

28	create flags	given a list of Flag objects generate qwidget encapsulating all the information of flag values	generated qwidget has all the expected child qwidgets representing Flag and FlagLabel objects	SUCCESS
29	create values	given a list of Value objects generate qwidget encapsulating all the information of tool values	generated qwidget has all the expected child qwidgets representing Value objects	SUCCESS
30	create footer	generate interface gui section at the bottom of the interface	given list of buttons and other elements is present in the generated qwidget element	SUCCESS
31	gather parameters	taken an interface gui, parse it's qwidget objects and gather information about inputted values and selections	the combination of values and flags selected in the gui correlates to the predefined set of values and flags selected	SUCCESS
Technology				
32	Create technology	create Technologyobject	new Technology object with name, description, attributes and filepath fields populated	SUCCESS
33	update known technologies	adds a new technology and tests how it's cached	set of known technologies == to set of prev technologies + new technology	SUCCESS
34	fetch known technologies	checks reading and parsing of technologies from cache file	Technology cache file content == given content	SUCCESS
35	fetch known technologies exception	creates empty technologies cache file and tries fetching technologies from it	ModellingException is thrown and caught	SUCCESS
Threat				
36	create threat	create Threat object	new Threat object is created and has expected values for all fields	SUCCESS
37	create dreadscore	create DreadScore object	new DreadScore object is created with appropriate values for all fields	SUCCESS
ThreatModel				
38	create threat model	create new ThreatModel object	new ThreatModel object is created having all the expected references and field values	SUCCESS
39	add asset	add new asset via ThreatModel object	new asset object is added to the ThreatModel and properly referenced	SUCCESS
40	add asset duplicate	try adding duplicate asset to the ThreatModel object	new asset object overwrites the old one	SUCCESS
41	add technology	add new technology via ThreatModel object	new Technology object is added to the ThreatModel and properly referenced	SUCCESS
42	add technology duplicate	try adding duplicate technology to the ThreatModel object	new Technology object overwrites the old one	SUCCESS
43	add entry point	add new entry point via ThreatModel object	new EntryPoint object is added to the ThreatModel and properly referenced	SUCCESS
44	add entry point duplicate	try adding duplicate entry point to the ThreatModel object	new EntryPoint object overwrites the old one	SUCCESS
45	add threat	add new threat via ThreatModel object	new Threat object is added to the ThreatModel and properly referenced	SUCCESS
46	add asset duplicate	try adding duplicate asset to the ThreatModel object	new asset object overwrites the old one	SUCCESS
47	clear assets cache	clear Assets cache file	temp Assets cache file is deleted	SUCCESS
48	clear technologies cache	clear Technologies cache file	temp Technologies cache file is deleted	SUCCESS
49	clear entry points cache	clear EntryPoints cache file	temp EntryPoints cache file is deleted	SUCCESS
Utils				
50	print message	Print specific type message	expected type message is printed into the log with expected content	SUCCESS