

Limited Edition Store

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Issue addressed:

Limited edition products are uniquely branded items that are created in small quantities and only sold for a certain time period in the market. People buy these to highlight their own individuality and social status by owning an exclusive item. There are numerous companies around the world who sell these items like Bugatti, Rolex, etc. However, there is no track of who owns these limited edition items. This decentralized application assists companies in selling their limited edition items to consumers and also helps to keep track of the proud owners of these items for the benefit of companies and future generations.

Abstract:

This project's goal is to enable consumers to purchase limited edition products using a token. We are going to take the product details like product name, cost of the product, and the number of items manufactured from the companies that are registered on the application. Users can buy these limited edition items and the coins will be credited to the company as per the cost. As the limited edition items are rare and product manufacturing ceases after a certain time. This application can be used to keep track of those owners for both companies and future generations.

Symbol:

LEC

Limited Edition Coin

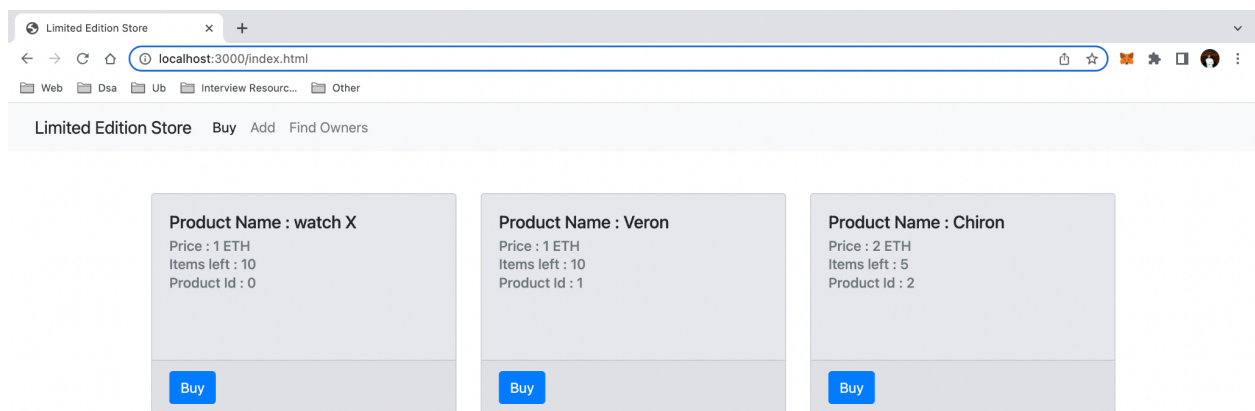
Instructions to deploy, test, and interact:

1. Open Ganache, and click “quick start”. Copy the mnemonic.
2. In the browser, open metamask and click on “ import using Secret Recovery Phrase”. Use the mnemonic and set the new password, and add the accounts.
3. Now in the “les-Dapp/les-contract” folder, use the command prompt and enter “truffle compile”.
4. After compiling without any errors, now enter “truffle migrate –reset”. (use sudo if needed).
5. Copy the contract address and paste it into the App.address property in the les-Dapp/les-app/src/js/app.js file.
6. In the “les-Dapp/les-app/” folder, enter “npm install” to download node modules.
7. Now in the “les-Dapp/les-app” folder, enter “npm start”.
8. The server will start on port 3000. You should be able to access it in the browser using localhost:3000.

The marketplace has 3 pages, as shown in the screenshots below.

User Interface of the marketplace:

Page1: To Buy Limited Edition Products



Page 2: For Companies to add new products / For Admin to Register & Unregister Companies.

