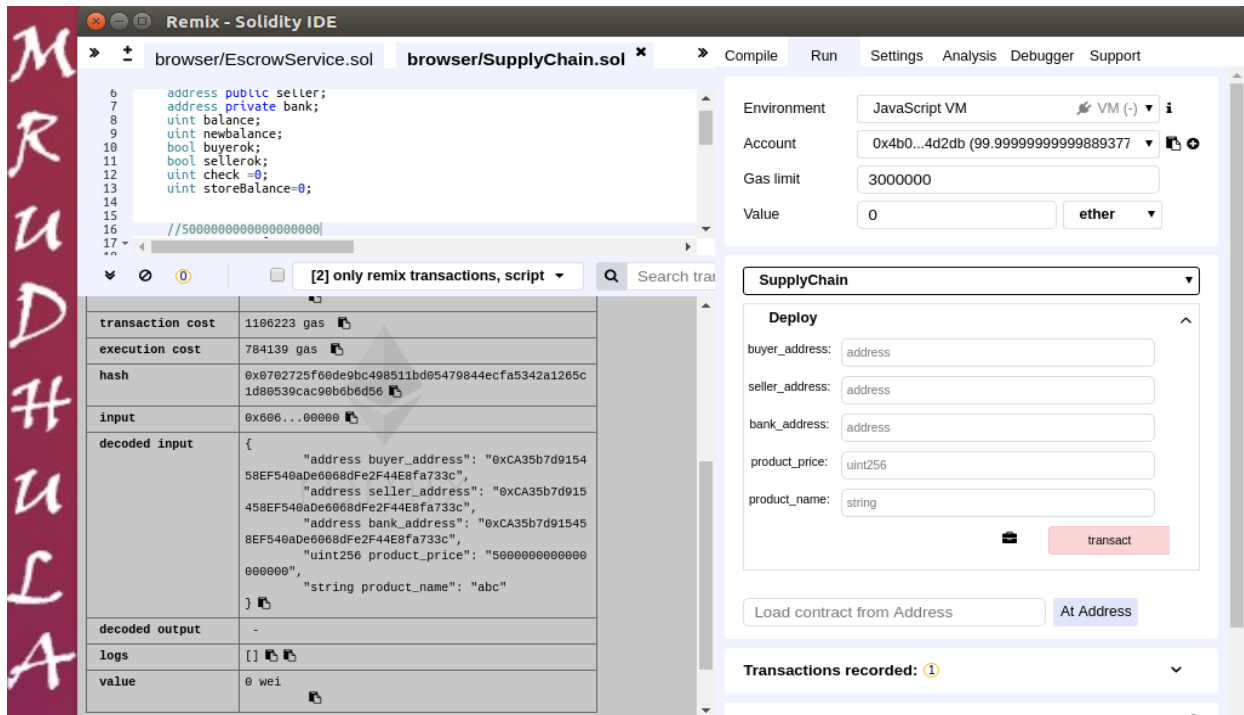


## TASK 1: Create the products



In the above screenshots we set up the buyer address, seller address, back address so as to deploy contract, product name and the product price. The product price initially is given in wei instead of ethers. Once we transact, we see that the input is decoded.

[illegible]



[illegible][illegible]

In the above screenshots the buyer deposits 5 ethers to the bank. We see that the bank has received the amount and there is a deduction at the buyers end. Then buyer and the seller both agree and accept the transaction. Once both have agreed the bank generates the shipment. We keep a check the initially set price of the product and the amount transferred by the buyer is equal. A status is generated all the time to keep a track.

### TASK 3: Delivery and Transfer

The screenshot displays the Remix IDE interface with the following components:

- Editor:** Shows a Solidity script in `browser/SupplyChain.sol`. The script includes variables for `buyerok`, `sellerok`, `check`, and `storeBalance`, along with a `public bool init;` statement and a `struct Asset {` definition.
- Transaction Details:** A table showing the execution of a transaction.
 

status	0x1 Transaction mined and execution succeed
transaction hash	0xc5fe6629b0ddeddf4a9212f81cd2b21a94e7228683eba27be3cc0b22e95f557c
from	0x4b0897b0513fdc7c541bd9d7e929c4e5364d2db
to	SupplyChain.Shipment() 0xfa4d13a5499fedbbfa63bd887683e91b0e3e8e36
gas	3000000 gas
transaction cost	103304 gas
execution cost	97032 gas
hash	0xc5fe6629b0ddeddf4a9212f81cd2b21a94e7228683eba27be3cc0b22e95f557c
input	0xd8e...86e8f
decoded input	{}
decoded output	{}
logs	[ ]
value	5000000000000000 wei
- Right Panel:**
  - Compile:** Shows the environment as JavaScript VM.
  - Run:** Displays account information (0x4b0...4d2db), gas limit (3000000), and value (0 ether).
  - Deployed Contracts:** Lists the `SupplyChain` contract at address 0xfa4...e8e36. The contract has methods: `accept`, `deposit`, `Shipment`, `status`, `assets` (with an address input field), `buyer`, and `seller`.

The screenshot shows the Remix Solidity IDE with the `browser/SupplyChain.sol` file open. The code defines a contract with variables `buyerok`, `sellerok`, `check`, and `storeBalance`, and a function `init`. The transaction details panel shows a successful transaction with the following data:

status	0x1 Transaction mined and execution succeed
transaction hash	0xcd4e41408de534ccddfd74f303f8210f69cb8be67fcc71eaf0a3b0bbe62d8d07
from	0x4b0897b0513fdc7c541b6d9d7e929c4e5364d2db
to	SupplyChain.status() 0xfa4d13a5499fedbbfa63bd887683e91b0e3e8e36
gas	3000000 gas
transaction cost	24662 gas
execution cost	3390 gas
hash	0xcd4e41408de534ccddfd74f303f8210f69cb8be67fcc71eaf0a3b0bbe62d8d07
input	0x200...d2ed2
decoded input	{}
decoded output	{ "0": "bool: false", "1": "bool: false", "2": "bool: true", "3": "uint256: 4", "4": "uint256: 5000000000000000000", "5": "uint256: 5000000000000000000", "6": "uint256: 5000000000000000000" }

The right sidebar shows the `SupplyChain` contract deployed at `0xfa4...e8e36` (memory). The `accept`, `deposit`, `Shipment`, and `status` functions are visible. The `assets` dropdown shows `address`.

The screenshot shows the Remix Solidity IDE with the `browser/SupplyChain.sol` file open. The account dropdown menu is open, showing the following accounts:

- 0x147...c160c (104.99999999999999305 ether)
- 0xca3...a733c (94.99999999999999841292 ether)
- 0x147...c160c (104.9999999999999930569 ether)
- 0x4b0...4d2db (99.9999999999998772407 ether)
- 0x583...40225 (100 ether)
- 0xdd8...92148 (100 ether)

The `SupplyChain` contract is still selected in the dropdown menu.

In the above screenshots once the bank generates the shipment of 5 ethers that was initially sent by the buyer. Once shipment successful we see that the seller gets the value in his account.