-uint upc -uint sku -bool stopped -Item[] items -string[] itemsHistory -OriginData[] originData -ProductData[] productData +constructor() **Roles** +toggleContractActive() -Role bearer +harvestItem(HarvestData) +processItem(uint) +add(Role, address) +packItem(uint) +remove(Role, address) +sellItem(uint, uint) +has(Role, address) +buyltem(uint) +shipItem(uint) +receiveItem(uint) +purchaseItem(uint) +fetchItemBufferOne(uint) +fetchItemBufferTwo(uint) +fetchOriginData(uint) +fetchProductData(uint) +isStopped() +fetchItemHistory(uint) Ownable Owned +address owner +constructor() +isOwner() +constructor() +renounceOwnership() +onlyOwner() +transferOwnership(address) ConsumerRole DistributorRole FarmerRole RetailerRole -Roles. Role consumers -Roles.Role distributors -Roles.Role farmers -Roles. Role retailers +constructor() +constructor() +constructor() +constructor() +onlyConsumer() +onlyDistributor() +onlyFarmer() +onlyRetailer() +isConsumer(address) +isDistributor(address) +isFarmer(address) +isRetailer(address) +addConsumer(address) +addDistributor(address) +addFarmer(address) +addRetailer(address) +renounceConsumer() +renounceDistributor() +renounceFarmer() +renounceRetailer() +_addConsumer(address) +_addDistributor(address) +_addFarmer(address) +_addRetailer(address) +_removeConsumer(address) +_removeDistributor(address) +_removeFarmer(address) +_removeRetailer(address)

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