The screenshot shows a web browser window with the address bar displaying 'localhost:3000/add.html'. The browser's tab is titled 'Limited edition store'. Below the address bar, there are several icons for navigation and settings. The main content area of the browser shows a web page with a navigation bar at the top containing the text 'Limited Edition Store', 'Buy', 'Add', and 'Find Owners'. The page has a light gray background. The first section is titled 'Add Product' in bold black text. It contains three input fields: 'Name', 'Price', and 'No. of Units Manufactured', each with a label on the left. Below these fields is a blue button labeled 'Add Product'. The second section is titled 'Register Company' in bold black text. It contains two input fields: 'Name' and 'Address', each with a label on the left. Below these fields is a blue button labeled 'Register'. The third section is titled 'Unregister Company' in bold black text. It contains one input field labeled 'Address' on the left. Below this field is a blue button labeled 'Unregister'.

Limited edition store

localhost:3000/add.html

Web Dsa Ub Interview Resourc... Other

Limited Edition Store Buy Add Find Owners

Add Product

Name

Price

No. of Units Manufactured

Add Product

Register Company

Name

Address

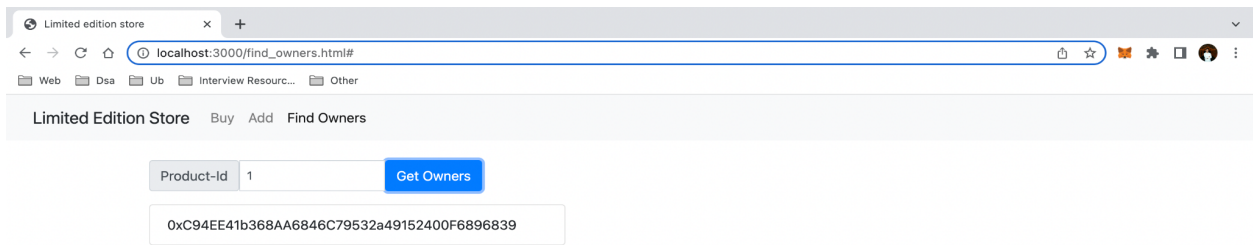
Register

Unregister Company

Address

Unregister

Page 3: To find owners of limited edition products.



The screenshot shows a web browser window with the title "Limited edition store". The address bar displays "localhost:3000/find_owners.html#". Below the address bar, there are several tabs: "Web", "Dsa", "Ub", "Interview Resourc...", and "Other". The main content area has a header with "Limited Edition Store" and navigation links "Buy", "Add", and "Find Owners". Below the header, there is a form with a "Product-Id" input field containing the value "1" and a blue "Get Owners" button. Below the button, there is a text box displaying the hexadecimal string "0xC94EE41b368AA6846C79532a49152400F6896839".

