Kevin Tran

Professor Maiti

CS5833

28 April 2024

Blockchains Project Report

Project Design:

Starting with the contract, I wanted the seller to have the ability to list items with a title, description, price, and know the buyer's information. In my contract, the seller must at least specify the price to be at least 1 wei or more. If an item was listed from the seller, I wanted the buyer to be able to know the title, description, price of the item, the availability of the item, and the seller's information. In my contract, I made sure that the transaction will not go through if the buyer tries to buy an item that they listed, purchase an item that was sold, or if the buyer does not pay the amount of the item's price. In my item object/struct, I decided to include an id to keep track of the item, an address of the seller, an address of the buyer, item title, item description, item price, and a boolean flag to indicate the availability of the item. Upon visiting the website, the website will check if there is a MetaMask browser extension and if a MetaMask wallet has been connected to the website. If a MetaMask wallet has not been connected, the website will prompt to connect an account. Additionally, the website will display all the items, including both sold and available items, on the marketplace. The items displayed will include information such as item title, description, value, the buyer's address, the seller's address, and status of whether the item is available for purchase. If an item is available for purchase, the listed item will display a purchase button that a user can click to purchase the item. If an item has already been purchased, the website will just display it, but does not have a purchase button. Instead of using Google Cloud Platform to host the website, I asked Dr. Maiti using GitHub pages to host the website and he said to go for it.

GitHub repo link: **https://github.com/19kevintran/CS5833Project/**

Marketplace link: **https://19kevintran.github.io/CS5833Project/**

Smart contract logic

Struct of item: Item includes an id to keep track of the item, an address of the seller, an address of the buyer, item title, item description, item price, and a boolean flag to indicate the availability of the item.

```
contract Marketplace {
    struct Item {
        uint id;
        address payable seller;
        address payable buyer;
        string title;
        string description;
        uint price;
        bool isSold;
    }
```

listItem function: Seller must list title, description, and price of the item. Item id automatically mapped to the id.

```
function listItem(string memory title, string memory description, uint price) public {    infinite gas
    require(price > 0, "Price must be at least 1 wei");
    uint itemId = nextItemId++;
    items.push(Item(itemId, payable(msg.sender), payable(address(0)), title, description, price, false));
    listedItems[msg.sender].push(itemId);
    emit ItemListed(itemId, msg.sender, title, price);
}
```

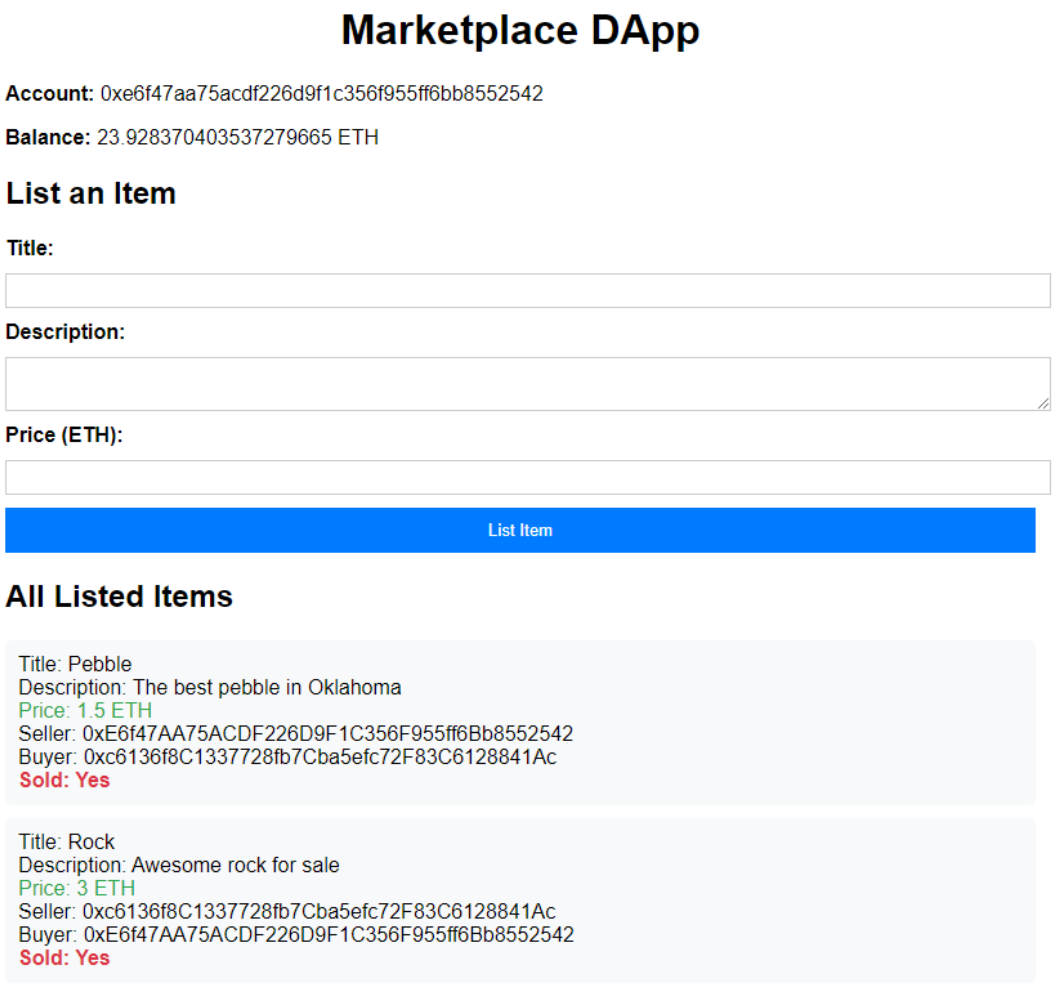
purchaseItem function: Buyer buys an item via item id.

```
function purchaseItem(uint itemId) public payable {    infinite gas
    require(itemId < nextItemId, "Item does not exist");
    Item storage item = items[itemId];
    require(!item.isSold, "Item is already sold");
    require(msg.sender != item.seller, "Seller cannot buy their own item");
    require(msg.value == item.price, "Please submit the asking price in order to complete the purchase");
    item.buyer = payable(msg.sender);
    item.seller.transfer(msg.value);
    item.isSold = true;
    purchasedItems[msg.sender].push(itemId);
    emit ItemPurchased(itemId, msg.sender);
}
```

getaAllItems function: Returns all items and includes both sold and available items information (an address of the seller, an address of the buyer, item title, item description, item price, and a boolean flag to indicate the availability of the item)

```
function getAllItems() public view returns (Item[] memory) {    infinite gas
    return items;
}
```

Website User Interface:



App.js functionality:

When the user goes to the website, app.js will first initiate the contract with the contract address and ABI.

```
// initiate the contract with contract abi and contract address
async function initContract() {
  marketplaceContract = new web3.eth.Contract(abi, contractAddress);
}
```

Upon load, the connectWallet function will look for MetaMask. If the user does not have MetaMask, it will throw an error stating that there is no connection and to install MetaMask. If the user has MetaMask, the connectWallet will wait until a user connects a MetaMask wallet. If the operation is not successful, it will throw an error connecting to the wallet. If successful, the

wallet address and balance will appear. If a user chooses to sign in with a new wallet address, the account wallet address will update, call updateBalance function, and display the new wallet balance. In updateBalance, it will call the contract's getBalance function which will return the balance of the address.

```
// connect to the wallet, initiate the contract, and display all items
document.addEventListener("DOMContentLoaded", async () => {
  // call connect wallet function
  await connectWallet();
  // initate the contract
  await initContract();
  // display all items
  await getAllItems();
  // list item form from HTML
  const listItemForm = document.getElementById("listItemForm");
  // listen to the submit event of the list item form
  listItemForm.addEventListener("submit", async (event) => {
    event.preventDefault();
    // get the title, description, and price of the item from the list item form
    const title = document.getElementById("title").value;
    const description = document.getElementById("description").value;
    const price = document.getElementById("price").value;
    // call listItem function
    await listItem(title, description, price);
  });
});
```

```
// Function to connect to the Sepolia network.
async function connectWallet() {
  // upon load, the website will check for MetaMask
  if (window.ethereum) {
    // use web3
    web3 = new Web3(window.ethereum);
    try {
      const accounts = await window.ethereum.request({
        method: "eth_requestAccounts",
      });
      // if no account was found
      if (accounts.length === 0) {
        console.error("No account found. Make sure MetaMask is connected.");
        return;
      }
      // if an account was found
      account = accounts[0];
      // have HTML code get the account details
      document.getElementById("account").textContent = account;
      // call updateBalance to get the account balance
      updateBalance();
      // if the wallet account changes to another wallet account
      window.ethereum.on("accountsChanged", function (newAccounts) {
        // get new account
        account = newAccounts[0];
        // have HTML code get the new account details
        document.getElementById("account").textContent = account;
        // call updateBalance to get the new wallet account balance
        updateBalance();
      });
    } catch (error) {
      // if there is an error connecting the wallet
      console.error("Error connecting wallet:", error);
    }
  } else {
    // if MetaMask is not installed
    console.error("Ethereum wallet is not connected. Please install MetaMask.");
  }
}
```

```
// update the balance of the account
async function updateBalance() {
    // check if the account is valid
  if (account && web3.utils.isAddress(account)) {
    // get the balance of the account
    web3.eth.getBalance(account, (err, balance) => {
      if (err) {
        // error fetching the balance
        console.error("Error fetching balance:", err);
      } else {
        // get HTML to display account balance
        document.getElementById("balance").textContent =
          web3.utils.fromWei(balance, "ether") + " ETH";
      }
    });
  } else {
    // error fetching the balance
    console.error("Invalid Ethereum address.");
  }
}
```

