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| [SHP-5] US 04-"ON" button Created: 30/Apr/23 Updated: 30/Apr/23 | |
| Status: | ACCEPTED |
| Project: | ShipRealWindCalculator |
| Components: | None |
| Affects versions: | None |
| Fix versions: | None |

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|----------------------------|--|------------------|--|
| Type: | Story | Priority: | Medium |
| Reporter: | Elena-Grațîela Robe-Voinea | Assignee: | Elena-Grațîela Robe-Voinea |
| Resolution: | Unresolved | Votes: | 0 |
| Labels: | None | | |
| Remaining Estimate: | Not Specified | | |
| Time Spent: | Not Specified | | |
| Original estimate: | Not Specified | | |

| | |
|------------------------------|--------------|
| Rank: | 0 i000jj: |
| Sprint: | SHP Sprint 2 |
| Story point estimate: | 21 |

Comments

Comment by [Elena-Grațîela Robe-Voinea](#) [30/Apr/23]

As a user of the standalone application ShipRealWindCalculator.exe, I want to quickly identify and use the “ON“ button in the UI main window in order to process to solve a ship’s adrift problem.

AC1) User opens the ShipRealWindCalculator on Windows OS and identifies the “ON“ button requirements.

AC2) User opens the ShipRealWindCalculator on RaspberryOS and identifies the “ON“ button requirements.

AC3) User checks the “ON” functionality.

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