UML Class Diagram - Project 3 - Udacity

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Roles

+ id:address
+role:struct

-add(role, address)
-remove(role, address)
-has(role, address)

ConsumerRole

-consumers:struct

+isConsumer(address):bool
+addConsumer(address)
+renounceConsumer()
-_addConsumer(address)
-_removeConsumer(address)

DistributorRole

-distributors:struct

+isDistributor(address):bool
+addDistributor(address)
+renounceDistributor()
-_addDistributor(address)
-_removeDistributor(address)

FarmerRole

+farmers:struct

+isFarmer(address):bool
+addFarmer(address)
+renounceFarmer()
-_addFarmer(address)
-_removeFarmer(address)

RetailerRole

+retailer:struct

+isRetailer(address):bool
+addRetailer(address)
+renounceRetailer()
-_addRetailer(address)
-_removeRetailer(address)

SupplyChain

+owner:address
+upc:uint
+sku:uint;
+items:mapping
+itemsHistory:mapping
+state:enum
+item:struct

+kill()
+harvestItem(uint, address, string, string, string, string, string)
+processItem(uint)
+packItem(uint)
+sellItem(uint, uint)
+buyItem(uint):payable
+shipItem(uint)
+receiveItem(uint)
+purchaseItem(uint)
+fetchItemBufferOne(uint):item
+fetchItemBufferTwo(uint):item

Ownable

-origOwner:address

+owner()
+isOwner():bool
+renounceOwnership()
+transferOwnership(address)
-transferOwnership(address)