When the user successfully signs in with their wallet address, they can list an item or purchase an available item. To list an item, the user will specify the item's title, description, and value in the parameter fields. The listItem function will take those fields, calculate the gasLimit by multiplying the gasEstimate multiplied by 50%, and calling the contract's listItem function with the title, description, and price of the item. If the item successfully lists, there will be a message stating that the listing transaction went through. If the item does not successfully list, it will throw an error. Towards the end of the function, it will call the getAllItems which will add the new listing to all listing items and display it via HTML.

```
// list an item
async function listItem(title, description, priceWei) {
  try {
    // Convert the price to Wei
    const priceInWei = web3.utils.toWei(priceWei.toString(), "ether");
    // Estimate gas with a manual increase to avoid out-of-gas errors.
    const gasEstimate = await marketplaceContract.methods
      .listItem(title, description, priceInWei)
      .estimateGas({ from: account });
    // Increase gas limit by 50% as a buffer
    const gasLimit = Math.floor(gasEstimate * 1.5);
    // Call listItem function to send the listing transaction with the calculated gas limit.
    const tx = await marketplaceContract.methods
      .listItem(title, description, priceInWei)
      .send({ from: account, gas: gasLimit });
    // item listed succcessfully
    console.log("Item listed successfully:", tx);
    // call getAllItems to update all listed items for display
    await getAllItems();
  } catch (error) {
    // error listing the item
    console.error("Error listing item:", error);
    alert("Error listing item: " + error.message);
  }
}
```

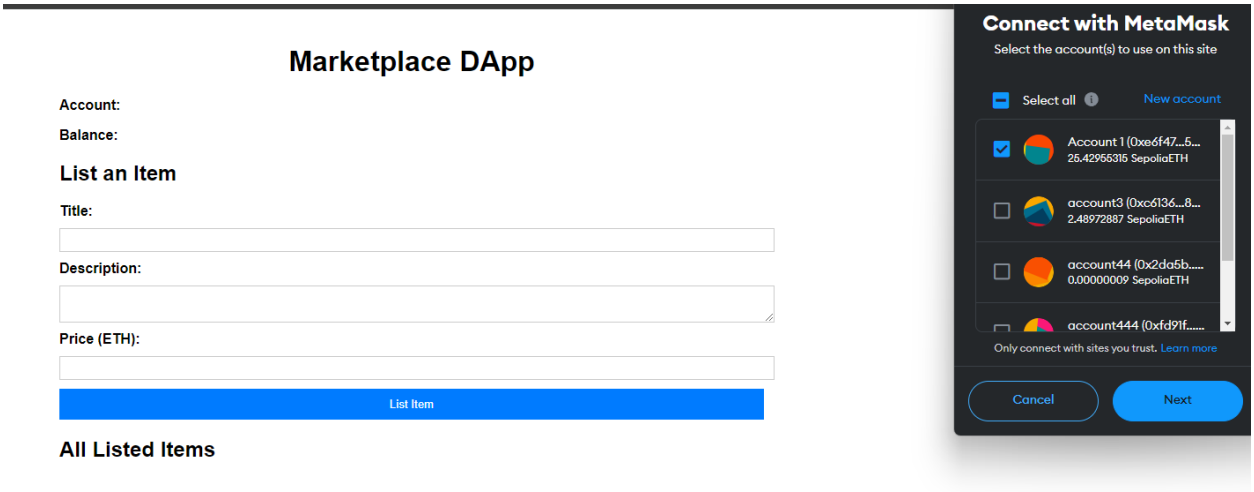
In getAllItems function, it will call the getAllItems function and retrieve all the items listed for sale. This includes both sold and available items. If the item is available for purchase, the item will have a purchase button. If the item has already been sold, it will not display the purchase item and display that the boolean value for isSold is Yes.

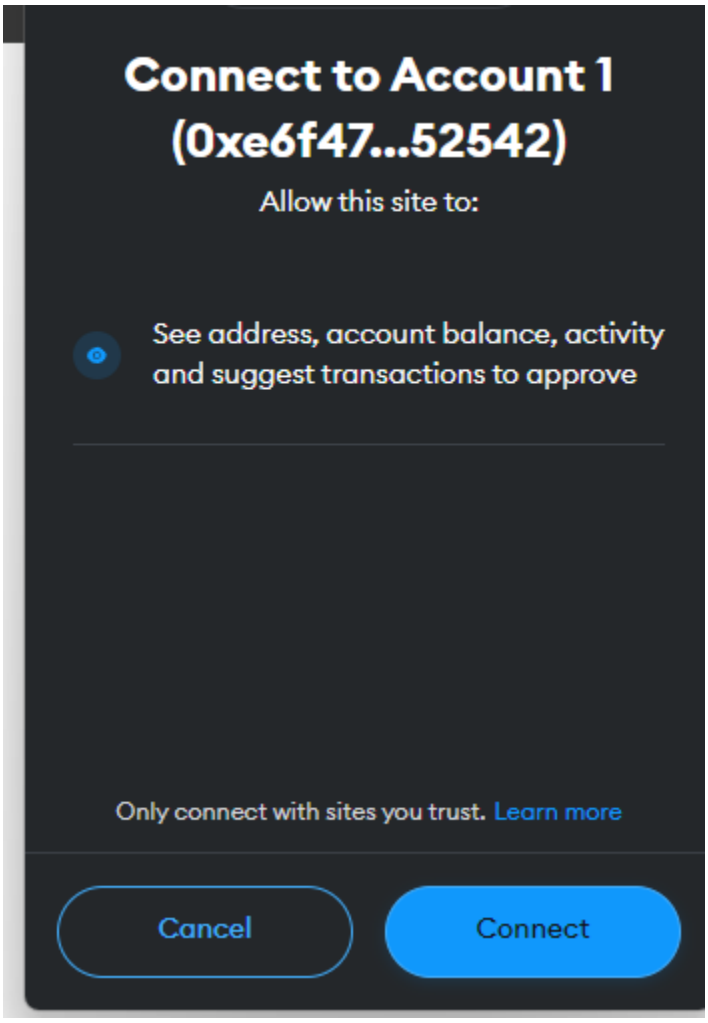
```
// display both sold and avaliable items
async function getAllItems() {
  try {
    // call getAllItems from the contract to get all items to display
    const items = await marketplaceContract.methods.getAllItems().call();
    // display all items in the marketplace from itemList in HTML
    const itemListElement = document.getElementById("itemList");
    itemListElement.innerHTML = "";
    items.forEach((item) => {
      const itemElement = document.createElement("li");
      const priceInEth = web3.utils.fromWei(item.price.toString(), "ether");
      // display item title, description, price, the address of the seller and buyer, and boolean avaliability status of the item
      // if item sold, purchase button will not display
      // if item avaiable for purcahse, purchase button will display
      const itemDetails = `
  <div class="item-details">
    <div class="item-title">Title: ${item.title}</div>
    <div class="item-description">Description: ${item.description}</div>
    <div class="item-price">Price: ${priceInEth} ETH</div>
    <div class="item-seller">Seller: ${item.seller}</div>
    <div class="item-buyer">Buyer: ${item.buyer || "N/A"}</div>
    <div class="item-sold">Sold: ${item.isSold ? "Yes" : "No"}</div>
    ${
      !item.isSold
        ? `<button class="purchase-button" onclick="purchaseItem(${item.id})">Purchase</button>`
        : ""
    }
  </div>`;
      itemElement.innerHTML = itemDetails;
      itemListElement.appendChild(itemElement);
    });
  } catch (error) {
    // error fetching items
    console.error("Error fetching all items:", error);
  }
}
```

Lastly, if the user chooses to purchase an available item, the purchaseItem function call the items function with the item id to retrieve the item's price. After retrieving the item price, it will call the purchaseItem function in the contract with the itemId, buyer's account, and payment value. If the purchase item transaction went through, there will be a success message. Towards the end of the purchaseItem function, it will call getAllItems to update the item's listing to sold and pdate the buyer's balance.

