

Terminal Screen Use Case Diagram

Introduction:

The following use case diagram illustrates how the **User**, **System**, and **Screen** actors interact with each other in the terminal screen project. The **User** interacts with the **System** to issue commands, while the **System** sends commands to the **Screen** to render content. The diagram also shows the dependencies between different use cases, such as the need to **Setup Screen** before any drawing commands can be executed.

