

## UC\_13\_EditUserSettings

This use case allows users to change and edit their credentials if an employee or manager wants to change their password, user ID, or image.

The entity objects for this use case `userManagerModel`, `userEmployeeModel`.

The boundary objects for this use case `editUserManagerBoundary`, `readUserManagerBoundary`, `editUserEmployeeBoundary`, `readUserEmployeeBoundary`.

The control objects for this use case are `updateUserManagerController`, `updateUserEmployeeController`

When a managing user is on the Edit User Settings view, the boundary object `readUserManagerBoundary` will initialize. Once initialized it will retrieve the `userManagerModel`, which will display the information in the Edit user Settings view. Once appropriate information is edited and the manager clicks the save button, the boundary object `editUserManagerBoundary` will initialize, which in turn will initialize the control object `updateUserManagerController`. This control object will update the user data within the `userManagerModel` updating the database record for the manager.

When an employee user is on the Edit User Settings view, the boundary object `readUserEmployeeBoundary` will initialize. Once initialized it will retrieve the `userEmployeeModel`, which will display the information in the Edit user Settings view. Once appropriate information is edited and the employee clicks the save button, the boundary object `editUserEmployeeBoundary` will initialize, which in turn will initialize the control object `updateUserEmployeeController`. This control object will update the user data within the `userEmployeeModel` updating the database record for the employee.