Case Definition:

1. Application loads displaying 5 clickable buttons, and a default image of a random guitar, all buttons are enabled, check box is disabled until at least one guitar is looked at
2. User taps or clicks any of the guitar buttons, check box is enabled
3. Application displays image and information for whichever guitar was picked
4. Only one guitar is displayed as a time
5. User checks Buy This Guitar under desired guitar/current guitar being displayed
6. User clicks purchase
7. Confirmation message appears
8. All buttons are disabled except exit button
9. User clicks exit button
10. Application closes