<<destroy>>

<<create>>

Volunteer

notifyVolunteer()

:Volunteer Assignment Notice

**loop**

:Event

assignVolunteer(pName,vName)

notifyVolunteers()

<<destroy>>

**loop**

saveChanges()

saveChanges()

**loop**

enterVolunteerName(vName)

enterPositionName(pName)

:Volunteer Assignment Form

<<create>>

<<create>>

:Volunteer Assignment Control

click()

:Volunteer Assignment Button

Stakeholder

**Sequence Diagram: Assign Volunteer Use Case**

<<create>>

:Event