```
# File komega-v00e.py

# Author: G.Doeben-Henisch
# First date: September 4, 2020
# Last change: 6.September 2020

#################################
# Execution Environment of my local machine:
# (venv) gerd@gerd-ub2:~/env/komega/tst$ python3 komega-v0.py
# There will be a github for the sourcecode

####################################
# ACTOR STORY
#
# For more details see the post at
'''
https://www.uffmm.org/2020/09/04/komega-requirements-no-4-version-3-basic-application-scenario/

ACTOR STORY
S1: START
S2: EDIT Q
S3: EDIT S AND X
S4: SIMULATION
S5: EVALUATION
S6: STOP
'''
# MAIN IDEA
'''
According to the above mentioned actor story the user will be sitting in front of a system interface [SI] which works first only as a console.
In the beginning the user is placed in a start state S1 showing all options available.
The user can select one of these options and can from start state S1 reach all other states S2-S6.
'''

############################
# IMPORTS

# CLASSES

import kcv0 as kc

############################
# SUPPORTING FUNCTION
#

# No funtions yet

#########################
# Main Programm
#
```

```
###############
# Start main loop
#
# The loop will work as long as the value of the variable 'loop' is different to 'N'

loop='Y'
while loop!='N':

################################
# STATE 0 : START
# Show available options
# Get feedback for selection
# Confirm the selection
# Distribute to different states

        menu =['START','EDIT Q','EDIT S and X','SIMULATION','EVALUATION','STOP']

        i=0  # Counter for menu-loop
        for state in menu:
          i=i+1
          print(i,'=',state)

# Ask back for selection number
        opt=input('Enter a Number [1-6] for Menu Option \n')

# Evaluate the selection

        if int(opt)<1 or int(opt)>6:
                print('You have selected a bad option')

        if int(opt)>0 and int(opt)<7:
                print('You have selected the state',menu[int(opt)-1])

# Call to a class instance

        if opt=='2':
                kc.aq.display()

        elif opt=='3':
                kc.asx.display()

        elif opt=='4':
                kc.asim.display()

        elif opt=='5':
                kc.aev.display()

        elif opt=='6':
                kc.astp.display()

# Clarify how to continue
```

```
        loop=input("STOP = 'N', CONTINUE != 'N'  \n")

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# File kcv0.py

# Author: G.Doeben-Henisch
# First date: September 6, 2020

################################
# CLASS DEFINITIONS

class Actor:
        def __init__(self,role,name):
                self.role = role
                self.name = name

        def display(self):
                print('Role : "%s"'%self.role)
                print('Name : "%s"'%self.name)

################################
# CLASS INSTANCES

aq=Actor("Qedit","aq")
asx=Actor('SXedit','asx')
asim=Actor('SIM','asim')
aev=Actor('EVAL','aev')
astp=Actor('STOP','astp')
```

```
'''
TEST

(venv) gerd@gerd-ub2:~/env/komega/tst$ python3 komega-v00e.py
1 = START
2 = EDIT Q
3 = EDIT S and X
4 = SIMULATION
5 = EVALUATION
6 = STOP
Enter a Number [1-6] for Menu Option
2
You have selected the state EDIT Q
Role : "Qedit"
Name : "aq"
STOP = 'N', CONTINUE != 'N'
a
1 = START
2 = EDIT Q
3 = EDIT S and X
```

```
4 = SIMULATION
5 = EVALUATION
6 = STOP
Enter a Number [1-6] for Menu Option
3
You have selected the state EDIT S and X
Role : "SXedit"
Name : "asx"
STOP = 'N', CONTINUE != 'N'
a
1 = START
2 = EDIT Q
3 = EDIT S and X
4 = SIMULATION
5 = EVALUATION
6 = STOP
Enter a Number [1-6] for Menu Option
4
You have selected the state SIMULATION
Role : "SIM"
Name : "asim"
STOP = 'N', CONTINUE != 'N'
a
1 = START
2 = EDIT Q
3 = EDIT S and X
4 = SIMULATION
5 = EVALUATION
6 = STOP
Enter a Number [1-6] for Menu Option
5
You have selected the state EVALUATION
Role : "EVAL"
Name : "aev"
STOP = 'N', CONTINUE != 'N'
a
1 = START
2 = EDIT Q
3 = EDIT S and X
4 = SIMULATION
5 = EVALUATION
6 = STOP
Enter a Number [1-6] for Menu Option
6
You have selected the state STOP
Role : "STOP"
Name : "astp"
STOP = 'N', CONTINUE != 'N'
N
'"
```

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