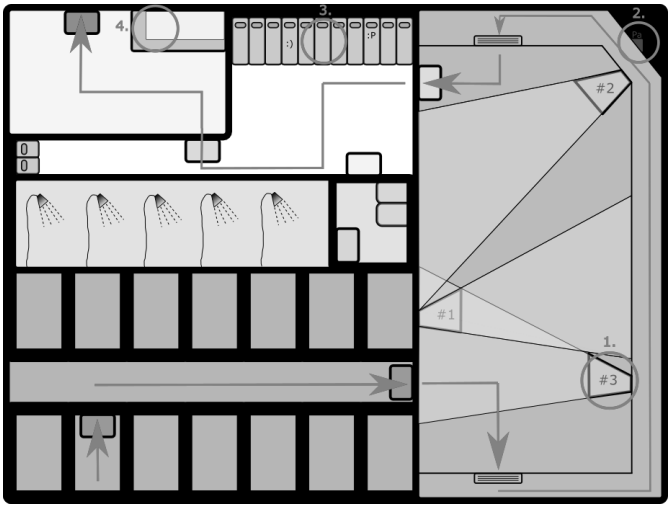
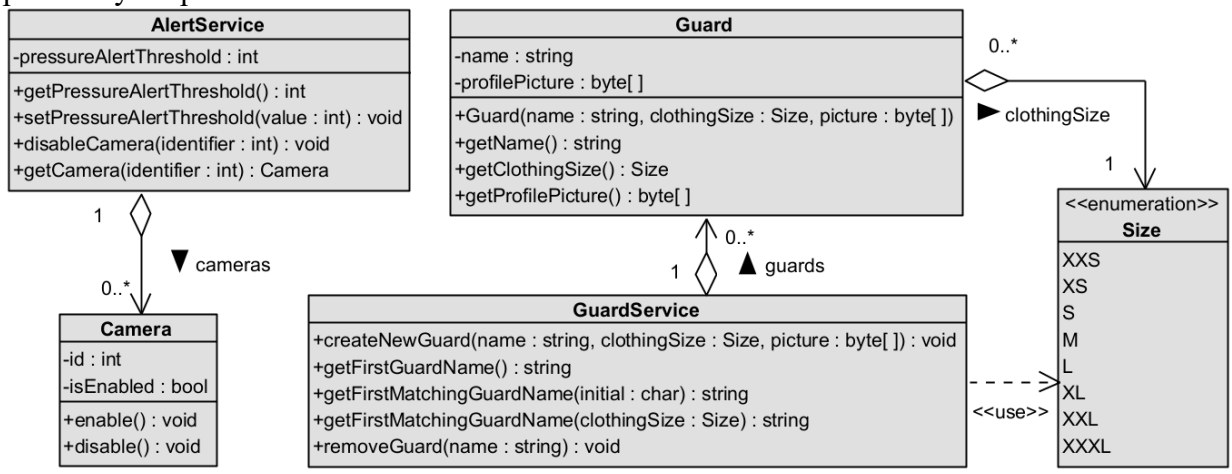
You are in prison because you put an association class in a design class diagram. Fortunately, you managed to steal the credentials to the prison system from the prison governor. After the successful login into the system, the user can use methods of services shown in the class diagram below. Now is the time to prepare a plan to escape!



After the long observation, you devised the following plan. You will break out of your prison cell, go through the vent to bypass the majority of cameras in the next room, get a guard uniform of your size from the locker room, and leave through the reception, pretending to be the guard you stole the uniform from. You are able to escape, but you need to take care of the following tasks in the system:

1. You need to disable camera #3.
2. You need to increase the pressure sensor threshold (in bar units) in the ventilation to some big value so it will not raise the alarm when you crawl through it.
3. You need to find a guard that has your clothing size, remove them from the system, so they will not be able to come to work that day (therefore, their uniform will be in their locker).
4. As you will leave through the main door, it would be good to add you as a new guard to the system. Use the data from the guard you have removed, but update their picture by your selfie (which you already have prepared on your device) to be more inconspicuous in case someone from reception wants to verify your identity (you do not need to deal with the issue that the stolen uniform might be for a different gender — you will improvise somehow).

As this plan is so complicated and hard to remember, you came up with an excellent idea. You will get a tattoo of this plan's sequence diagram! Therefore, your task is to create a **sequence diagram** that models the process of actions needed to perform (after the login) in the prison system to perform your prison break.



Here is a summary of a few details:

- The association descriptions in the class diagram refer to the attribute names that record the information specified by the associations.
- You should model all actions resulting from the assignment (to the depth that is allowed by methods in the class diagram).
- Use only the classes and methods (including arguments) listed in the class diagram.