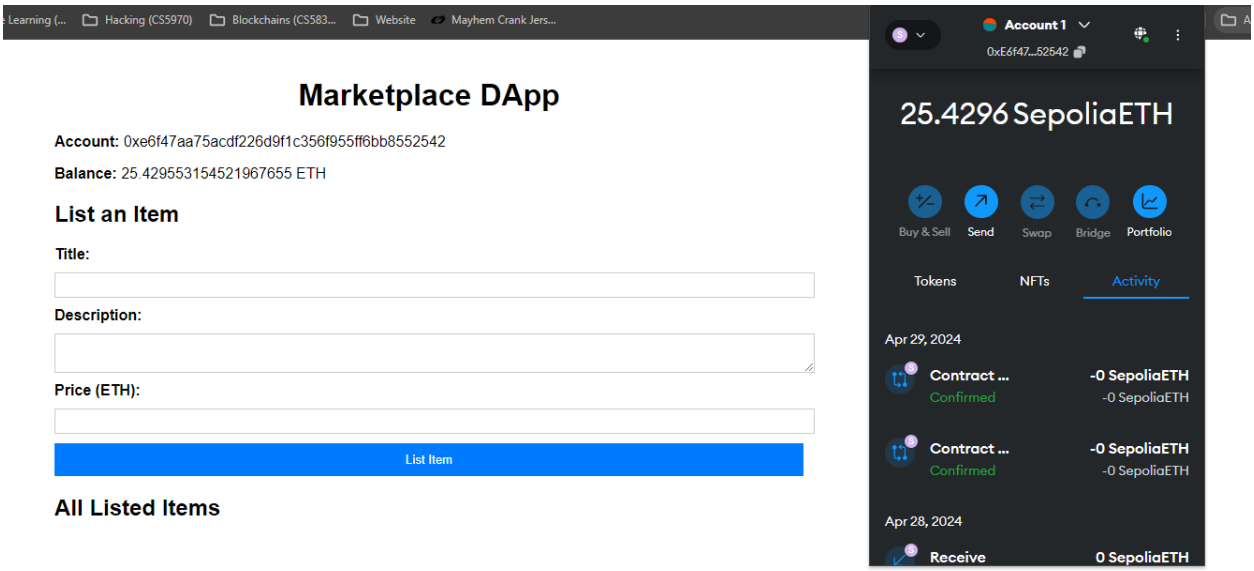
```
// purcahse item function
async function purchaseItem(itemId) {
  try {
    // item by id
    const item = await marketplaceContract.methods.items(itemId).call();
    const priceInWei = item.price;
    const priceInEth = web3.utils.fromWei(priceInWei, "ether");
    console.log(priceInWei);
    console.log(priceInEth);
    // purchase item function from the contract with listed item price
    const tx = await marketplaceContract.methods
      .purchaseItem(itemId)
      .send({ from: account, value: priceInWei });
    // item purchased succcessfully
    console.log("Purchase successful:", tx);
    // call getAllItems to refresh the list and reflect the purchase
    await getAllItems();
    // update the balance of the account when the contract subtract from the buyer and gives item price to the seller
    updateBalance();
  } catch (error) {
    // error purchasing the item
    console.error("Error purchasing item:", error);
    alert("Error purchasing item: " + error.message);
  }
}
```

DEMO: Entering into the website.



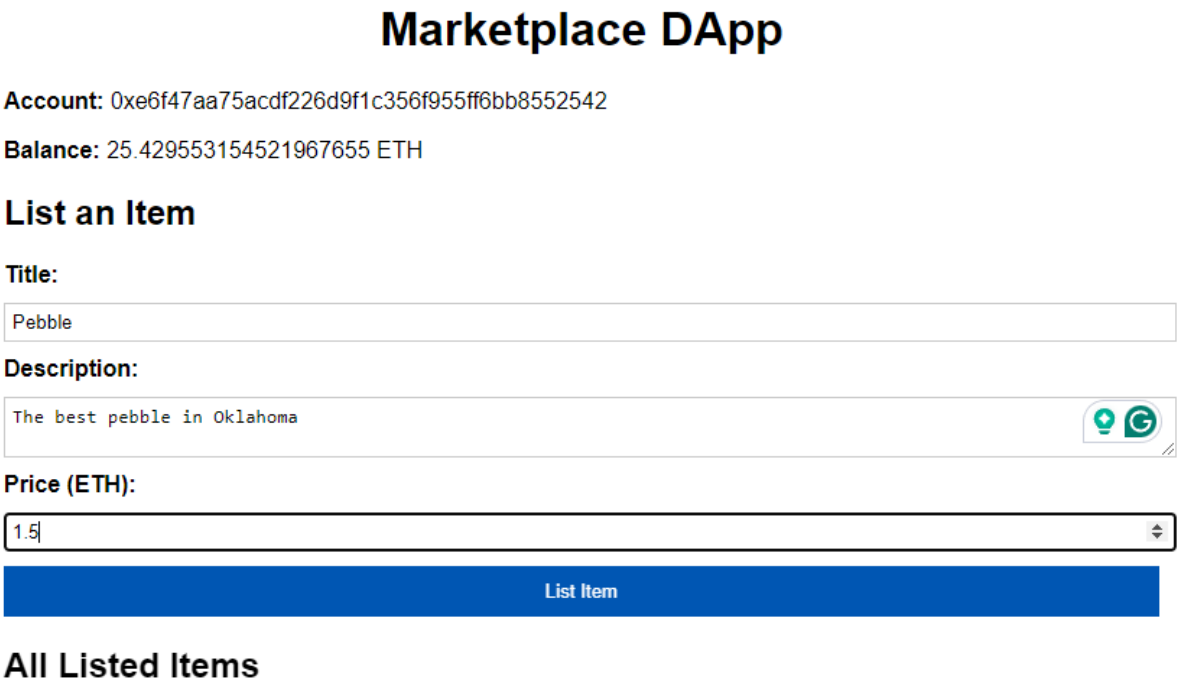


Once a MetaMask wallet has been connected, it will display the user's address and wallet balance.

