Receive Product

User **GUI** **Receiver System** Controller **Database**

User → GUI: Click Receive

User → GUI: Input information

User → GUI: Click confirm

GUI → Receiver System: Create new product

Receiver System → Database: Write to database

Receiver System ⇢ User: Confirm

Receiver System is Controller. Controller is the first object beyond the UI layer that is responsible for receiving or handling a system operation message.