# Chapter 8: Shipper Support and User Experience

Learning Bluemix & Blockchain

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## The Plan: 30 minute Chapters with an hour or two of practice

Chapter 1: What is Blockchain? Concept and Architecture overview

Chapter 2: What's the story we're going to build

Chapter 2.1: Architecture for the Story

Chapter 3: Set up local HyperLedger Fabric V1 development environment

Chapter 4: Build and test the network

Chapter 5: Administration User Experience

Chapter 6: Buyer Support and User Experience

Chapter 7: Seller Support and User Experience

Chapter 8: Provider Support and User Experience

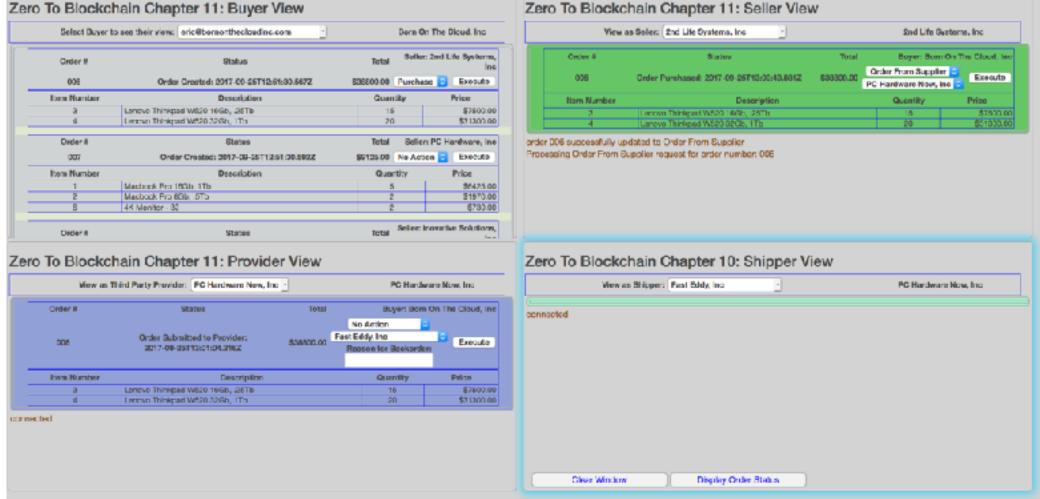
Chapter 9: Shipper Support and User Experience

Chapter 10: Finance Company Support and User Experience

Chapter 11: Combining for Demonstration

Chapter 12: Events and Automating for Demonstration

# Over the next lessons, we will build each of the panels in this picture. Today, we're focused on the bottom left: Provider



In Chapter 6, we created the OrderAction function, which allowed us to process order status changes for the Buyer. We will extend the set of options in that function to include the seller.

#### Seller capability:

- Order From Supplier
- Request Payment
- Resolve (a dispute)
- Refund (an order)

Note: Resolve was reused from the original Buyer implementation

#### Provider capability:

- Request Shipping
- Backorder
- Resolve (a dispute)
- Refund (an order)

Note: Both Refund and Resolve have already been implemented

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## Chapter 9: Provider Support and User Experience

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