

4.39. Editor - Delete a unit

Id	4.39.
Description	As an Editor , I want to be able to delete a unit that was created by mistake, So that I can improve the quality and reliability of the register.
Priority	Medium
Actors	Editor
API Calls	DELETE /units/<unit-id>
Linked Processes	
Status	Implemented

Preconditions

1. The User must be authenticated and have the **Editor** role.
2. The User has a unit id that he wants to delete
3. The User has a valid reason to delete the unit

Postconditions

1. The system returns a confirmation that the unit has been marked as “to be deleted”.

Main flow

1. The **Editor** uses an API call to delete a specific unit by ID (DELETE).
2. The system validates the input parameters.
3. The system marks the unit as well as its connections as “to be deleted”. **WARNING: If the unit is used anywhere else in the system, the unit is marked as deleted but kept in the database.**
4. The system returns a confirmation that the unit has been marked as “to be deleted”.

Exceptions

[400 Bad Request] Invalid input:

If mandatory fields are missing or invalid, the system returns an error message.

[404 Not Found] Unit not found

Error returned by the system if the given unit does not exist.

[500 Internal Server Error] System Error

If the system fails to save changes due to an internal error, it displays an appropriate message and logs the error for further investigation.

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