The logic of the diagram starts when the user accesses the View Pool use case and the UI is constructed. The main feature of the UI is a table that displays swimmers that are currently active at the pool. Once the UI is loaded, the software is ready for input and the user has three basic options: further refine the list by entering search criteria, select a swimmer listed, or select the main menu button. Entering search criteria will require the table to reload and then the user will encounter the same fork. Selecting the main menu button, will exit the use case and return the main menu UI.

Only after a swimmer is selected will the view profile and remove buttons become active. A selected swimmer must be true or these buttons have no meaning. Once a swimmer is selected, the user faces another fork in logic: refine the search or exit to the main menu as before, or select one of the newly active buttons. The select profile button will lead the user to a swimmer profile UI. They can return from this UI to the View Pool UI using a back button and the cycle will start again. Alternatively, they can select the remove swimmer button. This will remove the selected swimmer form the list and then reload the table, restarting the cycle. The diagram terminates with the main menu button, which can be accessed at either of the two main logic forks.

**View Pool State Diagram**

