





Ownable

Role: struct

add(Role, address) remove(Role, address) has(Role, address)

Farmer

event FarmerAdded(address) event FarmerRemoved(address) modifier onlyFarmer() isFarmer(address);bool addFarmer(address) renounceFarmer()

Retailer

event RetailerAdded(address) event RetailerRemoved(address) modifier onlyRetailer() isRetailer(address);bool addRetailer(address) renounceRetailer()

Distributor

event DistributorAdded(address) event DistributorRemoved(address) modifier onlyDistributor() isDistributor(address);bool addDistributor(address) renounceDistributor()

Consumer

event ConsumerAdded(address) event ConsumerRemoved(address) modifier onlyConsumer() isConsumer(address);bool addConsumer(address) renounceConsumer()

SupplyChain

upc: uint sku: uint items: mapping itemsHistory: mapping State: enum defaultState: State Item: struct

modifier onlyOnwer() modifier verifyCaller(address) modifier paidEnough(uint)

modifier checkValue(uint, address)

modifier harvested(uint) modifier processed(uint)

modifier packed(uint)

modifier forSale(uint)

modifier sold(uint)

modifier shipped(uint)

modifier received(uint)

modifier purchase(uint)

harvestItem(uint,address, string, string, string, string, string)

processItem(uint) packItem(uint)

sellItem(uint,uint)

buyltem(uint)

shipItem(uint) receiveItem(uint)

purchaseItem(uint)

fetchItemBufferOne(uint):uint,uint,address,address,string,string,string fetchItemBufferTwo(uint): uint,uint,uint,string,uint,uint,address,address,address

Ownable

origOwner

event TransferOwnership(address, addres modifier onlyOnwer() owner(): address isOwner():bool

renounceOwnership() transferOwnership(address)