UC1: Start Application

Overview	The user starts the Habit Tracker program. The system initializes the main objects and displays the main menu in the console.
Related Use Cases	None.
Actors	User.

UC2: Add Habit

Overview	The user selects the "Add Habit" option from the main menu. The system asks for the habit name, validates the input, and creates a new habit in the habit list.
Related Use Cases	Includes UC6: Validate Input.
Actors	User.

UC3: Mark Habit as Done

Overview	The user selects the "Mark Habit as Done" option. The system shows the list of existing habits, lets the user choose one by index, and marks that habit as completed for the current day.
Related Use Cases	Includes UC6: Validate Input.
Actors	User.

UC4: View Habit Status

Overview	The user selects the "View Habit Status" option. The system lists all habits and shows whether each habit is completed or not for the current day.
Related Use Cases	Includes UC6: Validate Input.
Actors	User.

UC5: Exit Application

Overview	The user selects the "Exit" option from the main menu. The system stops the main loop and terminates the program.
Related Use Cases	Includes UC6: Validate Input.
Actors	User.

UC6: Validate Input

Overview	The system validates the user's input (such as menu choices and habit index). If the input is invalid, the system prints an error message and asks the user to enter the value again.
Related Use Cases	Included by UC2: Add Habit, UC3: Mark Habit as Done, UC4: View Habit Status, and UC5: Exit Application.
Actors	User.