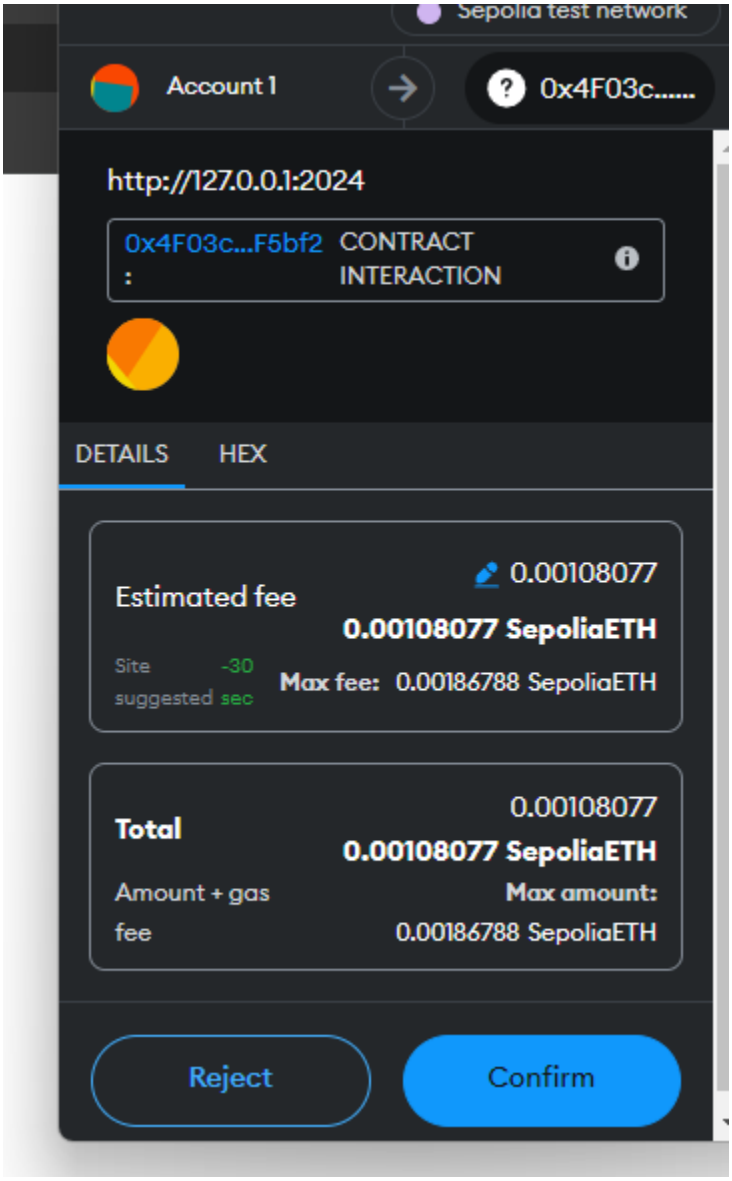


The user will have an option to list an item by providing the title, description, and item price.

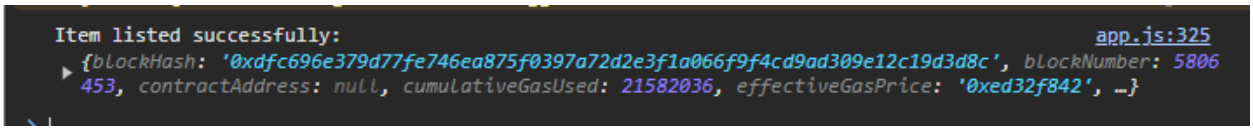
Example:



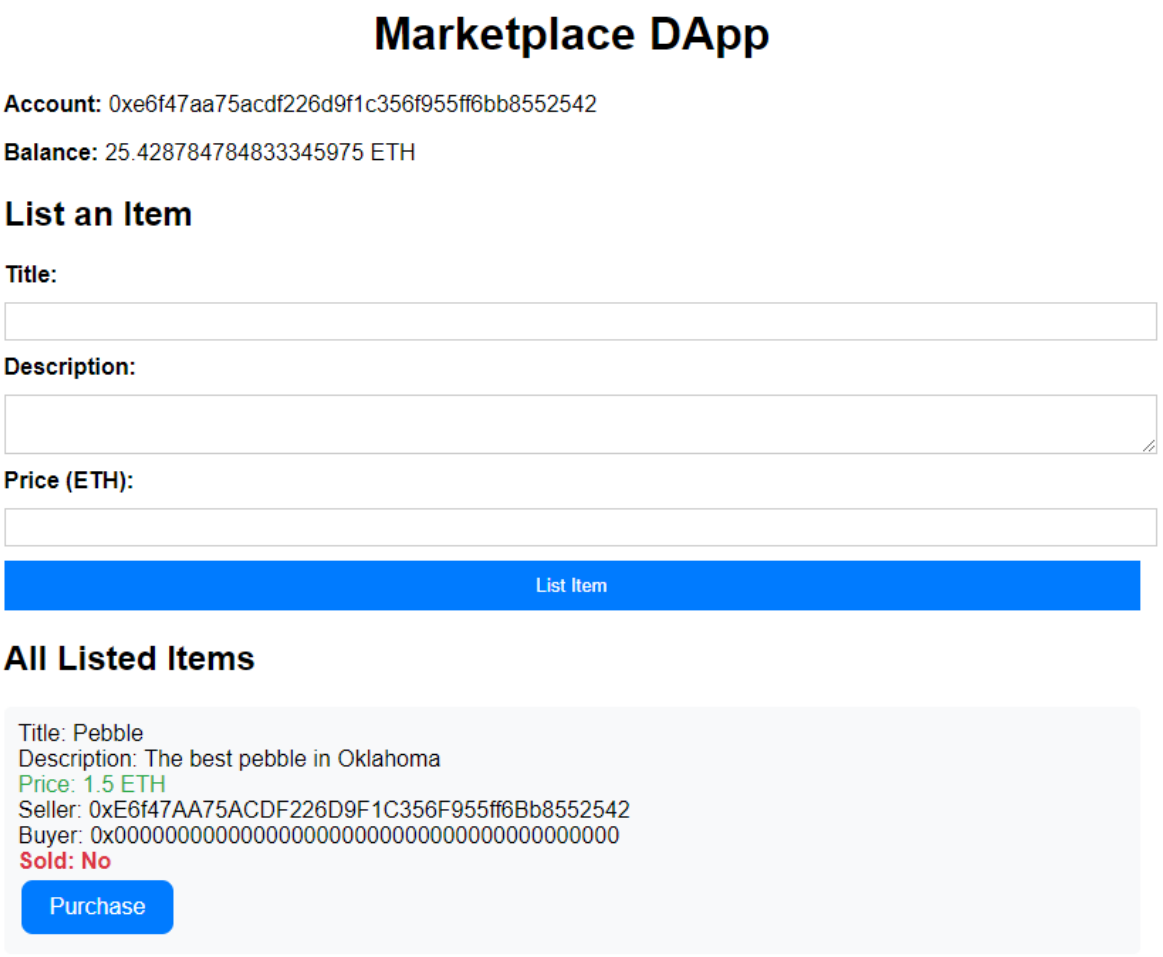
After clicking the List Item Button, it will ask for a transaction fee.



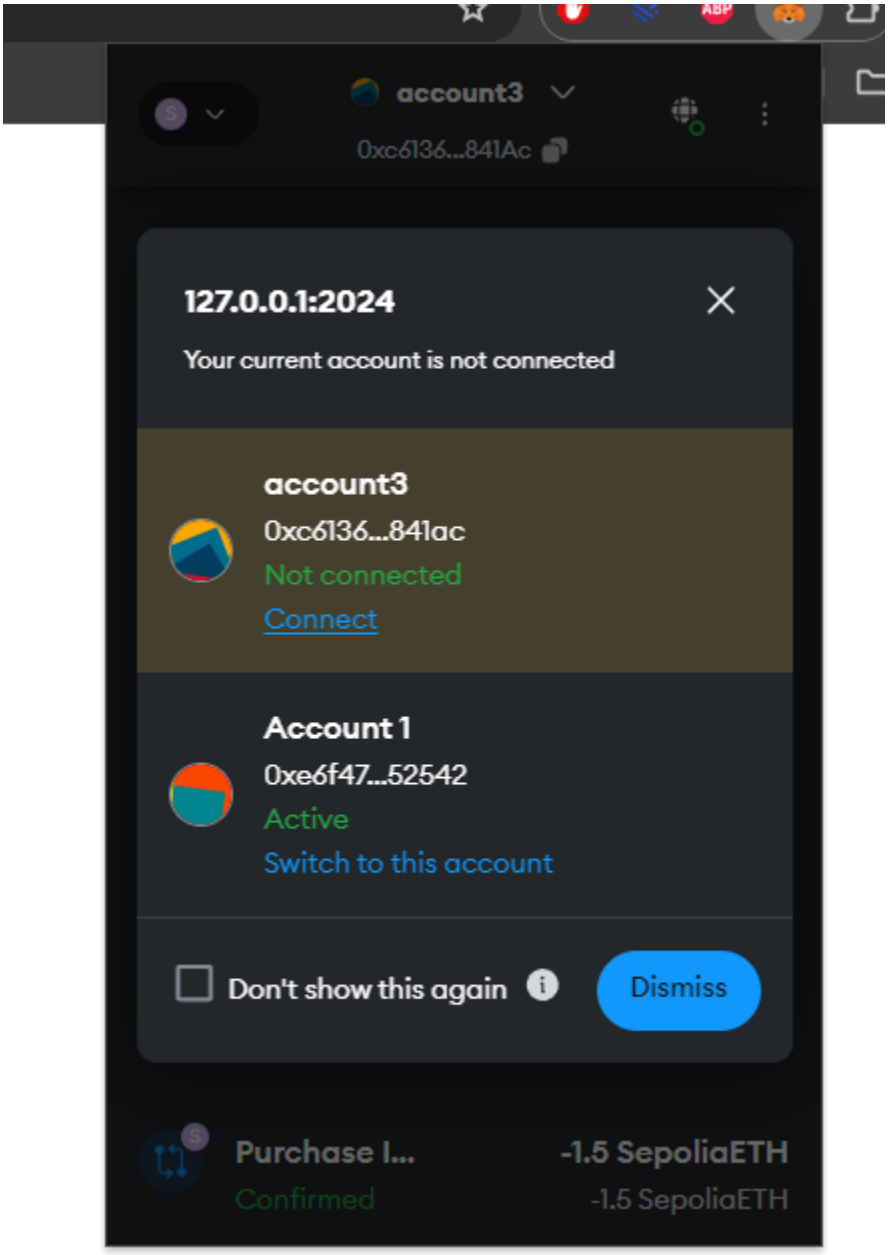
After clicking confirm:



