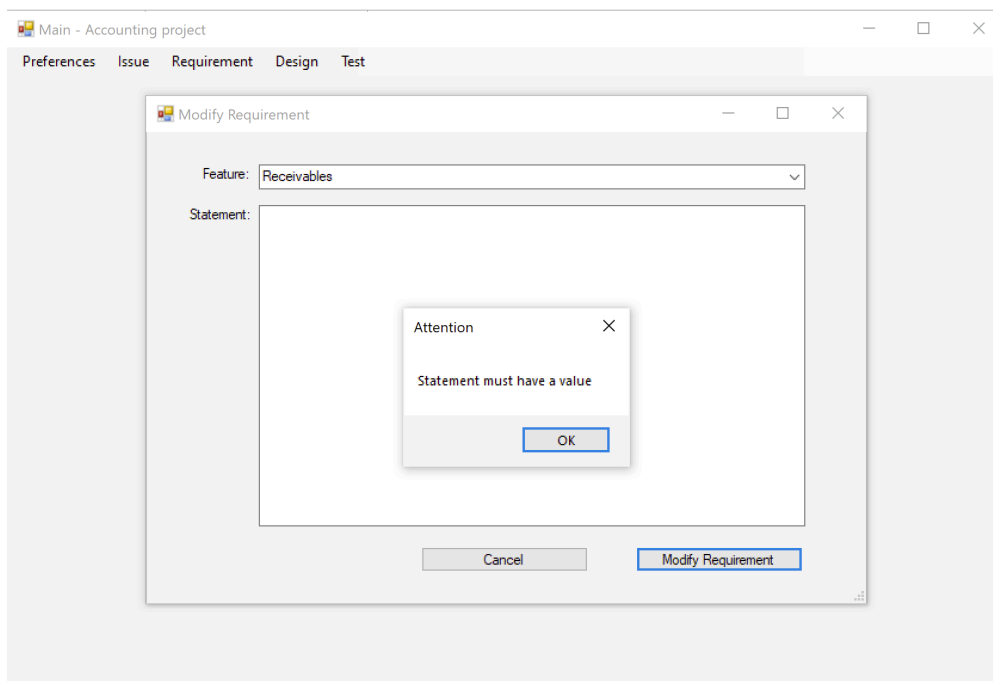
A feature must be selected before a requirement can be selected. The requirement grid and the select requirement button should be disabled until a feature is selected. The feature <Make Selection> is not a legitimate feature, it is a prompt.



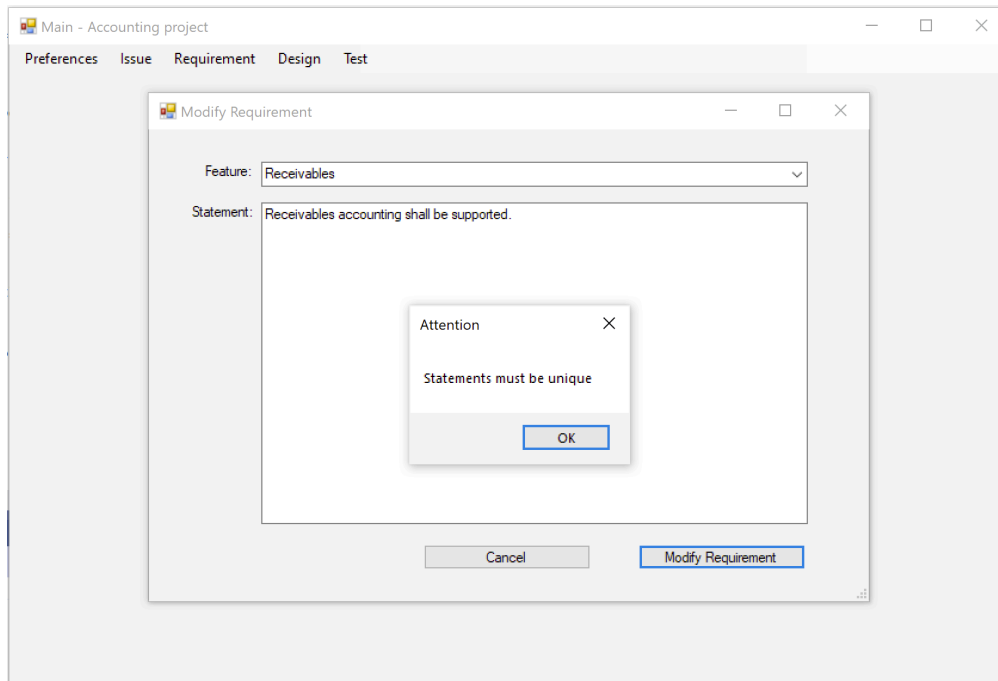
Once a legitimate feature is selected the requirements grid is populated and the Select Requirement button is enabled. Only a single row in the grid may be selected.



