1. **Opening program – a clean slate**

When a user first opens the program, all of the textboxes are empty and the table that shows saved information is empty besides a single row that has the column headers. It will automatically resize once information is added. If/When a user presses the Save button, this will become the first entry in the table.

1. **1+ entries entered – adding another entry (with a different last name)**

If there is at least one entry in the current session (a session being from the time the program is run to closing the program) and the user clicks the save button, assuming that there is an acceptable last name provided, the file will be created and saved correctly and a new row is added to the table.

1. **1+ entries entered – adding another entry (with the same last name)**

If there is at least one entry in the current session and the user clicks the save button, assuming that the last name that has been entered is a last name that is identical to a name that has previously been used, whatever file that is named with that last name will be overwritten with the new information, losing the information that was previously there. A new row will be added to the table, with no change to whatever row has the name last name.

1. **Adding an entry without a last name**

If the user tries to save the information without providing a last name, a message box will pop up that says, “Please enter a Last Name” and will not save the information or add a row to the table. The user must provide a last name before anything can be saved.

1. **Getting a new entry**

Whether there are any entries or not, if the user clicks the New button, all the textboxes will be cleared of any information (if there is any). If there is information in the textboxes that has not been saved, it will be cleared regardless.