Class			N	ЛуSystem				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()
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			N	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			Ŋ	MySystem				Project									
Method Requirement	update (g: Group)	p:	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		x														X	
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	x				X	Х			
If a user votes as an individual, he cannot unvote									Х				х				

Class			N	1ySystem								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()
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	X						Х		
If a user wants to see the number of votes that a project has, he needs to have voted that project									X			x	х				
If a user gets banned, its votes are removed	Х	X	Х														
It exists popularity reports It exists affinity												х					
reports																	

Class			Us	ser					Grou	q			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				х				х		х

k														
Class			Us	er					Grou	р			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)
Users can unsubscribe from a group	Х		X					X			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	х	Х	
A project is created by a user		X												
The system adds an ID to the project														
The administrator can reject or approve a project													х	

Class			Use	ser					Grou	nb			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		x			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	x			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	X		X					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					Х			Х			
It exists popularity reports														
It exists affinity reports							Х							