**Use case:** Let Statement

**Primary actor:** computer

**Goal in context:** Let Statement will assign a value to a variable using an expression

**Preconditions:** Interpreter encounters token is the Let reserved word.

**Post Condition:** Symbol Table variable value is updated.

**Trigger:** Let reserved word triggers event to fire.

**Scenario:**

|  |  |
| --- | --- |
|  | 1. All tokens in the Let line are passed to the Let method. |
|  | 1. The first token is assumed to be a variable in Symbol Table. |
|  | 1. The expression is evaluated using the expression methods. |
|  | 1. The variable is updated to the new value returned by the expression method. |

**Exceptions:**

**2.** If the Symbol Table doesn’t contain the variable a Syntax error is displayed and the program stops executing.

**3.** If the Expression divides by zero than a run time error is displayed and the program stops running.

**Priority:**

**When available:**

**Frequency of use:**

**Channel to actor:**

**Secondary actors:**

**Channels to secondary actors:**

**Open issues:**

1.