

Activity *Set Employee Job(s)*

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 wants 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 *successfulPerformedActions*

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.