

Swim Lane Detail

Swim Lane *Employee*

Represents an employee who has default permissions in the system.

Contained Elements

Decision *LoginEnabled*

This decision represents whether the login credentials exist, much like the other LoginCorrect object. The results between the two are exact, but the conditions on which they are thrown are in different context.

Swim Lane *Employee With Create Permissions*

Represents an employee who has been provided with permissions allowing them to create an employee with lesser permissions than their own.

Swim Lane *System*

Represents automated decisions and actions based on inputs from employees while distributing outputs back to them.

Activity Detail

Activity *Add New Employee*

An employee object is added (temporarily).

Activity *Display User Dashboard*

Successful log in displays options as a dashboard.

Activity *Log In*

Employee logs into the system.

Activity *Log In Attempt*

User attempts to log into the system

Activity *Log Out*

User is ejected from the system via logging out. May be automated depending on circumstance.

Activity *Make Employee Official in DB*

When saving, the saved object is not yet permanent in the database, thatway a new employee entry can easily be cancelled. Once the employee has been saved and made official in the database, they will be assigned an employee ID and be able to sign into the system.

Activity *Save Settings*

Save explicitly writes the temporary object into a permanent state.