***Nota: Por efectos de legibilidad En los RF se omitió la escritura de algunos parámetros en los métodos***

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| --- | --- | --- |
| Requerimiento F/N Funcional | Método Utilizado | Clase |
| RF1: Crear un clan | 1 createNewClan()  1 validateAvailabilityOfTheName(name); | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF2: Mostrar clanes | 1 +showClans():String  2 +toString():String | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF3: Actualizar información a un clan ya creado | 1 +changeClanName(String name):String  2 +searchClan(name):String  1 +validateAvailabilityOfTheName(name):String | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF4: Borrar un clan creado anteriormente | 1 +deleteClan(String name):String  2 +toString():String;  2 + getName():String | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF5: Crear un personaje y añadirlo a un clan | 1 +searchClanToAddCharacter():String  1 +searchClan(name):Clan  2 +addCharacterToTheList():void  2 -validateAvaiableNameForCharacter(name):void  3 +getNext():NarutoCharacter  3 +setPrevius(newReference):void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF6: Mostrar personajes de un clan | 1 +organizeListOfCharacters():String  1 -searchClan(String name):Clan  1 +showCharactersInAClan():String  2 +organizeListWithBubble():void  2 +showCharacters():String | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF7: Modificar atributos a un personaje | 1 +changeCharacterAtributes():String  1 -searchClan(clanName):Clan  2 +changeCharacterInfo():String  2 -searchNarutoCharacter(currentName):NarutoCharacter  2 -validateAvaiableNameForCharacter(newCharacterName):void  3 +toString():String  3 +setName(newCharacterName):void  3 +setPersonality(personality):void  3 +setPowerAbility(powerAbility):void  3 +setCreationDate(creationDate):void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF8: Eliminar un personaje | 1 +deleteCharacter():String  1 -searchClan(clanName):Clan  2 +deleteCharacterOfTheList(name):String  3 +toString():String  3 +getPrevius():NarutoCharacter  3 +getNext():NarutoCharacter  3 +setPrevius():void  3 +setNext():void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF9: Crear una técnica y añadirla a un personaje | 1 +addTechniquetoAcharacter:String  1 -searchClan(clanName):Clan  2 +addTechniquetoACharacter():String  2 -searchNarutoCharacter(characterName):NarutoCharacter  2 +toString():String  3 +addTechniqueToTheList():void  3 +createTechnique():Technique  4 +getNext():Technique | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF10: Mostrar técnicas | 1 +showCharacterTechniques():String  2 -searchClan(clanName):Clan  2 +showCharacterTechniques():String  2 -searchNarutoCharacter(characterName):NarutoCharacter  3 +showCharacterTechniques():String  4 +toString():String  4 +getNext():Technique | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RF11: Eliminar una técnica | 1 +deleteCharacterTechnique():String  1 -searchClan(clanName):Clan  2 +deleteCharacterTechnique():String  2 -searchNarutoCharacter(characterName):NarutoCharacter  3 +generalDeleteOfTechnique(characterTechnique):String  3 +deleteWhennextAreNotNull(name):void  3 +deleteWhennextAreNull(name):void  4 +toString():String  4 +getNext():Technique | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 1: Utilizar el método de ordenamiento clásico burbuja | 2 +organizeListWithBubble():void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 2: Utilizar el método de ordenamiento clásico inserción | 3 +organizeTechniques():void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 3: Utilizar el método de ordenamiento clásico selección | 1 +organizeWithSlecClans():void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 4: Buscar datos de manera secuencial | ***Todas las búsquedas son hechas de manera secuencial*** | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 5: Implementar la interfaz Comparable |  | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 6: Implementar la interfaz Comparator | ***La interfaz comparator se implementa en la clase “Clan”*** | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 7: Ordenar las técnicas ascendentemente | 2 +organizeListWithBubble():void  3 +organizeTechniques():void  1 +organizeWithSlecClans():void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 8: El nombre del personaje no se debe repetir | 2 -validateAvaiableNameForCharacter(String name):void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 9 El nombre de la técnica no se debe repetir | 3 -validateAvaiableNameForTechnique(String name):void | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 10: Los personajes deben ser implementados usando una lista doblemente enlazada | ***La lista doblemente enlazada se implementa en la clase “Clan”*** | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |
| RNF 11: Las técnicas deben ser implementadas usando una lista enlazada sencilla | ***La lista sencilla se implementa en la clase “NarutoCharacter”*** | 1. Main 2. University 3. Clan 4. NarutoCharacter 5. Technique |