ID	UC 3
Name	Store variables
Description	User want to store values that can be recalled during cal- culations by referencing an alphabetical label.
Pre-condition	• Calculator is on
Post-condition	 A number is stored in the calculator's memory and is ready to be retrieved by invoking its alphabetical label. User should be able to clear or overwrite a stored
Basic path	variable. 1. This use case starts with the user entering an alphabetical label that will eventually be used to recall the stored value.
	2. The user then presses "equals" to indicate that a value is to be stored under the chosen label.
	3. The user then presses "enter" which tells the calculator to store the variable under the aforementioned label.
	4. At any point during a calculation (UC 1), the user can evoke the value stored in a variable by entering the corresponding alphabetic character.
	5. The calculator substitutes the variables's value into the calculation.
Alternative Path	1a. Clearing the variable
	 User enters the alphabetic label of the variable that requires clearing (value and label appear on display). User presses "clear"
	2. User presses "clear".3. The calculator shows the variable is now cleared.

Table 1: UC 3 - Store variables