**Components:**

* New:
  + Component/Operation/Link. U/R. Names/Desc. If operation check color.
* Delete:
  + One component/operation/Link and check with u/r.
  + Multiple components check with u/r. Check with links & operations.
  + Check the sub-architecture if it is re-spawned.
  + Check details, size and position.
  + The same with trash bin.
* Subdivide:
  + U/R
  + Must not be able to subdivide if already a component has a sub-architecture.
* Un subdivide:
  + Must not be able to unsubdivide if already a component has not a sub-architecture.
  + Unsubdivision must delete all child layers.
  + U/R to check the above.
* Join:
  + All links must be deleted of the associated components.
  + All setted operations to the associated components must change to the newly joined component.
  + U/R checks all the above.
* Copy/Paste:
  + Check that all the copied components/Links/Operations and sublayers have been pasted successfully.
  + U/R ONLY IN PASTE.
* Extend Collapse:
  + Check if all subcomponents are displayed.
  + Update upon change layer.
  + Check sizes
  + Save & load?
  + U/R.

**Operations:**

* New: Check above.
* Delete:
  + Delete From Owner & operations list.
  + Undo must be assigned again on owner.
* Set:
  + Simple set with button.
  + With drag n drop.
  + Change color if all is selected.
  + If Current is checked and operation is assigned to selected it will appear on the list.
  + U/R
* Unparent:
  + Single case with u/r.
  + Multiple cases with u/r using the context menu.
  + If Current is selected then the function is removed from the table.
  + If All is selected then the name & the color are changed (orphan operations).
* Reset:
  + Similar to unparent.
* Move:
  + It can be applied in any All or Current state but according actions must take place.
  + In All color not changed but parent name must be altered.
* W
* W