@startuml

actor Staff

boundary CustomerScreen

control CustomerControl

entity CUSTOMER

Staff-> CustomerScreen++: Click "Customer Management" on "left menu"

deactivate CustomerScreen

CustomerScreen-> CustomerControl ++: Process load " List payment unit" screen

deactivate CustomerControl

CustomerControl -> CUSTOMER++: Get customer information

deactivate CUSTOMER

CUSTOMER--> CustomerControl ++: Send customer information

deactivate CustomerControl

CustomerControl --> CustomerScreen++: Send customer information

deactivate CustomerScreen

CustomerScreen-> CustomerScreen++: Load "List Customer" Screen

deactivate CustomerScreen

Staff-> CustomerScreen++ : Click checkbox black list

deactivate CustomerScreen

CustomerScreen-> CustomerScreen++: Open "Yes/No dialog"

deactivate CustomerScreen

Staff-> CustomerScreen++: Click Yes/No button

deactivate CustomerScreen

CustomerScreen-> CustomerScreen++: Validate

deactivate CustomerScreen

alt No

CustomerScreen-> CustomerScreen++: Show no notification

deactivate CustomerScreen

end

alt Yes

CustomerScreen-> CustomerScreen++: Is in black list

deactivate CustomerScreen

alt NO

CustomerScreen-> CustomerControl ++:Process get in to black list on DB

deactivate CustomerControl

CUSTOMER-> CUSTOMER++: Get in to black list on DB

deactivate CUSTOMER

CUSTOMER--> CustomerControl ++: Show get in notification

deactivate CustomerControl

CustomerControl --> CustomerScreen++: Show get in notificationvà reload UI

deactivate CustomerScreen

end

alt Yes

CustomerScreen-> CustomerControl ++:Process get out to black list on DB

deactivate CustomerControl

CUSTOMER-> CUSTOMER++: Get out to black list on DB

deactivate CUSTOMER

CUSTOMER--> CustomerControl ++: Show get out notification

deactivate CustomerControl

CustomerControl --> CustomerScreen++: Show get out notificationvà reload UI

deactivate CustomerScreen

end

end

@enduml