@startuml

actor Staff

boundary RateScreen

control RateControl

entity RATE

Staff-> RateScreen++: Click "Rating" on "left menu"

deactivate RateScreen

RateScreen-> RateControl ++: Process load " List Rate" Screen

deactivate RateControl

RateControl -> RATE++: Get list rate

deactivate RATE

RATE--> RateControl ++: Send list rate

deactivate RateControl

RateControl --> RateScreen++: Send list rate

deactivate RateScreen

RateScreen-> RateScreen++: Load "List Rate" Screen

deactivate RateScreen

Staff-> RateScreen++ : Click button "Đánh giá" trên một item đánh giá với status "needRate"

deactivate RateScreen

RateScreen-> RateScreen++: Load "CRUD rate"

deactivate RateScreen

Staff-> RateScreen++: Giving input

deactivate RateScreen

Staff-> RateScreen++: Click lưu

deactivate RateScreen

RateScreen-> RateScreen++: Validate

deactivate RateScreen

alt Fail

RateScreen-> RateScreen++: Show error notification

deactivate RateScreen

end

alt Achieve

RateScreen-> RateControl ++: Process create rate

deactivate RateControl

RateControl -> RATE++:Process create rate

deactivate RATE

RATE-> RATE++: Validate

deactivate RATE

alt Fail

RATE--> RateControl ++: Show error notification

deactivate RateControl

RateControl --> RateScreen++: Show error notification

deactivate RateScreen

end

alt Achieve

RATE-> RATE++: Store data

deactivate RATE

RATE--> RateControl ++: Successful notification

deactivate RateControl

RateControl --> RateScreen++: Thông báo create thành công và reload UI

deactivate RateScreen

end

end

@enduml