Limited edition store

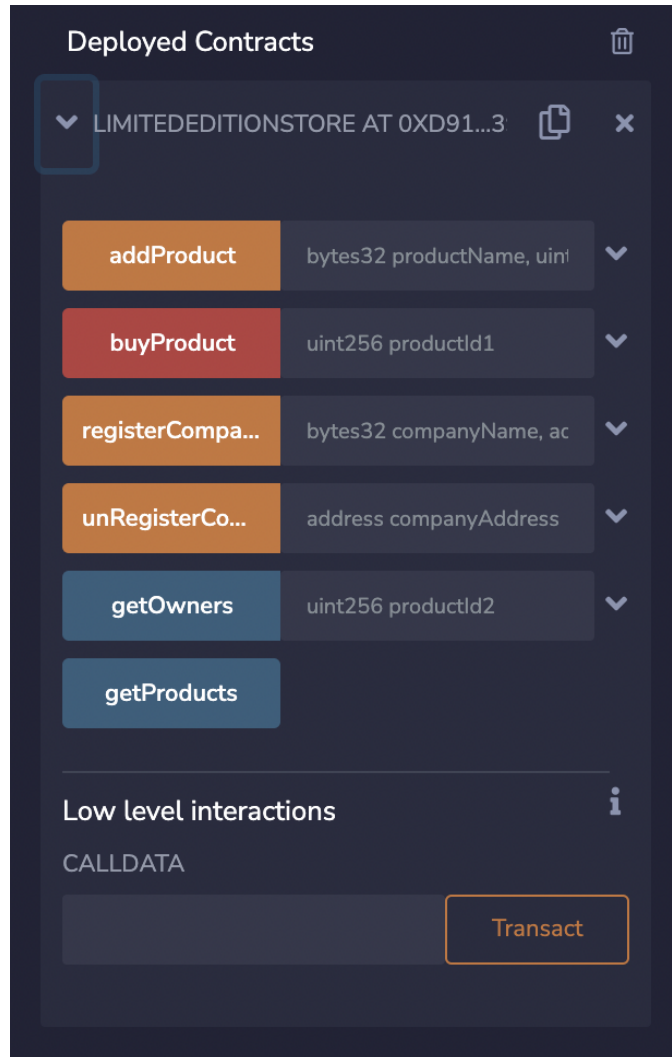
localhost:3000/find_owners.html#

Web Dsa Ub Interview Resourc... Other

Limited Edition Store Buy Add Find Owners

Product-Id 1 Get Owners

0xC94EE41b368AA6846C79532a49152400F6896839



About Marketplace:

Limited edition store is a marketplace for companies to add(sell) their limited edition products and for users to buy them. Marketplace has a special feature of finding the proud owners of these limited edition products. The process begins with admin registering the companies in the marketplace using company name and company address. Admin can also unregister the companies. Upon registration companies can add their products with parameters like product name, price, and number of units manufactured. Now users can see the products and buy them. The cost of the product is directly transferred from the user to the companies. The future generations and companies can check the proud owners of a product by using productId. This can also prevent existent fraud of selling wrong products(claiming to be original) to users, as the companies are only registered by the admin.

Data structures used in the marketplace:

1. `struct Company{}`: This is used to store the details of the company like `companyId`, `companyName`, `isActive`, `companyAddress` (160-bit address).
2. `struct Product{}`: This is used to store the details of a product like a `productId`, `productName`, `noOfUnitsManufactured`, `price`, and `companyId`(which added the product into the marketplace).
3. `Company[] companies`: This Array of Company structure is used to store the details of all the companies.
4. `Product[] products`: This Array of Product structure is used to store the details of all the products.
5. `mapping(address => Company)`: This is used to get the details of the company by address.
6. `mapping(uint => address[]) owners`: This is used to store the details of owners of the products by `productId`.
7. `uint productId`: This variable is used to assign `productId` to products by incrementing it.
8. `uint companyId`: This variable is used to assign `companyId` to companies by incrementing it.

Modifiers used in the marketplace:

