Class			U:	ser					Grou	лр			Notification	SubGroup
Method Requirement	update(g: Group)	update(p: Project)	leave User Group()	joinUser Group()	vote Project User()	delete Notificat ion()	affinity Report()	update(u: User)	update(p: Project)	vote ProjectAs Group(p: Project)	leave Group User(u: User)	join Group User(u: User)	sendNotifi cation(user s: ArrayList)	checkSub group (u: User)
The user must be registered														
Only the administrator can ban or unban													х	
Only the administrator can reject a petition to join the desktop app														
A person can just register once														
Users can only see the groups other users are in								х				X		
Groups are created by users. Then are managers	Х			Х				х				Х		
Only the manager of a group can create a subgroup	х			х				х						Х
A user can be manager of several groups	Х			Х				Х				Х		х
Users are let to be in several subgroups if they are siblings	х			х				x				х		х

Class			U	ser					Grou	up			Notification	SubGroup
Method Requirement	update(g: Group)	update(p: Project)	leave User Group()	joinUser Group()	vote Project User()	delete Notificat ion()	affinity Report()	update(u: User)	update(p: Project)	vote ProjectAs Group(p: Project)	leave Group User(u: User)	join Group User(u: User)	sendNotifi cation(user s: ArrayList)	checkSub group
Users can unsubscribe from a group	х		х					Х			х			
If a user wants to receive a notification he will have to turn it on														
A user receives a notification if a project created by a group he is in, is approved or rejected													х	
A manager of a group will always receive notifications			х	х							х	X	х	
A project is created by a user		х												
The system adds an ID to the project														
The administrator can reject or approve a project													х	

Class			Us	ser					Grou	up			Notification	Subgroup
Method Requirement	update (g: Group)	update(p: Project)	leave User Group()	joinUser Group()	vote Project User()	delete Notifica tion()	affinity Report()	update(u: User)	update(p: Project)	vote ProjectAs Group(p: Project)	leave Group User(u: User)	join Group User(u: User)	sendNotifi cation(user s: ArrayList)	checkSub group (u: User)
When accepted, the administrator should set the minimum number of votes													Х	
A project expires in 30 days since it is approved													х	
The project manager submits the project for founding														
Votes can be done as an individual		х			Х									
Votes can be done as a manager of a group									х	х			х	
If a user votes as a manager, he must specify which group he is voting for									х	х			х	
If a user votes as an individual, he cannot unvote														

Class			Use	er					Gro	up			Notification	Subgroup
Method Requirement	update(g: Group)	update(p: Project)	leave User Group()	joinUser Group()	vote Project User()	delete Notifica tion()	affinity Report()	update(u: User)	update(p: Project)	vote ProjectAs Group(p: Project)	leave Group User(u: User)	join Group User(u: User)	sendNotifi cation(user s: ArrayList)	checkSub group (u: User)
If a user is in a group and he unsubscribes from it, and that group voted on a project, his vote will be removed	Х		Х					Х			Х			
If a user wants to see the number of votes that a project has, he needs to have voted that project														
If a user gets banned, its votes are removed	Х		Х					x			Х			
It exists popularity reports														
It exists affinity reports							Х							

Class			M	lySystem								Project					
Method Requirement	update(g: Group)	update(p: Project)	update(u: User)	get Instance ()	logIn (ni:Strin g, ps: String)	read ()	write ()	update(g: Group)	update(u: User)	askFor Money Granted ()	delete Pro ject()	check Numb erOf Votes ()	vote User ()	vote Group ()	un vote Pro ject()	send Exter nal Asocci ation()	is Expi red()
The user must be registered					Х												
Only the administrator can ban or unban																	
Only the administrator can reject a petition to join the desktop app																	
A person can just register once					Х												
Users can only see the groups other users are in																	
Groups are created by users. Then are managers																	
Only the manager of a group can create a subgroup																	
A user can be manager of several groups																	
Users are let to be in several subgroups if they are siblings																	

