Use Case Definition

1. The window opens and displays the words “Select a guitar”, along with three guitar choices, a button for each guitar to view a photo of that guitar, a button for each guitar to select that guitar, a purchase button, the text “Enjoy your guitar”, an “Exit window” button. All buttons are enabled.
2. User taps or clicks on the “View” button to display a photo of a guitar.
3. The Program displays only a photo of the selected guitar.
4. User taps or clicks on the “Select” button to select the guitar for purchase.
5. The program displays the “Purchase” button.
6. User taps or clicks on the “Purchase” button.
7. The program displays the text “Enjoy your guitar”. All buttons are now disabled except the “Exit Window” button.
8. User taps or clicks the “Exit Window” button to terminate the application.