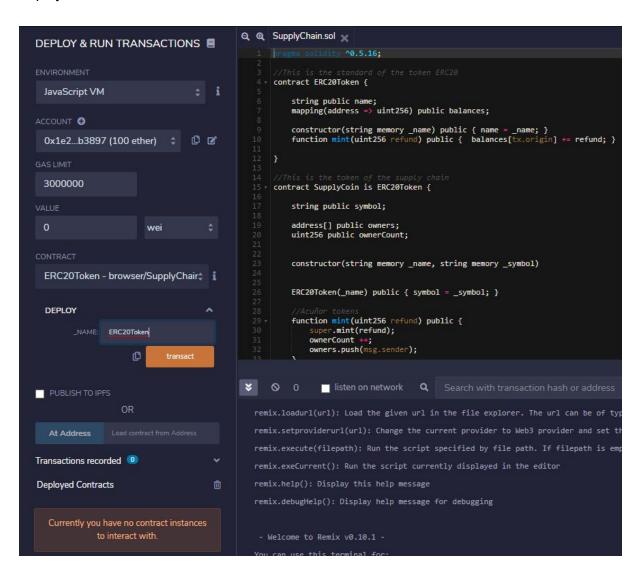
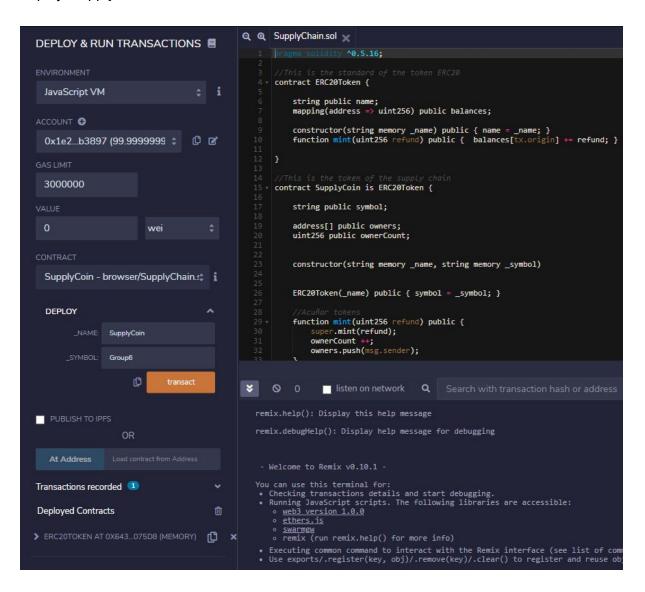
Final Project

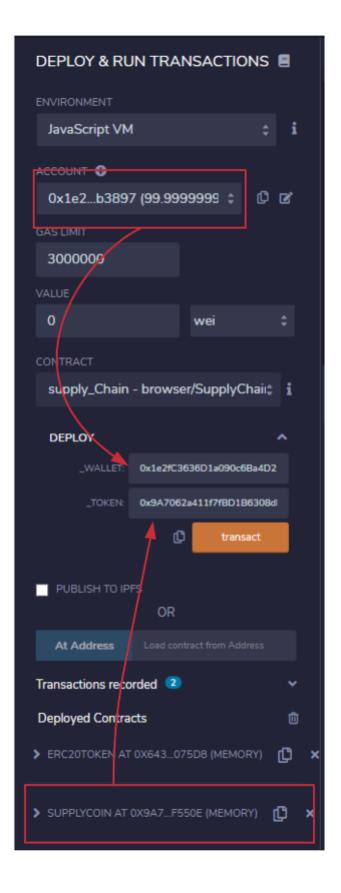
Deploy 'ERCToken Contract':



Deploy 'SupplyCoin Contact':



Deploy 'supply_Chain Contract':



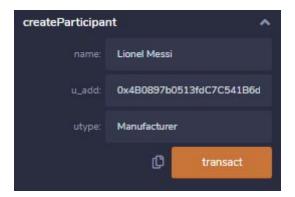
Supply chain interaction

Participants and roles

We create 3 participant on the supply chain with three different roles:

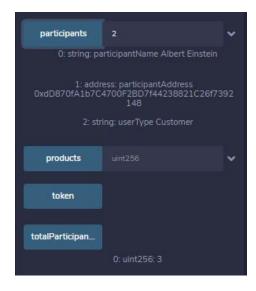
- Lionel Messi
 - Address: 0x4B0897b0513fdC7C541B6d9D7E929C4e5364D2dB
 - UserType : Manufacturer
- Marie Curie
 - Address: 0x583031D1113aD414F02576BD6afaBfb302140225
 - o UserType : Supplier
- Albert Einstein
 - Address: 0xdD870fA1b7C4700F2BD7f44238821C26f7392148
 - UserType : Customer

Here an example of a new participant creation :





Here we can see that there are 3 participants and the information of the last one with Id:2 is:



After creating the participants, we have to create a new product which will be transferred on the supply chain.

