# USE CASE DEFINITION

1. Once the program runs the user will be prompted with a menu.
2. The user will be asked to select type 1, 2, 3, 4, 5. Each number corresponds with an option in the menu.
3. 1 will display the directory, 2 will allow you to look up products, 3 will allow you to add a new product, 4 will allow you the change the current products, and 5 will delete any of the entries.
4. Once you decide and follow the prompts given, you will be asked whether you want to continue or not. If you choose “yes” the menu will redisplay for you to make another decision and if you choose “no” the program will close.
5. All the data will be saved in a file called productList.txt. This same file will allow the program to remember the change you made to the directory for the next time you run the program.
6. Do not delete this text file or you will lose your data.