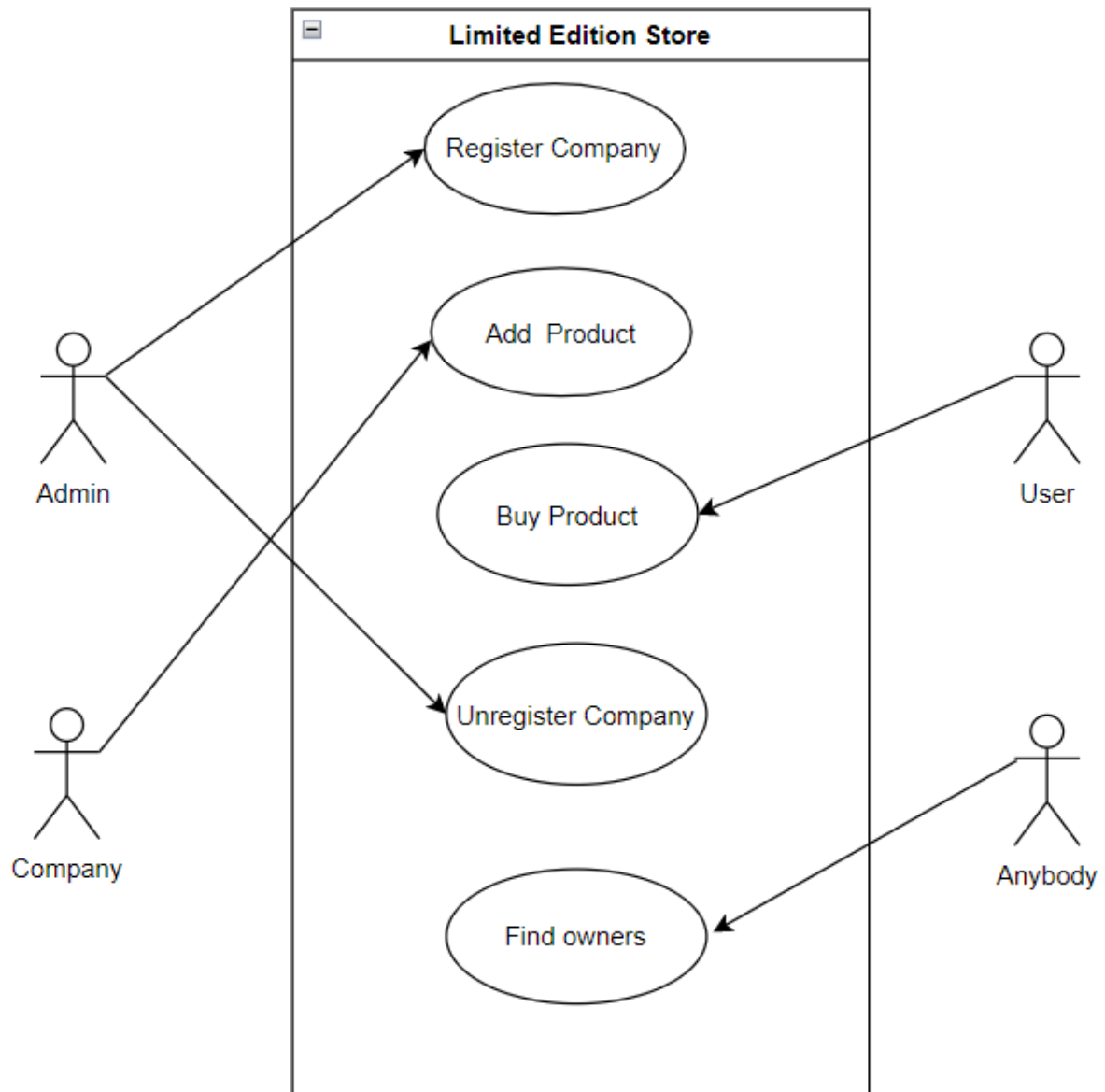
1. `onlyAdmin`: This modifier is used to restrict certain functions to be invoked only by the admin.
2. `onlyCompanies`: This modifier is used to restrict certain functions to be invoked only by the companies.

Functions used in the marketplace:


1. `registerCompany(bytes32 companyName, address payable companyAddress)`: This function is used to register companies and is only accessible to admin. It takes the company name and company address as parameters.
2. `unRegisterCompany(address payable companyAddress)`: This function is used to unregister companies and is only accessible to admin. It takes the company address as a parameter.
3. `addProduct(bytes32 productName, uint noOfUnitsManufactured, uint price)`: This function is used to add products to the market place and is only accessible to companies. It takes the product name, the number of units manufactured, and the price of the product as parameters.
4. `buyProduct(uint productId1)`: This function is used to buy products from the marketplace by users. It takes the `productId` of the product as a parameter. It directly transfers the amount of ethers which are worth the product price from the user to the company.
5. `getOwners(uint productId2)`: This is a view, it used to find the owners of limited edition products by entering the `productId`.

6. `getProducts()`: This is a View, it is used to return the product details to UI.

