@startuml

boundary CustomerScreen

control CustomerControl

entity CUSTOMER

loop

CustomerScreen-> CustomerControl ++: Check score < 85

deactivate CustomerControl

alt Fail

CustomerControl -> CustomerScreen: Wait 5 second

deactivate CustomerScreen

end

alt Achieve

CustomerControl -> CUSTOMER: Calculate customer score (plus 1)

deactivate CUSTOMER

CUSTOMER-> CUSTOMER: Update customer score

deactivate CUSTOMER

CUSTOMER--> CustomerControl : Process wait 5 second

deactivate CUSTOMER

CustomerControl --> CustomerScreen: Wait 5 second

deactivate CustomerScreen

end

end

@enduml