@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 "Chỉnh sửa" trên 1 item đơn vị thanh toán bất kỳ

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitScreen++: Load "CRUD Payment Unit Form"

deactivate PaymentUnitScreen

BGD-> PaymentUnitScreen++: Giving input

deactivate PaymentUnitScreen

BGD-> PaymentUnitScreen++: Click lưu

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitScreen++: Validate

deactivate PaymentUnitScreen

alt Fail

PaymentUnitScreen-> PaymentUnitScreen++: Show error notification

deactivate PaymentUnitScreen

end

alt Achieve

PaymentUnitScreen-> PaymentUnitControl ++: Process update payment unit

deactivate PaymentUnitControl

PaymentUnitControl -> PAYMENTUNIT++:Process update payment unit

deactivate PAYMENTUNIT

PAYMENTUNIT-> PAYMENTUNIT++: Validate

deactivate PAYMENTUNIT

alt Fail

PAYMENTUNIT--> PaymentUnitControl ++: Show error notification

deactivate PaymentUnitControl

PaymentUnitControl --> PaymentUnitScreen++: Show error notification

deactivate PaymentUnitScreen

end

alt Achieve

PAYMENTUNIT-> PAYMENTUNIT++: Update data

deactivate PAYMENTUNIT

PAYMENTUNIT--> PaymentUnitControl ++: Successful notification

deactivate PaymentUnitControl

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

deactivate PaymentUnitScreen

end

end

@enduml