Coffee supllychain classes diagram

Roles

add()
remove()
has()

FarmerRole

- farmers:[]Roles.Role

+ isFarmer()
+ addFarmer()
+ renounceFarmer()
# _addFarmer()
# _renounceFarmer()

DistributorRole

- distributors:[]Roles.Role

+ isDistributor()
+ addDistributor()
+ renounceDistributor()
# _addDistributor()
# _renounceDistributor()

RetailerRole

- retailers:[]Roles.Role

+ isRetailer()
+ addRetailer()
+ renounceRetailer()
# _addRetailer()
# _renouceRetailer()

ConsumerRole

- consumers:[]Roles.Role

+ isConsumer()
+ addConsumer()
+ renounceConsumer()
# _addConsumer()
# _renouceConsumer()

Ownable

origOwner

+ owner()
+ isOwner()
+ renounceOwnership()
+ transferOwnership()
- -tarnsferOnwership()

SupllyChain

+ itemState: enum State
+ items: mapping itemsHistory

+ kill()
+ harvestItem()
+ processItem()
+ packItem()
+ processItem()
+ sellItem()
+ buyItem()
+ shipItem()
+ receiveItem()
+ purchaseItem
+ fetchItemBufferOne()
+ fetchItemBufferTwo()
+ getAccoutnTypes()