Products

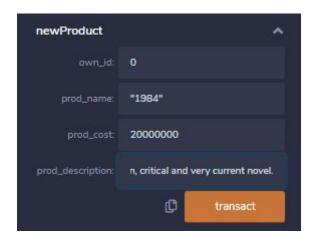
Product:

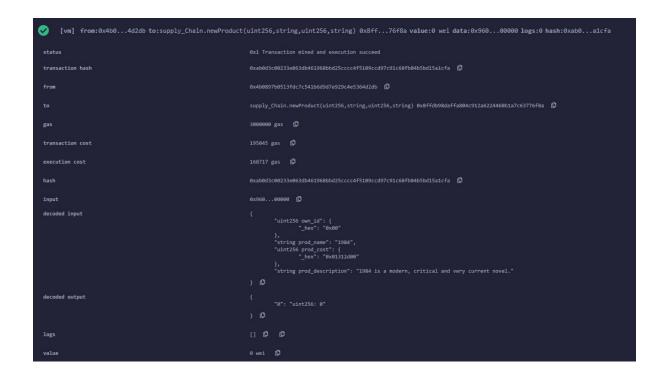
• Ownerld: 0 (Manufacturer - Lionel Messi)

Product Name : 1984Product Cost : 20000000

• Product Description: 1984 is a modern, critical and very current novel.

New Product transaction:





In this image we can see the information of the new product on the chain with ID:0.



Buy SupplyCoins

Let's transfer the product between different owners.

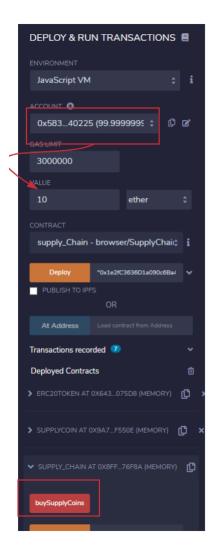
 $Manufacturer \rightarrow Supplier \rightarrow Customer$

Before transferring products, the participants must have enough SupplyCoins to pay the transfers.

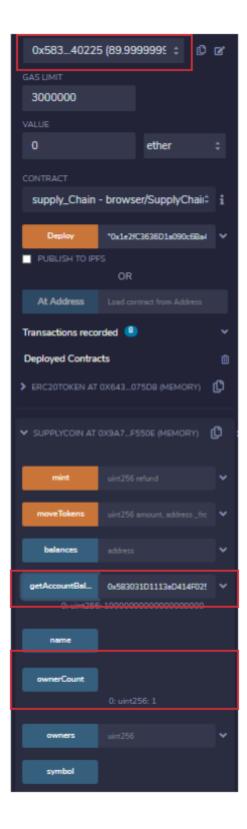
The supplier and the consumer have to buy SupplyCoins. This will be possible using function buySupplyCoins().

This function will exchange from Ethereum to SupplyCoins with the value that the user decide.

Here an example of how Marie Curie (supplier) get 10 SupplyCoins :



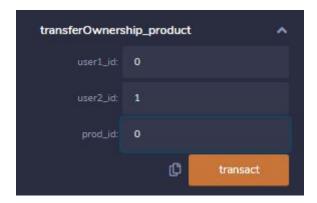
In the image below it is available to check how the Marie Curie's SupplyCoins balance has changed.



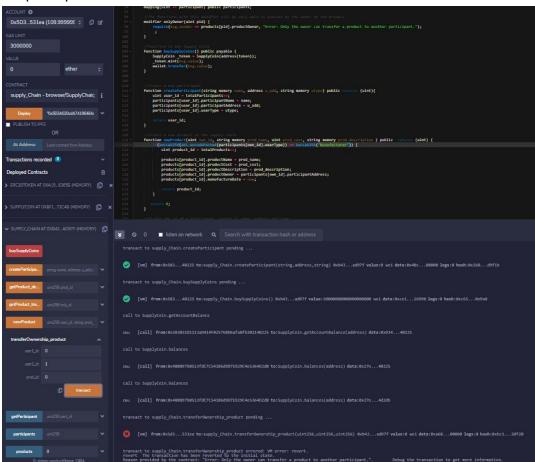
Product transfer

After buying tokens for making possible the ownership transfer between parties, let's how to do it.

If the owner wants to transfer the ownership of a product have to use the function *transferOwnership_product()*.

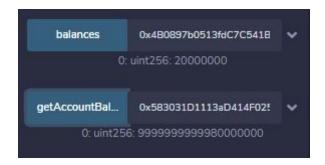


This function is only available to use by the owner of the product, if it is executed by another participant will be reverted as in this case is shown:





Whereas if it is the owner who executes it, the transfer will be done without problems. The owner's SupplyCoins balance will be increased with the cost of the product.





The productOwner address has changed. Now appear Marie Curie's address.

Product track

After transferring the ownership of a product, we can locate who currently owns a product. Every transfer between parties is registered at the tracks mapping.

To do this we only need to know the ID of the product to get the information of the transaction. In this case the ID is : 0.

Here an example:



Using it we'll be able to get the information of the track.



The value that we can see here are:

- Product ID
- Previous Owner ID
- Current Owner ID
- Current Owner Address
- The time stamp of the transaction

If we transfer the product again we'll see how these information change.

Let's transfer between Marie Curie (Supplier) and Albert Einstein (Customer).

The balances and the ownership have changed :

