@startuml

actor Customer

boundary OrderScreen

control OrderControl

entity ORDER

Customer-> OrderScreen++: Click "Order Management" on "left menu"

deactivate OrderScreen

OrderScreen-> OrderControl ++: Process load "List Order" screen

deactivate OrderControl

OrderControl -> ORDER++: Get list order

deactivate ORDER

ORDER--> OrderControl ++: Send list order

deactivate OrderControl

OrderControl --> OrderScreen++: Send list order

deactivate OrderScreen

OrderScreen-> OrderScreen++: Load "List order" Screen

deactivate OrderScreen

Customer-> OrderScreen++ : Click on "CONFIRMED"/"WAITING" status order

deactivate OrderScreen

OrderScreen-> OrderControl ++: Process load "Order detail"

deactivate OrderControl

OrderControl -> ORDER++: Get order detail

deactivate ORDER

ORDER--> OrderControl ++: Send order detail

deactivate OrderControl

OrderControl --> OrderScreen++: Send order detail

deactivate OrderScreen

OrderScreen-> OrderScreen++: Load "Order detail"

deactivate OrderScreen

Customer-> OrderScreen++: Click button "Hủy"

deactivate OrderScreen

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

deactivate OrderScreen

Customer-> OrderScreen++: Click "Yes" or "No" button

deactivate OrderScreen

OrderScreen-> OrderScreen++: Validate

deactivate OrderScreen

alt No

OrderScreen-> OrderScreen++: Show no notification

deactivate OrderScreen

end

alt Achieve

OrderScreen-> OrderControl ++: Process verify

deactivate OrderControl

OrderControl --> OrderScreen++: Verify

deactivate OrderScreen

Customer-> OrderScreen++: Giving input for reason

deactivate OrderScreen

alt Yes

OrderScreen-> OrderScreen++: Recieve MSG

deactivate OrderScreen

end

alt No

OrderScreen-> OrderControl ++:Process update status

deactivate OrderControl

OrderControl -> ORDER++:Process update status

deactivate ORDER

ORDER-> ORDER++: Update data

deactivate ORDER

ORDER--> OrderControl ++: Successful notification

deactivate OrderControl

OrderControl --> OrderScreen++: Thông báo update thành công và reload UI

deactivate OrderScreen

end

end

@enduml