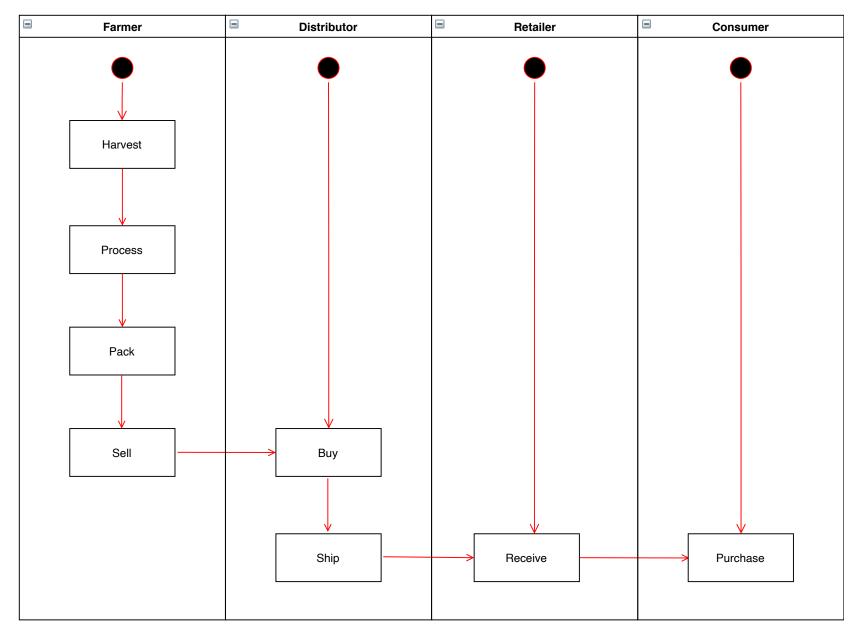
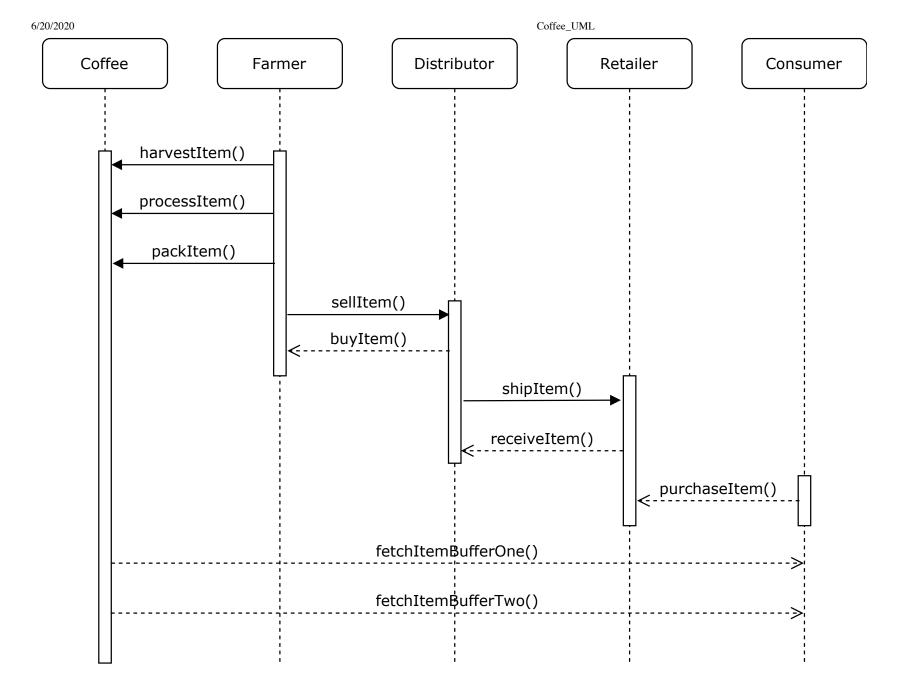
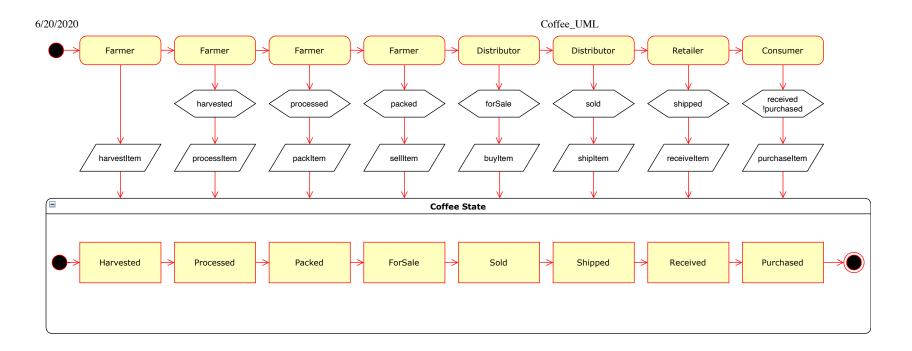
6/20/2020 Coffee_UML







6/20/2020 Coffee_UML

AccessControl Core Base <<Library>> SupplyChain Ownable Roles + owner: address + upc: uint + sku: uint - origOwner: address + Role: struct + owner(): address + isOwner(): bool + renounceOwnership() + transferOwnership(address) #_transferOwnership(address) + items: mapping(uint=> item)
+ itemsHistory: mapping(uint=> string[])
+ State: enum
+ Item: struct # add(Role, address): # remove(Role, address): # has(Role, address): + kill()
+ harvestItem(uint, address, string, string, string, string)
+ processItem(uint)
+ processItem(uint)
+ packItem(uint, uint)
+ buyItem(uint, uint)
+ buyItem(uint)
+ shipItem(uint)
+ shipItem(uint)
+ receiveItem(uint)
+ purchaseItem(uint)
+ purchaseItem(uint)
+ fetchItem(uint)
+ int, uint, uint, address, address, string, string, string
+ fetchItemBufferTwo(uint): uint, uint, uint, string, uint, uint, address, address RetailerRole FarmerRole DistributorRole ConsumerRole + isRetailer(address): bool + addRetailer(address) + isConsumer(address): bool + addConsumer(address) + isDistributor(address): bool + addDistributor(address) + renounceDistributor() #_addDistributor(address) - farmers: Role.Role + isFarmer(address): bool + renouceRetailer() # _addRetailer(address) renounceConsumer() _addConsumer(address) + addFarmer(address) removeRetailer(address) _removeConsumer(address) + renounceFarmer()
_addFarmer(address)
_removeFarmer(address) removeDistributor(address)