Class Diagram

Farmer Role

event: FarmerAdded
event: FarmerRemoved

function: isFarmer
function: addFarmer
function: renounceFarmer

Distributor Role

event: DistributorAdded
event: DistributorRemoved

function: isDistributor
function: addDistributor
function: renounceDistributor

Retailer Role

event: RetailerAdded
event: RetailerRemoved

function: isRetailer
function: addRetailer
function: renounceRetailer

Consumer Role

event: ConsumerAdded
event: ConsumerRemoved

function: isConsumer
function: addConsumer
function: renounceConsumer

Supply Chain

event: Harvested
event: Processed
event: Packed
event: ForSale
event: Sold
event: Shipped
event: Received
event: Purchased

function: kill
function: harvestItem
function: processItem
function: packItem
function: sellItem
function: buyItem
function: shipItem
function: receiveItem
function: purchaseItem
function: fetchItemBufferOne
function: fetchItemBufferTwo

Ownable

event: TransferOwnership

function: owner
function: isOwner
function: renounceOwner
function: transferOwnership