UC\_4\_Edit\_Employee\_Functions

This use case describes the process of adding to the system and deleting employees from the system.

The entity objects for this use case are the managerObject, the employeeObject, the addEmployee Object, and the deleteEmployeeObject. The managerObject initiates the specified process and selects the employee to be edited. The employeeObject is the entity to be added or deleted from the system. The addEmployeeObject adds an employeeObject to the system, and the deleteEmployeeObject removes an employeeObject from the system.

The control object for this use case is the edit object. If the manager wants to add an employee the edit object adds the employee object to the database, it also performs a similar function if the manager wants to delete an employee