@startuml

actor Customer

boundary CustomerScreen

boundary CrudCustomerScreen

control CustomerControl

entity CUSTOMER

Customer-> CustomerScreen++: Click "Customer Information" on "left menu"

deactivate CustomerScreen

CustomerScreen-> CustomerControl ++: Process Load "CRUD customer infomation" screen

deactivate CustomerControl

CustomerControl -> CUSTOMER++: Get customer infomation

deactivate CUSTOMER

CUSTOMER--> CustomerControl ++: Send customer infomation

deactivate CustomerControl

CustomerControl --> CrudCustomerScreen++: Send customer infomation

deactivate CrudCustomerScreen

CrudCustomerScreen-> CrudCustomerScreen++: Load "CRUD customer infomation" screen

deactivate CrudCustomerScreen

Customer-> CrudCustomerScreen++: Giving input

deactivate CrudCustomerScreen

Customer-> CrudCustomerScreen++: Click lưu

deactivate CrudCustomerScreen

CrudCustomerScreen-> CrudCustomerScreen++: Validate

deactivate CrudCustomerScreen

alt Fail

CrudCustomerScreen-> CrudCustomerScreen++: Show error notification

deactivate CrudCustomerScreen

end

alt Achieve

CrudCustomerScreen-> CustomerControl ++: Process create/update customer infomation

deactivate CustomerControl

CustomerControl -> CUSTOMER++:Process create/update customer infomation

deactivate CUSTOMER

CUSTOMER-> CUSTOMER++: Validate

deactivate CUSTOMER

alt Fail

CUSTOMER--> CustomerControl ++: Show error notification

deactivate CustomerControl

CustomerControl --> CrudCustomerScreen++: Show error notification

deactivate CrudCustomerScreen

end

alt Achieve

CUSTOMER-> CUSTOMER++: Store/Update data

deactivate CUSTOMER

CUSTOMER--> CustomerControl ++: Successful notification

deactivate CustomerControl

CustomerControl --> CrudCustomerScreen++: Thông báo create/update thành công và reload UI

deactivate CrudCustomerScreen

end

end

@enduml