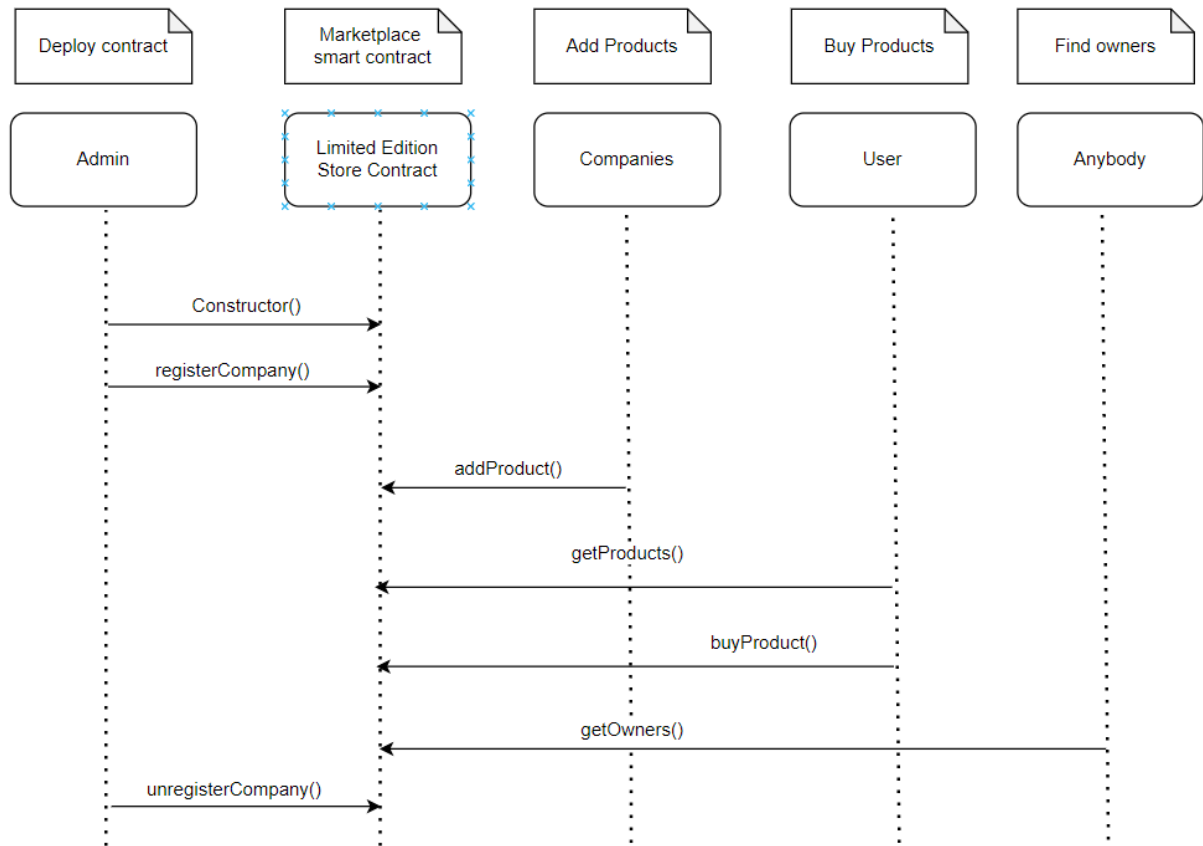
Use case diagram:



Contract Diagram:

 Limited Edition Store
<pre>Struct Product{} Struct Company{} address admin; mapping(address => Company) addressToCompanyMap; mapping(uint => address[]) owners; Product[] products; Company[] companies; uint productId = 0; uint companyId = 0;</pre>
<pre>modifier onlyAdmin(){ require(msg.sender == admin); _; } modifier onlyCompanies(){ require(addressToCompanyMap[msg.sender].isActive == true); _; }</pre>
<pre>function registerCompany(bytes32 companyName,address payable companyAddress) public onlyAdmin function unRegisterCompany(address companyAddress) public onlyAdmin function addProduct(bytes32 productName,uint noOfUnitsManufactured, uint price) public onlyCompanies function buyProduct(uint productId1) public payable function getOwners(uint productId2) view public returns(address[] memory) function getProducts() view public returns(Product[] memory)</pre>

Sequence Diagram:



Quad chart Diagram:

