1. Loading and Running a Program

- **Actor**: Program User
- **Preconditions**: The program must be installed and functional on the user's system.
- **Steps**:
    1. Open the program.
    2. Click the "Input File" button.
    3. Select the file that you want to input.
    4. Click the "Run" button.
    5. The system processes the file and executes the commands within it.
- **Goal**: To successfully load a program file and execute it within the system, allowing the user to observe the output or results of the program's execution.
- **Postconditions**: The program runs the input file, and the results are displayed to the user.

2. Editing a Program

- **Actor**: Program User
- **Preconditions**: The program must be loaded with an input file, and the editing interface must be functional.
- **Steps**:
    1. Open the program.
    2. Click the "Input File" button.
    3. Select the file that you want to input.
    4. The file is displayed in the left-hand side box.
    5. Edit the file directly within the provided text editor.
    6. Save the edits if necessary.
- **Goal**: To provide users with the ability to alter the contents of a program without needing to reload or re-input the file repeatedly.
- **Postconditions**: The edited file is either saved or ready to be executed, reflecting all user changes.

3. Saving Programs

- **Actor**: Program User
- **Preconditions**: The user must have loaded and potentially edited a program file within the system.
- **Steps**:
    1. Open the program.
    2. Click the "Input File" button.
    3. Select the file that you want to input.
    4. Edit the file using the left-hand side box if needed.
    5. Click the "Save" button to save changes.

- **Goal**: To enable users to save their work, ensuring that any changes made to the program file are preserved for future use.
- **Postconditions**: The file is saved in its current state, including any modifications made by the user.

4. Changing GUI Colors

- **Actor**: Program User
- **Preconditions**: The program must be open, and the user must have access to the settings menu.
- **Steps**:
    1. Open the program.
    2. Click the "Settings" button.
    3. Enter a desired Hex value for customizing the GUI colors.
    4. Click the "Save" button to apply color changes.
    5. Optionally, click the "Reset" button to revert to the default color scheme.
- **Goal**: To provide customization options that allow users to personalize the program's appearance by adjusting the color scheme.
- **Postconditions**: The GUI displays the chosen colors, or resets to the default, based on the user's actions.

5. Creating Multiple Windows

- **Actor**: Program User
- **Preconditions**: The program must be running, and the system must support multiple window instances.
- **Steps**:
    1. Open the program.
    2. Click the "New Window" button.
    3. In the new window, select and run another text file.
    4. Repeat the process to open additional windows if desired.
- **Goal**: To allow users to run and manage multiple instances of the program simultaneously, each operating on different input files.
- **Postconditions**: Multiple program windows are active, each potentially running different files, allowing for parallel processing or comparison.