The requirement is now available for editing. Both the feature and the textbox may be modified.

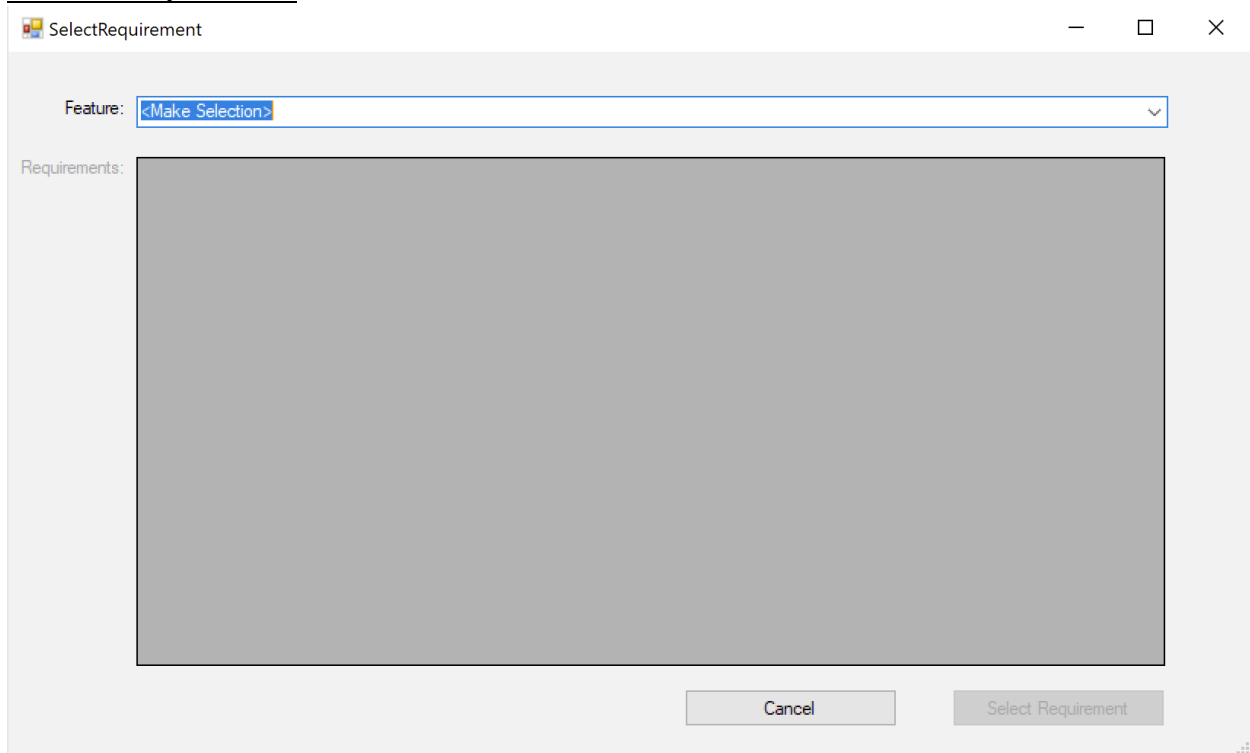


A requirement statement may not be blank or empty.

