

## Summary Notes on Fabric

- Chaincode – handles business logic (smart contract)
- Highly supports Go/Node.js – we'll use Node.js
- Fabric.js is a framework which works with HTML5 (canvas) elements → interactive object model, contains an SVG to canvas parser
- Fabric-shim → provides APIs for the chaincode to access its state variables, transaction context and call other chaincodes
- To install fabric node\_modules:

```
npm install fabric --save
```

```
npm install fabric-shim --save
```

- Technical Fabric API and package info:  
<https://www.npmjs.com/package/fabric>  
<http://fabricjs.com/docs/>
- ChaincodeInterface → classes must implement this interface to utilise chaincode methods, API here:  
<https://fabric-shim.github.io/ChaincodeInterface.html>
- Example Smart Contract (source: <https://fabric-shim.github.io/>)

```
const shim = require('fabric-shim');

const Chaincode = class {

  async Init(stub) {

    // use the instantiate input arguments to decide initial chaincode
    state values

    // save the initial states

    await stub.putState(key, Buffer.from(aStringValue));

    return shim.success(Buffer.from('Initialized Successfully!'));

  }
}
```

```

async Invoke(stub) {

    // use the invoke input arguments to decide intended changes

    // retrieve existing chaincode states

    let oldValue = await stub.getState(key);

    // calculate new state values and saves them

    let newValue = oldValue + delta;

    await stub.putState(key, Buffer.from(newValue));

    return shim.success(Buffer.from(newValue.toString()));

}

};

...

// Start the chaincode process and listen for incoming endorsement
requests:

shim.start(new Chaincode());

```

- Policy  $\square$  policy is a function which accepts as input a set of signed data and evaluates successfully, or returns an error because some aspect of the signed data did not satisfy the policy – This might be useful in evaluating whether a block[chain] is non-reputable
- Two types of policy:
  - o SignaturePolicy: allows creation of permissible rules using statements (AND, OR, NOutOf). Powerful way of defining clients/users in a network (examples in the link)
  - o ImplicitMetaPolicy: Only able to write rules at configuration. This is more useful for defining general rules that are static (don't change very often)
- Example of Policy Code <https://hyperledger-fabric.readthedocs.io/en/release-1.2/policies.html>:

```
message Policy {
  enum PolicyType {
    UNKNOWN = 0; // Reserved to check for proper initialization
    SIGNATURE = 1;
    MSP = 2;
    IMPLICIT_META = 3;
  }
  int32 type = 1; // For outside implementors, consider the first 1000 types reserved, otherwise
  one of PolicyType
  bytes policy = 2;
}
```

- Policies Encoded in `common.Policy` and defined in `fabric/protos/common/policies.proto`
- More information about technicalities in that link

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- Network Components:
  - o Ledger  $\square$  Blockchain + World State
    - World State/Current State (*W*): Key-value pairs that provide latest value of the keys in the transaction log. Beneficial for chaincode as it can access these latest values directly
    - Blockchain: The transaction log. Marks the blocks as valid/invalid transactions based on defined Policies. Hash-linked blocks of transactions
  - o Smart Contract/Chaincode: external to the blockchain network. Can be instantiated on 1+ channels and installed on peer nodes
  - o Peer Nodes: Network entity/member that runs chaincode containers (Docker?) and maintains a ledger. Can perform read/write operations
  - o Ordering Service: Cluster of nodes which can be defined that orders transaction onto the block. FCFS protocol for ordering transactions across channels in the network.
  - o Channel: A private blockchain for data confidentiality. Transacting parties/cluster must be authorised/authenticated to be able to interact with.
  - o CA (Not necessary for our project unless we get time): PKI-based certificates to network member organisations. Each member of the network gets an ECert to the authorised user