Upon reviewing the Dataman manual, it appears that there are three distinct user groups for this device: parents, teachers, and students. The features within Dataman seem tailored to meet the needs of each respective group, including the Answer Checker, Memory Bank, and Number Guesser.

1. As a **parent**, I want to **check my child’s answers** so I can **see my child’s improvements in mathematics.**
   1. For parents, the main goal that they are hoping for is to see their child learn something through a fun medium. Dataman’s answer checker allows parents to understand which operation their child excels in and which they should put the most focus on.
2. As a **math teacher**, I want to **store preset math equations** so I can **teach groups of students various math exercises at the same time.**
   1. One feature that is present throughout the manual is Dataman’s ability to store up to ten preset equations in the system and allow others to solve them. This feature would be useful for math teachers who must follow a curriculum schedule.
3. As a **math student**, I want to **solve random** **math equations** so I can **improve my skills in mathematics.**
   1. Finally, Dataman provides users with a wide variety of games to test their skills in answering questions and thinking critically about equations. Each time Dataman is launched, users are presented with a new math experience.