@startuml

actor BGD

boundary PaymentUnitScreen

control PaymentUnitControl

entity PAYMENTUNIT

BGD-> PaymentUnitScreen++: Click "CRUD payment unit – CRUD Payment unit" on "left menu"

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitControl ++: Process load " List payment unit" screen

deactivate PaymentUnitControl

PaymentUnitControl -> PAYMENTUNIT++: Get payment unit

deactivate PAYMENTUNIT

PAYMENTUNIT--> PaymentUnitControl ++: Send payment unit

deactivate PaymentUnitControl

PaymentUnitControl --> PaymentUnitScreen++: Send payment unit

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitScreen++: Load " List payment unit" screen

deactivate PaymentUnitScreen

BGD-> PaymentUnitScreen++ : Click button "Xóa" trên 1 item đơn vị thanh toán bất kỳ

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitScreen++: Load "Yes/No dialog"

deactivate PaymentUnitScreen

BGD-> PaymentUnitScreen++: Click Yes/No button

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitScreen++: Validate

deactivate PaymentUnitScreen

alt No

PaymentUnitScreen-> PaymentUnitScreen++: Show no notification

deactivate PaymentUnitScreen

end

alt Yes

PaymentUnitScreen-> PaymentUnitControl ++: Process delete payment unit

deactivate PaymentUnitControl

PaymentUnitControl -> PAYMENTUNIT++:Process delete payment unit

deactivate PAYMENTUNIT

PAYMENTUNIT-> PAYMENTUNIT++: Delete data

deactivate PAYMENTUNIT

PAYMENTUNIT--> PaymentUnitControl ++: Successful notification

deactivate PaymentUnitControl

PaymentUnitControl --> PaymentUnitScreen++: Thông báo delete thành công và reload UI

deactivate PaymentUnitScreen

end

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