**Use case:** Obtain Input

**Primary actor:** User and Computer

**Goal in context:** Obtain input from the user in order to update an Identifier’s value

**Preconditions:** Code has been parsed and is running.

**Post Condition:** User has finished inputting data.

**Trigger:** An input method has been triggered.

**Scenario:**

|  |  |
| --- | --- |
|  | 1. Computer display curser on the output screen according to the User interface |
|  | 1. If GUI is user interface than the output windows display the curser. |
|  | 1. If command line is user interface than the command line displays the curser. |
| 1. User input value into the UI and a carrier return. | 1. Computer takes value from user input and stores it in memory. |
|  | 1. The variable value is updated in the Symbol table. |

**Exceptions:**

4. If user inputs a none real number than the program with terminate with a syntax error. “Input must be a real number line #.” Application programmer must check for correct input and let the user retry in order for program to not crash.

**Priority:**

**When available:**

**Frequency of use:**

**Channel to actor:**

**Secondary actors:**

**Channels to secondary actors:**

**Open issues:**

1.