

<b>[SHP-2] <a href="#">US_01-Input parameters</a></b> Created: 21/Apr/23 Updated: 30/Apr/23	
<b>Status:</b>	ACCEPTED
<b>Project:</b>	<a href="#">ShipRealWindCalculator</a>
<b>Components:</b>	None
<b>Affects versions:</b>	None
<b>Fix versions:</b>	None

<b>Type:</b>	Story	<b>Priority:</b>	Medium
<b>Reporter:</b>	<a href="#">Elena-Grațîela Robe-Voinea</a>	<b>Assignee:</b>	<a href="#">Elena-Grațîela Robe-Voinea</a>
<b>Resolution:</b>	Unresolved	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Remaining Estimate:</b>	Not Specified		
<b>Time Spent:</b>	Not Specified		
<b>Original estimate:</b>	Not Specified		

<b>Attachments:</b>	 s2.jpg
<b>Rank:</b>	0 i000j3:
<b>Sprint:</b>	SHP Sprint 1
<b>Story point estimate:</b>	13

#### Description

As a user of the standalone application ShipRealWindCalculator.exe, I want to be able to open the application and easily identify the Input parameters so that I can quickly process to solve a ship's adrift problem.

AC1) User opens the ShipRealWindCalculator and the application is responsive.

AC2) User identifies the Input parameters (locations)

AC3) User identifies the data type for the Input parameters

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