**Use case:** read/write symbol table.

**Primary actor:** computer

**Goal in context:** add item to the symbol table and read and write to them

**Preconditions:** code is being interpreted and executed.

**Post Condition:** value is returned or symbol table is updated.

**Trigger:** INTEGER token is encountered by interpreter

**Scenario:**

|  |  |
| --- | --- |
|  | 1. Token found by the interpreter after the integer statement are added to the symbol table |
|  | 1. If Token is not a reserved word it is assumed to be a INTEGER and the its value in the symbol table is return |
|  | 1. If token after integer is an assignment token than value assign will be added to the symbol table. |

**Exceptions:**

1. If token is already found in the symbol table than Compile error is generated “identifier is already in the symbol table.”
2. If value is NULL than a Compile error is generated “identifier has null have value assigned.”
3. If value is not an integer value than a Compile error is generated “identifier has null have value assigned.”

**Priority:**

**When available:**

**Frequency of use:**

**Channel to actor:**

**Secondary actors:**

**Channels to secondary actors:**

**Open issues:**

1.