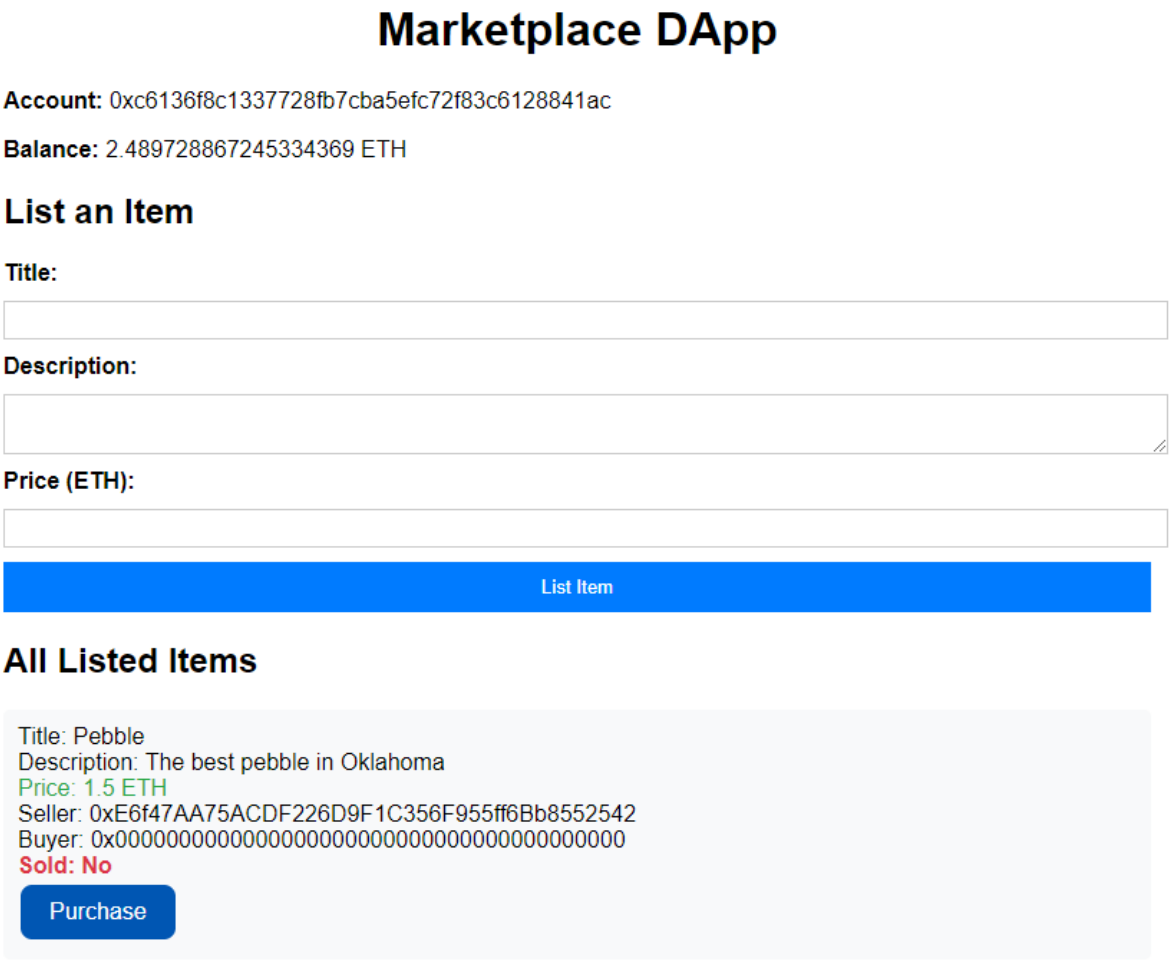
The transaction went through and now the item is listed.



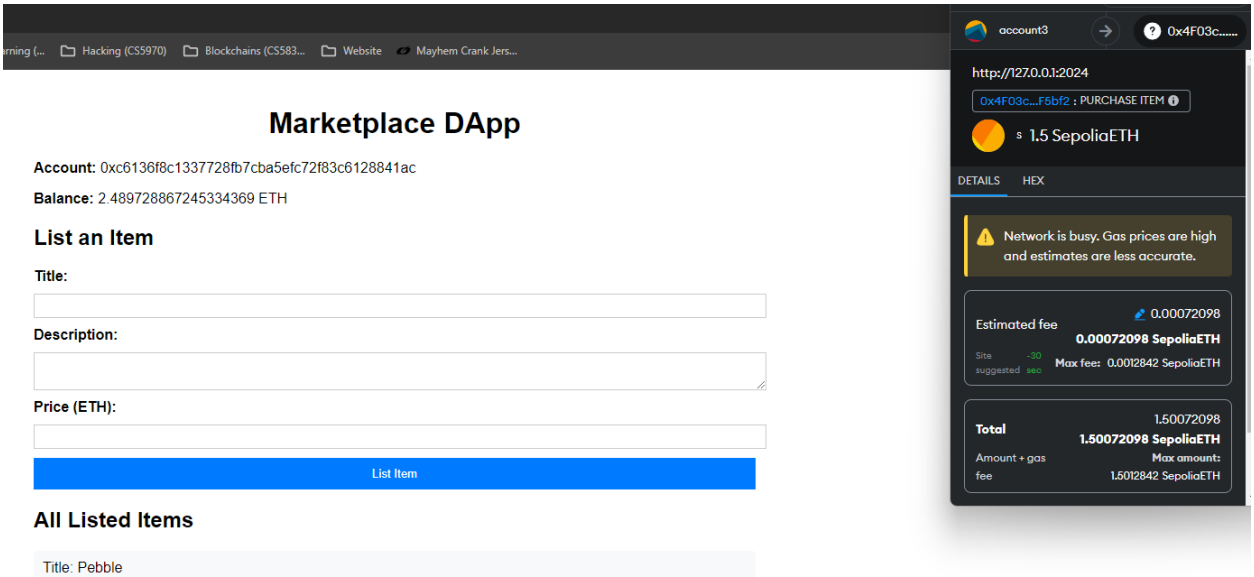
Say if I logged into another account wallet and wanted to buy the item.

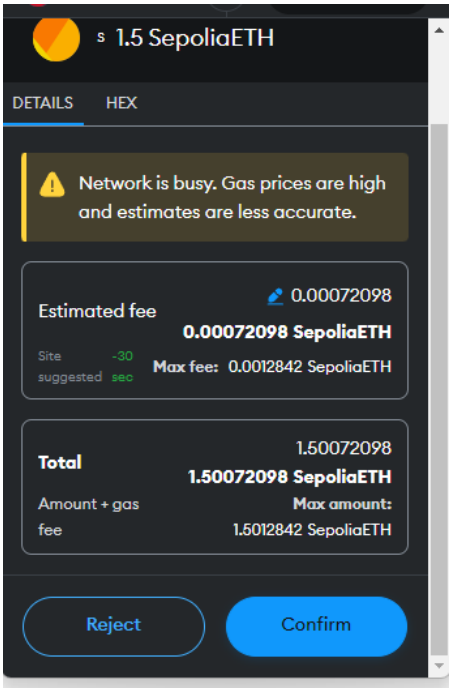


The new user will now see this listed item that they can buy.

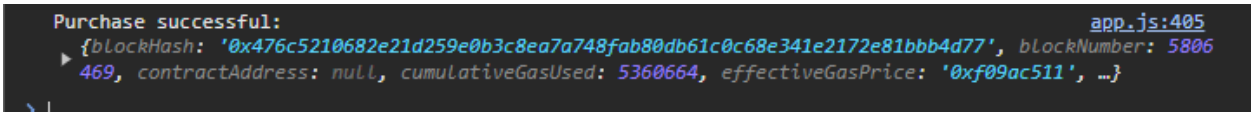


Let’s have this user buy this item. After clicking purchase, it will prompt a transaction fee.





