Udacity UML Walmart Food - Class Data Model Diagram

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Access Control (Abstract Class)

+ setFarmer(farmerAddr):address
+ setProcessor(processorAddr):address
+ setDistributor(disributorAddr):address
+ setRetailer(retailerAddr):address
+ setConsumer(consumerAddr):address

base (Class)

+ food:struct = broccoli

+ plantFoodItem(var name, var qty): struct
+ growFoodItem(var name, var qty): struct
+ harvestFoodItem(var name, var qty): struct
+ collectFood(var name, var qty): struct
+ cutWashFood(var name, var qty): struct
+ packageFood(var name, var qty): struct
+ postForSale(var name, var qty): struct
+ collectAvailable(var name, var qty): struct
+ orderWholesaleFood(var name, var qty): struct
+ matchAvailOrders(var name, var qty): struct
+ sendShipOrder(var name, var qty): struct
+ shipPackagedItem(var name, var qty): struct
+ receiveItem(var name, var qty): struct
+ stockShelf(var name, var qty): struct
+ selectRetailFood(var name, var qty): struct
+ purchaseFood(var name, var qty): struct
+ deliverFood(var name, var qty): struct
+ consumeFood(var name, var qty): struct

core (Class)

+ newContractAddress:address
+ actor:address

+ upgrade(newContractAddress):address
+ "ownable"("owner"):"address" TBD
+ pause(foodId):uint256

0..*

farmer (Class)

+ farmerAddress:address

0..*

processor (Class)

+ processorAddress:address

0..*

distributor (Class)

+ distributorAddress:address

0..*

retailer (Class)

+ retailerAddress:address

0..*

consumer (Class)

+ consumerAddress:address

0..*

food (Class)

- foodName:string
- foodState:enum
- foodQty:uint
- producer:address
- distributor:address
- retailer:address [storeID?] [struct?]
- consumer:address

+ getFoodName():string
+ getFoodState():enum
+ getFoodQty():uint
+ *getFoodStruct(foodId):struct*

«enumeration» foodState

{ planted,
grown,
harvested,
collected,
cutWashed,
packed,
forSale,
available,
ordered,
matched,
shipInstructed,
shipped,
received,
shelved,
selected,
purchased,
delivered,
consumed }