@startuml

actor Customer

actor Paymentunit

boundary PaymentUnitScreen

boundary PaymentUnitScreen

control PaymentUnitControl

entity PAYMENTUNIT

Customer-> PaymentUnitScreen++: Click "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

Customer-> PaymentUnitScreen++ :Click button "Liên kết thêm đơn vị thanh toán"

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitScreen++: Load "List Payment unit for register"

deactivate PaymentUnitScreen

Customer-> PaymentUnitScreen++: Chose payment unit for connect

deactivate PaymentUnitScreen

PaymentUnitScreen-> PaymentUnitControl ++: Process chose payment unit for connect

deactivate PaymentUnitControl

PaymentUnitControl --> Paymentunit++: Process load verify procedure

deactivate Paymentunit

Paymentunit-> Paymentunit++: Load verify procedure

deactivate Paymentunit

Paymentunit-> PaymentUnitControl ++: Process create payment unit

deactivate PaymentUnitControl

PaymentUnitControl -> PAYMENTUNIT++:Process create payment unit

deactivate PAYMENTUNIT

PAYMENTUNIT-> PAYMENTUNIT++: Store data

deactivate PAYMENTUNIT

PAYMENTUNIT--> PaymentUnitControl ++: Successful notification

deactivate PaymentUnitControl

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

deactivate PaymentUnitScreen

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