ST2 Validation

# Entity Validator

Validates separate entities of type Anchor/Version.  
The responsibility of this class is to setup all the rules that an entity should follow and to delegate the validation to the correct Rule Collection.

# Rule Collection

Keeps track of all the rules applied to a specific type of entity and executes the rules against a specific entity.

Has methods to:

Add new rule (Both custom and preexisting)  
Has a method for standard rules such as:

* Required
* GreaterThan
* LessThan
* IsValidFpc

# Rule

Holds the specific rule and which property it’s supposed to check.  
Executes the delegate for the rule and returns the result.

# RuleSet

Holds all the standard validation methods that we currently have (GreaterThan etc.).

# PreparedRule

Prepared rule is used when you want the validation method to return a dynamic error message as you otherwise have to specify a specific message for it compile time.

Currently we only have 1 prepared rule and that is IsValidFpc. The reason is that we have to return which part of the Fpc string that is invalid.

# Database Rules

Currently there are 3 database rules.

* AllocationElementUniqueIdRule
* UniqueIdRule
* UniqueNameRule

The purpose of these rules are to check against the database that the Id or Name is unique so that we avoid conflicting names and ids for our entities.