

- a) DLS notified user it is an invalid line choice
 - 2) User selects a new line choice
 - a) DLS updates decision tree and decrements user edge count
- Entry Condition: DLS and user turn
- Exit Condition: Choose new position for line
- Note: I combined actors as Moderator and User as they do the same thing

Use Case: **GetLineFromUser**

Participating Actor: Moderator & User

- 1) User enters a line
 - a) DLS updates tree, decrements count, and rotates to next player
- Entry Condition: DLS open and user's turn
- Exit Condition: Line Chosen
- Note: I combined actors as Moderator and User as they do the same thing