@startuml

actor Customer

actor VertialContainer

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 "Xóa" trên 1 item liến kết đơn vị thanh toán bất kỳ

deactivate PaymentUnitScreen

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

deactivate PaymentUnitScreen

Customer-> PaymentUnitScreen++: Click "Yes" or "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 connect

deactivate PaymentUnitControl

PaymentUnitControl --> VertialContainer ++ : Delete connect

deactivate VertialContainer

PaymentUnitControl -> PAYMENTUNIT++ : Process delete connect

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

end

@enduml