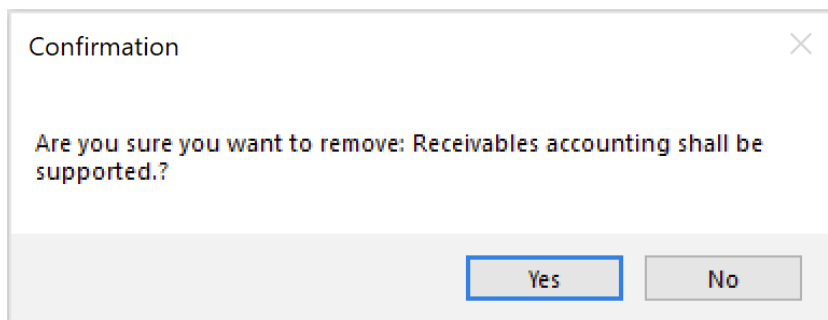
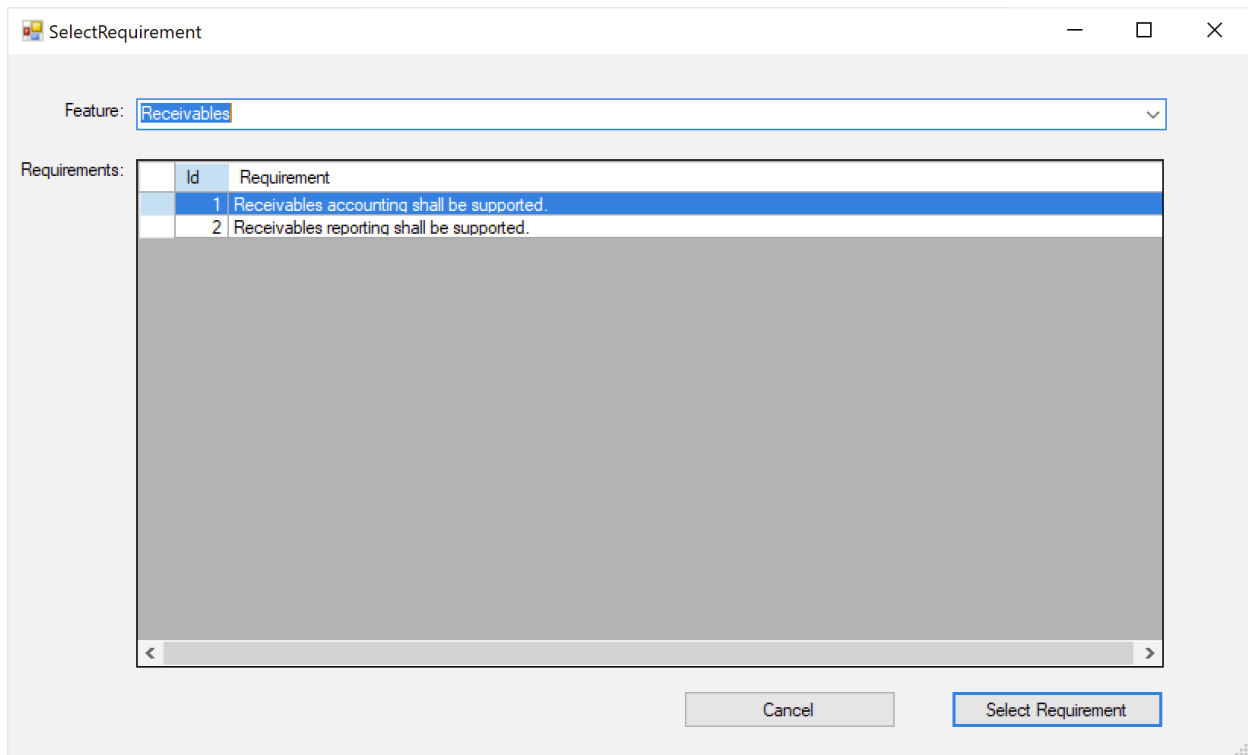


A requirement statement must be unique within a project.

Remove Requirement



First, select the requirement to be removed.



Present a yes/no confirmation dialog with the concatenated requirement statement.
If the user selects Yes, then the requirement is removed.
If the user selects No, then the remove is canceled.