@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

@enduml