Class			M	lySystem								Project					
Method Requirement	update(g: Group)	update(p: Project)	update(u: User)	get Instance ()	logIn (ni:Strin g, ps: String)	read ()	write ()	update(g: Group)	update(u: User)	askFor Money Grante()	delete Pro ject()	check Numb erOf Votes ()	vote User ()	vote Group ()	un vote Pro ject()	send Exter nal Asocci ation()	is Expi red()
Users can unsubscribe from a group								х	Х						х		
If a user wants to receive a notification he will have to turn it on																	
A user receives a notification if a project created by a group he is in, is approved or rejected																	
A manager of a group will always receive notifications																	
A project is created by a user		Х							х				х				
The system adds an ID to the project		Х														х	Х
The administrator can reject or approve a project		х															х

Class			N	MySystem								Project					
Method Requirement	update (g: Group)	update(p: Project)	update(u: User)	get Instance ()	logIn (ni:Strin g, ps: String)	read ()	write ()	update(g: Group)	update(u: User)	askFor Money Grante()	delete Pro ject()	check Numb erOf Votes ()	vote User ()	vote Group ()	un vote Pro ject()	send Exter nal Asocci ation()	is Expir ed()
When accepted, the administrator should set the minimum number of votes		х															
A project expires in 30 days since it is approved		х															х
The project manager submits the project for founding		х														Х	
Votes can be done as an individual									Х				х				
Votes can be done as a manager of a group								Х						Х			
If a user votes as a manager, he must specify which group he is voting for								х	х				х	Х			
If a user votes as an individual, he cannot unvote									х				х				

Class			N.	ЛуSystem								Project					
			IV	тузузсент													
Method Requirement	update (g: Group)	update(p: Project)	update(u: User)	get Instance ()	logIn (ni:Strin g, ps: String)	read ()	write ()	update(g: Group)	update(u: User)	askFor Money Grante()	delete Pro ject()	check Numb erOf Votes ()	vote User ()	vote Group ()	un vote Pro ject()	send Exter nal Asocci ation()	is Expir ed()
If a user is in a group and he unsubscribes from it, and that group voted on a project, his vote will be removed								X	Х						Х		
If a user wants to see the number of votes that a project has, he needs to have voted that project									Х			X	X				
If a user gets banned, its votes are removed	Х	Х	Х														
It exists popularity reports												Х					
It exists affinity reports																	

Class		User	
Method Requirement	unban()	ban()	deleteUser()
The user must be registered			Х
Only the administrator can ban or unban	X	X	
Only the administrator can reject a petition to join the desktop app			
A person can just register once			
Users can only see the groups other users are in			
Groups are created by users. Then are managers			
Only the manager of a group can create a subgroup			
A user can be manager of several groups			
Users are let to be in several subgroups if they are siblings			

Class		User	
Method Requirement	unban()	ban()	deleteUser()
Users can unsubscribe from a group			
If a user wants to receive a notification he will have to turn it on			
A user receives a notification if a project created by a group he is in, is approved or rejected			
A manager of a group will always receive notifications			
A project is created by a user			
The system adds an ID to the project			
The administrator can reject or approve a project			

Class		User	
Method Requirement	unban()	ban()	deleteUser()
When accepted, the administrator should set the minimum number of votes			
A project expires in 30 days since it is approved			
The project manager submits the project for founding			
Votes can be done as an individual			
Votes can be done as a manager of a group			
If a user votes as a manager, he must specify which group he is voting for			
If a user votes as an individual, he cannot unvote			

Class		User	
Method			
	unban()	ban()	deleteUser()
Requirement	"	, ,	
If a user is in a			
group and he			
unsubscribes			
from it, and			
that group			
voted on a			
project, his			
vote will be			
removed			
If a user wants			
to see the			
number of			
votes that a			
project has, he			
needs to have			
voted that			
project			
If a user gets			
banned, its		Х	
votes are		^	
removed			
It exists			
popularity			
reports			
It exists affinity			
reports			