After clicking confirm, the transaction went through.



Marketplace DApp

Account: 0xc6136f8c1337728fb7cba5efc72f83c6128841ac

Balance: 0.989283404030813487 ETH

List an Item

Title:

Description:

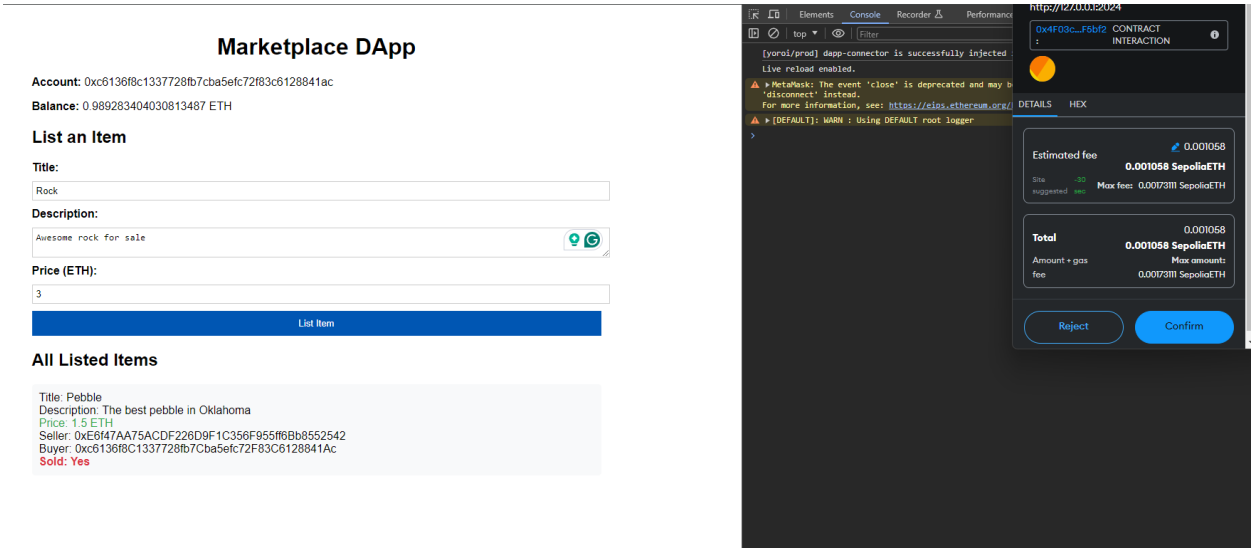
Price (ETH):

List Item

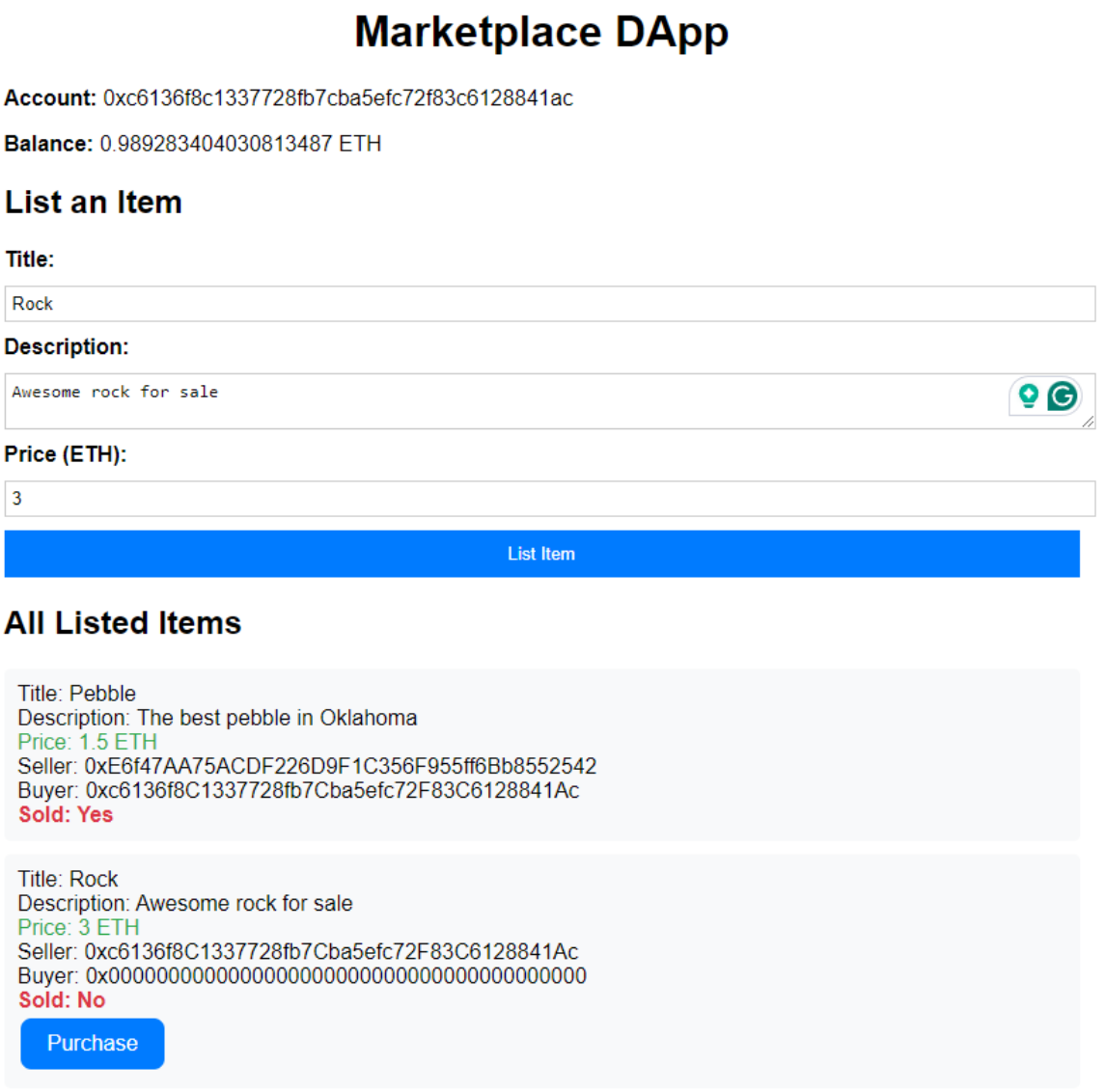
All Listed Items

Title: Pebble
Description: The best pebble in Oklahoma
Price: 1.5 ETH
Seller: 0xE6f47AA75ACDF226D9F1C356F955ff6Bb8552542
Buyer: 0xc6136f8C1337728fb7Cba5efc72F83C6128841Ac
Sold: Yes

