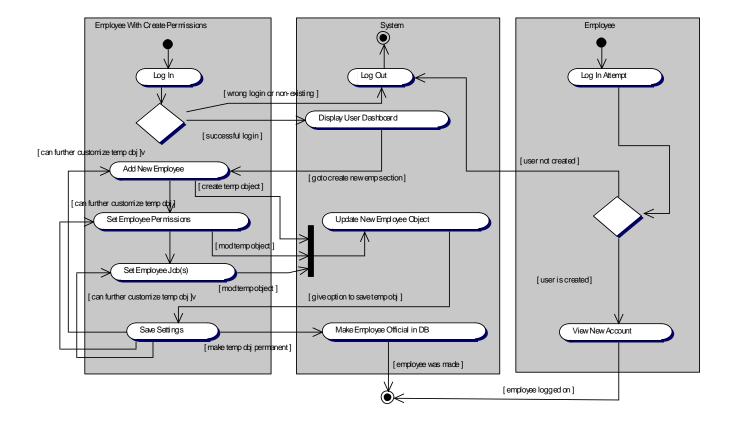
Add NewEmployee



Swim Lane Detail

Swim Lane Employee

Represents an employee who has default permissions in the system.

Contained Elements

Oecision 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, that way 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.

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Sets the jobs that the employee will be performing and opens up permissions related to that job.

Activity Set Employee Permissions

The employee object has settings tweaked accordingly.

Activity Update New Employee Object

Sets the attributes to the temporarily created object.

Activity View New Account

User has credentials saved in the backend and can gain access.

Decision Detail

Decision LoginCorrect

This decision object determines if the credentials supplied are correct and user can enter the system in order to retrieve their dashboard.

State Detail

StartState employeeWhoUsesSystem

An Employee that w ants to use the system to check a schedule, notifications, or perform an action of interest must first log in. This represents the start point for that employee, and it is assumed that they have an account on the system, otherwise they will not be able to perform desired operations.

EndState successfulPerformedActoins

When the supervisor successfully creates an employee in the database and they access their account, the desired action has been performed. Employee can use the account for their duties.

EndState systemLogOut

The system logs out the user, not taking into account whether the objective has been completed or not. While the user could potentially just exit the program without logging out, that is not part of the scope. The system will be built so that this shouldn't be an issue.