trigger CaseHandler22 on User (after update) {

Map<Id,Id> userInactiveMap=new Map<Id,Id>();

for(User u : Trigger.New){

if(u.IsActive == false){

userInactiveMap.put(u.Id,u.ManagerId);

}

}

CaseService.reassignInactiveCaseToManager(userInactiveMap);

}

global class CaseService{

@future

public static void reassignInactiveCaseToManager(Map<Id,Id> userInactiveMap) {

Set<Id> inactiveUserList=userInactiveMap.keyset();

List<case> caseList= new List<case>();

for(Case caseObj: [SELECT Id,OwnerId,Status

FROM Case

WHERE OwnerId =: inactiveUserList]) {

if(caseObj.Status != 'Solved'){

String managerId=(String)userInactiveMap.get(caseObj.ownerId);

caseObj.OwnerId = managerId;

caseList.add(caseObj);

}

}

system.debug('caseList'+caseList);

system.debug('inactiveUserList'+inactiveUserList);

system.debug('userInactiveMap'+userInactiveMap);

if(caseList.size() > 0){

try{

update caseList;

}catch(Exception ex){

system.debug('Exception'+ex);

}

}

}

}