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Technical Documentation LAB 3 – Supply Chain

```
4  contract ItemManager{
5
6      enum SupplyChainSteps{Created, Paid, Delivered}
7
8      struct S_Item {
9          ItemManager.SupplyChainSteps _step;
10         string _identifier;
11         uint _priceInWei;
12     }
13
14     mapping(uint => S_Item) public items;
15     uint index;
16
17     event SupplyChainStep(uint _itemIndex, uint _step);
18
19     function createItem(string memory _identifier, uint _priceInWei) public {
20         items[index]._priceInWei = _priceInWei;
21         items[index]._step = SupplyChainSteps.Created;
22         items[index]._identifier = _identifier;
23         emit SupplyChainStep(index, uint(items[index]._step));
24         index++;
25     }
26     function triggerPayment(uint _index) public payable {
27         require(items[_index]._priceInWei <= msg.value, "Not fully paid");
28         require(items[_index]._step == SupplyChainSteps.Created, "Item is further in the supply
29         items[_index]._step = SupplyChainSteps.Paid;
30         emit SupplyChainStep(_index, uint(items[_index]._step));
31     }
32 }
```

Code berikut memungkinkan untuk menambah membayar dan memindahkan sebuah item ke dalam *Supply Chain* dan memicu pengiriman.