

1. Ordered List

- 1. When item is selected
 - 1. remove "active" from class list of previously selected item
 - 2. add "active" to class list of selected item
 - 3. set the value of the item input field to the value of the selected item
 - 4. implement this renderList() to dynamically add values of this listArray
- 2. Item input field: used to enter text for the selected or new item
- Buttons (top to bottom, left to right)
 - 1. Update:
 - 1. update the selected item using the value of the Item input field.
 - 2. call this.renderList()
 - 3. when enabled: when an item is selected.
 - 2. Add:
 - 1. create a new item in the list using the value of the Item input field
 - 2. call this.renderList()
 - 3. when enabled: always
 - 3. Save:
 - 1. set this.items to json string array
 - 2. call this.renderList()
 - 3. when enabled: a change has been made to the list
 - 4. Undo:
 - 1. undo all changes made since last save
 - 2. when enabled: a change has been made to the list
 - 5. Delete item
 - 1. remove item from the list
 - 2. call this.renderList()
 - 3. when enabled: when an item is selected
 - 6. Move up:
 - 1. move selected item up.
 - 2. If it is at the top, move it to the bottom and move all other items up.
 - 3. call this.renderList()
 - 4. when enabled: when an item is selected
 - 7. Move down:
 - 1. move selected item down.
 - 2. If it is at the bottom, move it to the top and move all other items down.
 - 3. call this.renderList()
 - 4. when enabled: when an item is selected