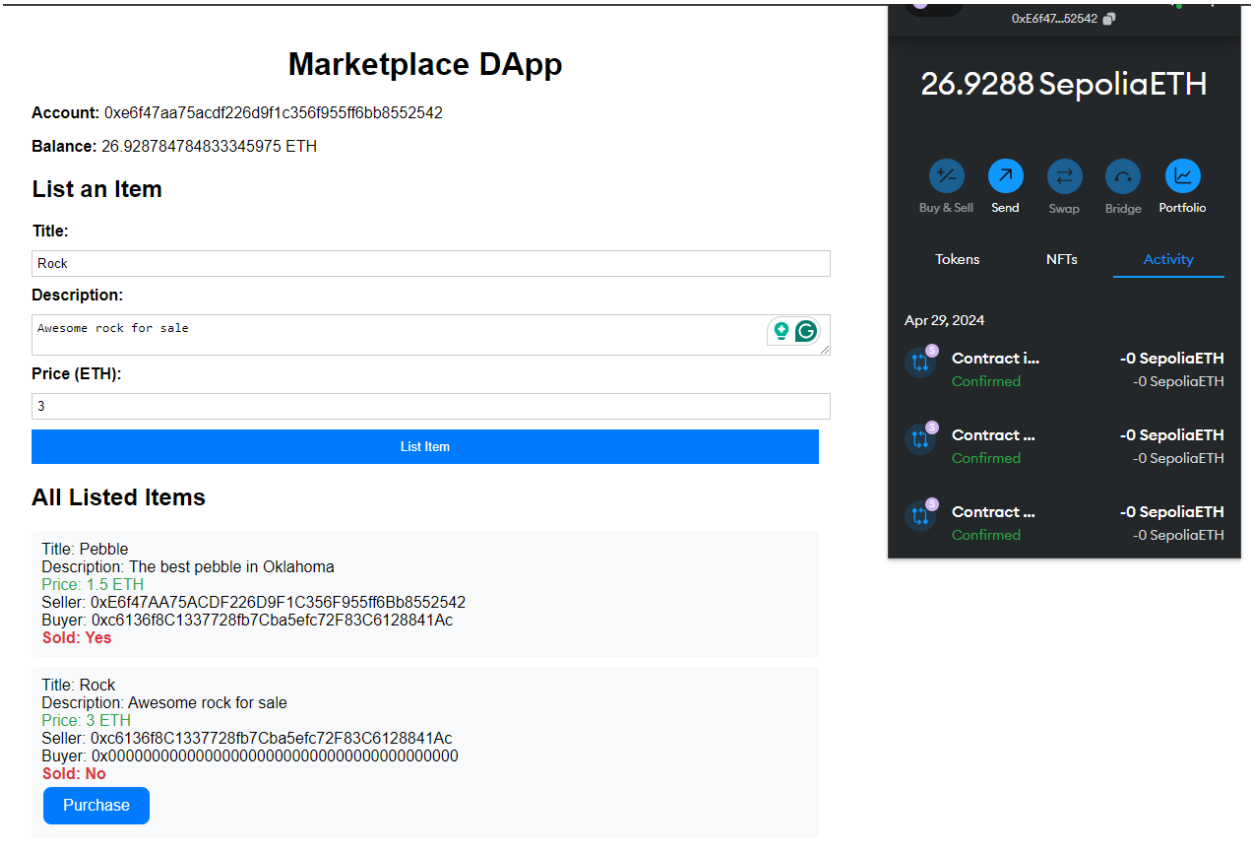
Say this user wanted to list an item of their own.



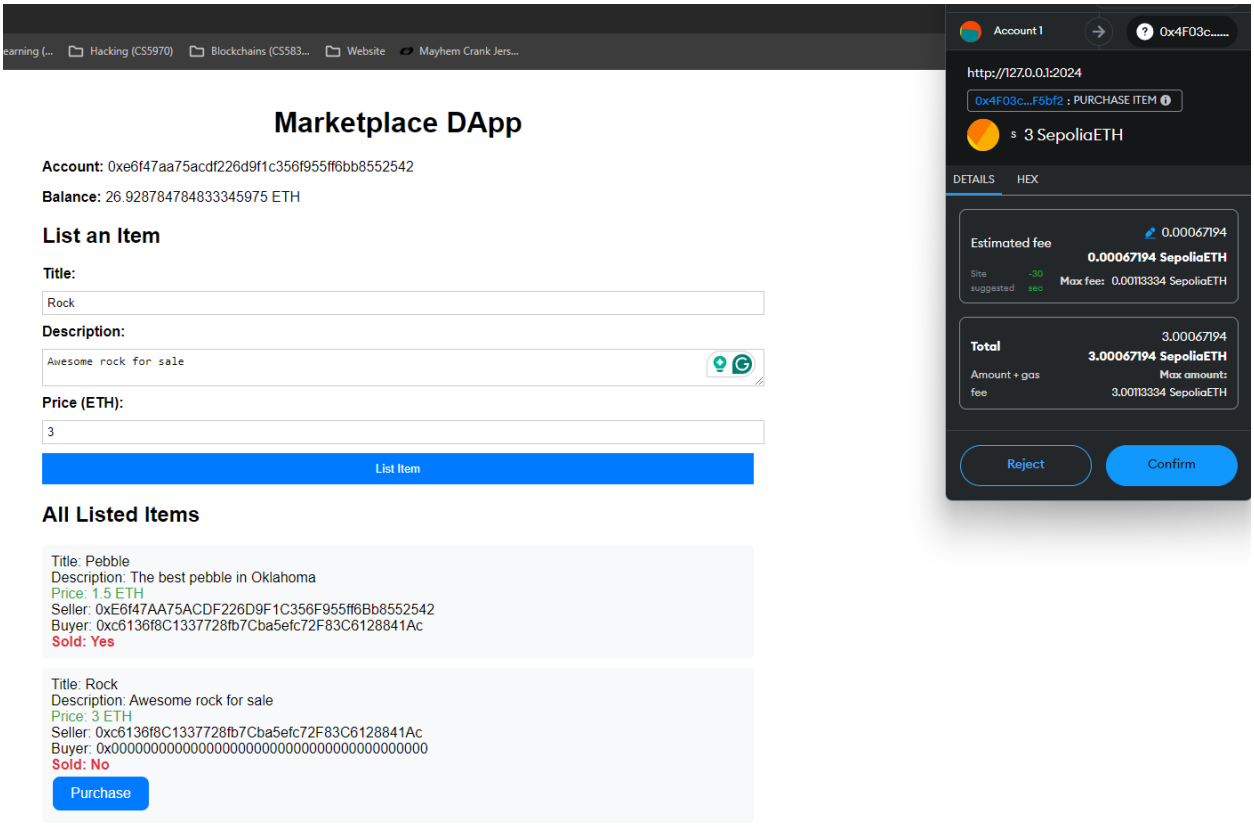
After paying the transaction fee, their listed item will be on the marketplace.

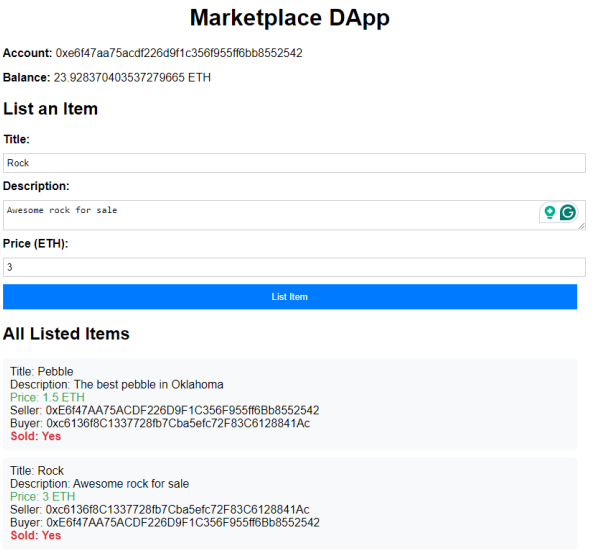


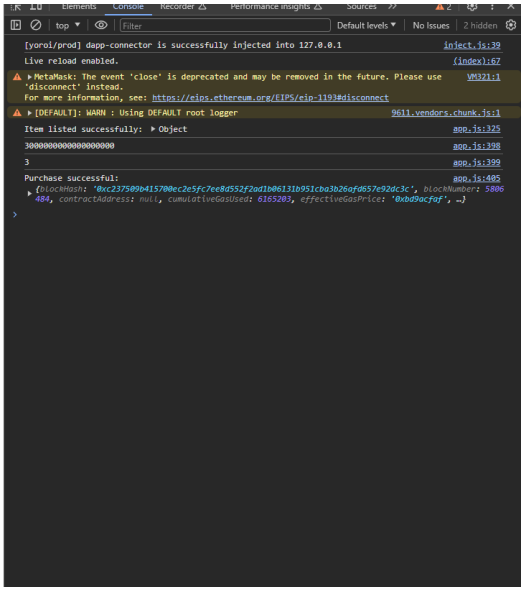
Let’s log into another account that wanted to buy that item.



