

Inputs

The user inputs the ID of the villain they wish to place in their team.

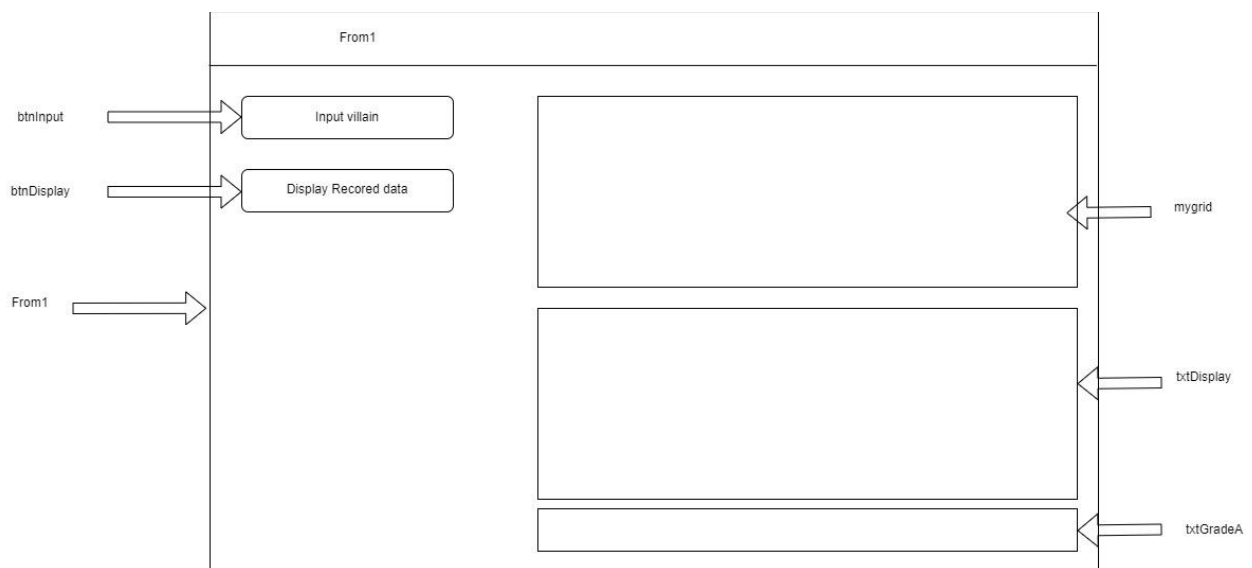
Outputs

The system will display the names of all the villains in the user's team and also display the number of A rated villains.

Action and events

ACTION	EVENTS
Form1_Load	The system will display a grid, in that grid the user will be given a selection of different villains to choose from.
btnInput_Click	The user will be required to input the number of villains they wish to create, once they chosen the number, the system will require them to enter the villain ID of the villain they wish to place in their team.
btnDis_Click	The data will display the number of A rated villains in the user team in a textbox.

Interface



Algorithm

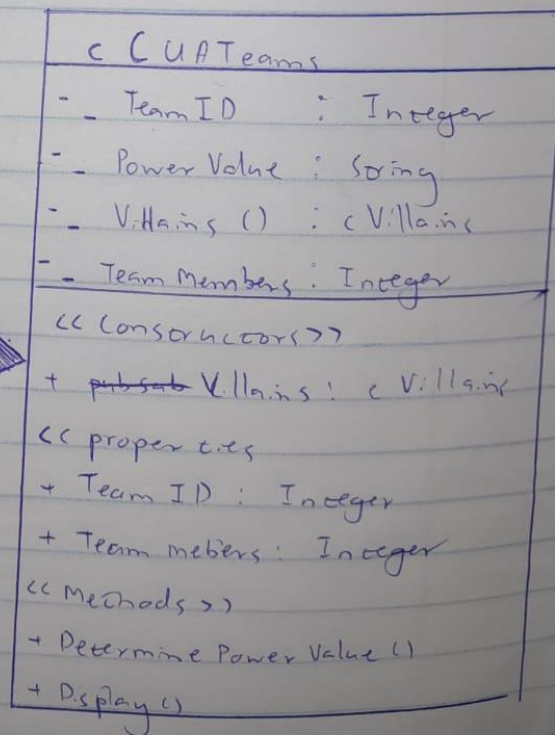
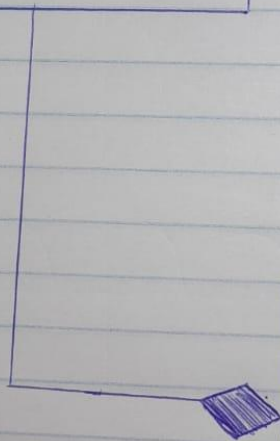
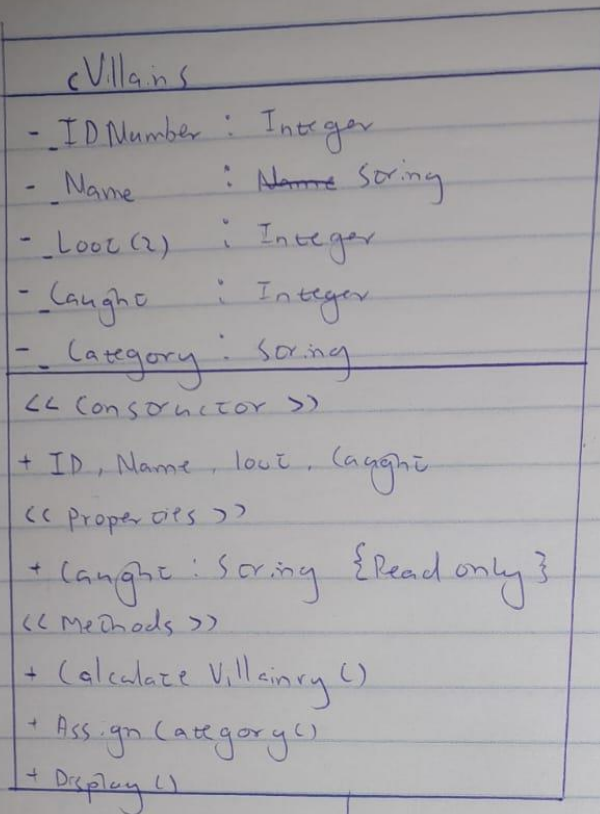
The system will collect the total number of villains the user wishes to add on to their team

The system will require the user to input the ID of each villain that will be added on to the team

The data will than be displayed on to a text box

The system will also display the number of grade A villain in the users team

UML



Test data

