# The Input Manager must involve the following functionalities to fulfil the role of Input Manager:

* Welcome message to the user when the application is launched
* Input manager prompts 3 types of command that it will take as input
* The 3 types of input are Magic command, Developer command, keyword command
* Pass the command to the command processor
* Check the input and throw necessary exceptions like nullpointer (user understandable statement)
* It should give an option for help (which gives a basic magic structure tutorial for user to begin with)