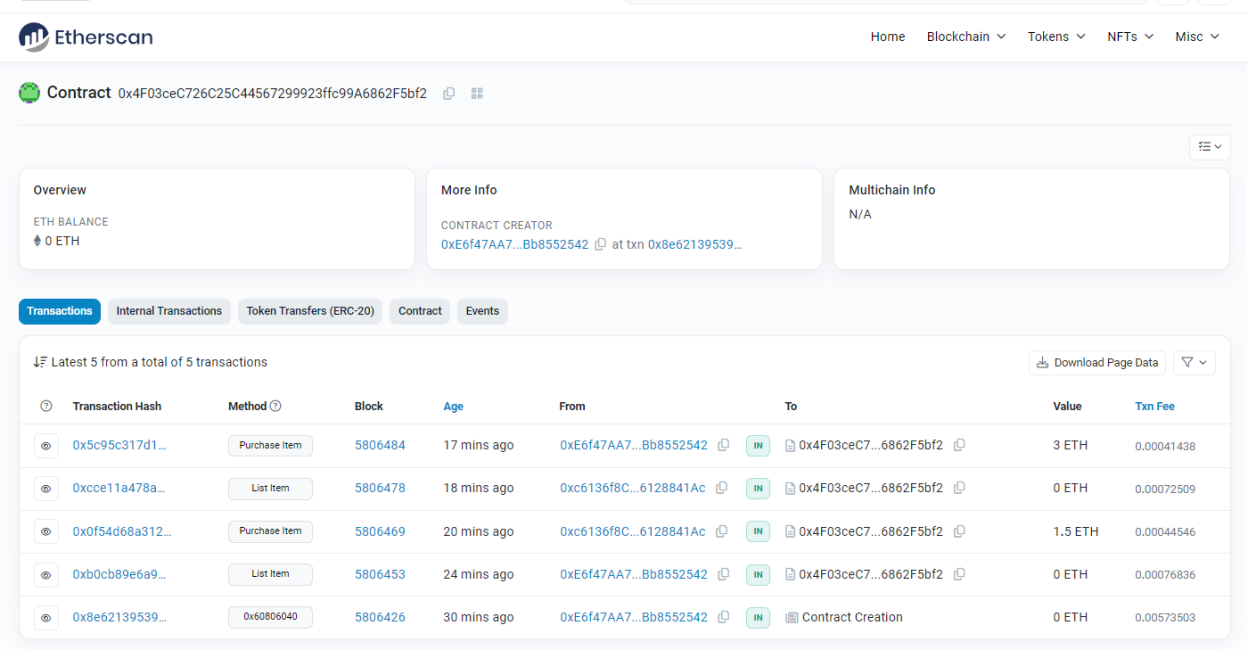
The user will see what items have already been sold and what items are available to buy. After this user purchases the item, the listed item is updated to sold.







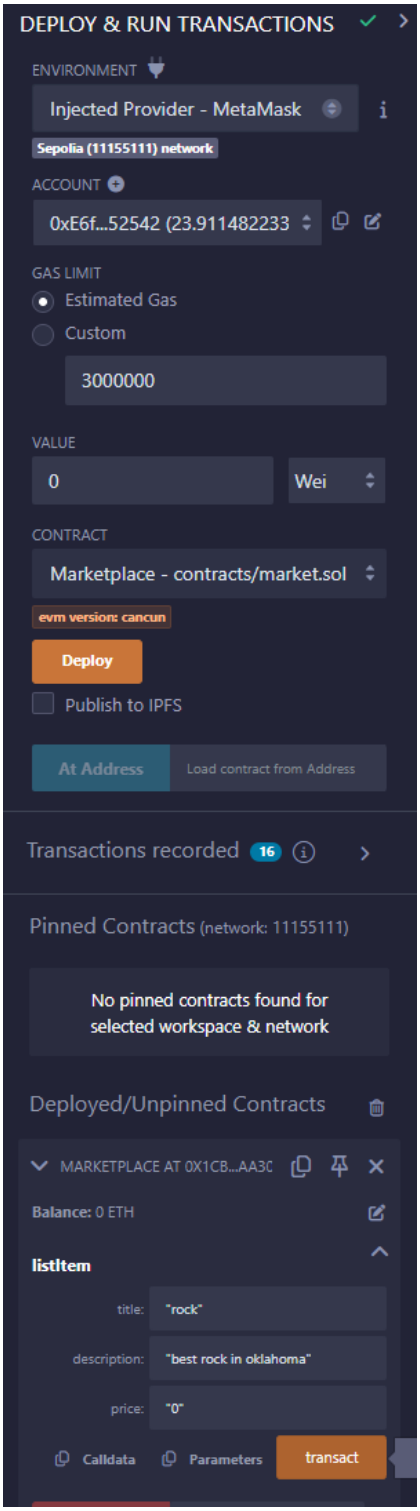
Transaction confirmations on the Marketplace.sol contract:



Testing:

Test 1: Seller tries to sell item with 0 Wei

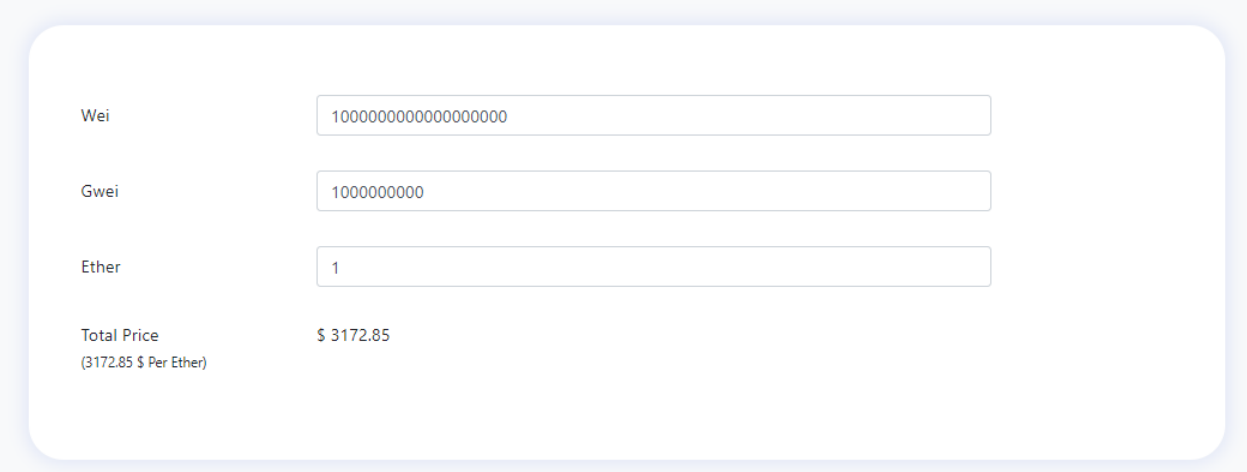
Account 1 attempts to list an item for 0 Wei or 0 ETH

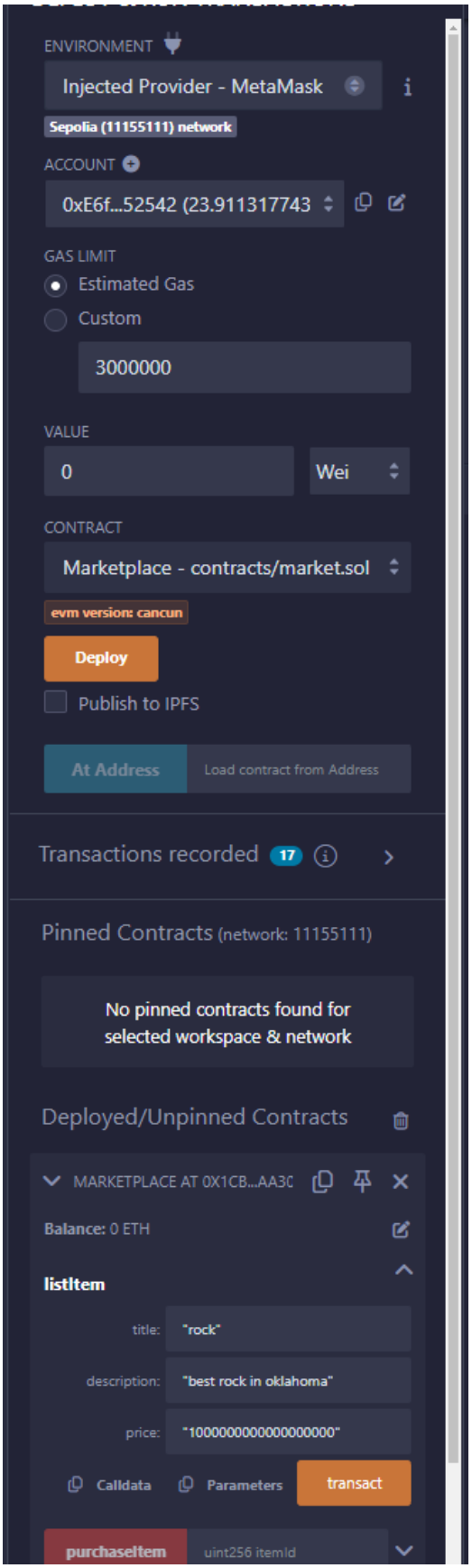


This listItem transaction fails because the amount needs to be at least 1 WEI. TEST PASSED!

Test 2: Seller sells item with over 1 Wei

Account 1 attempts to list an item for 1000000000000000000 Wei or 1 ETH

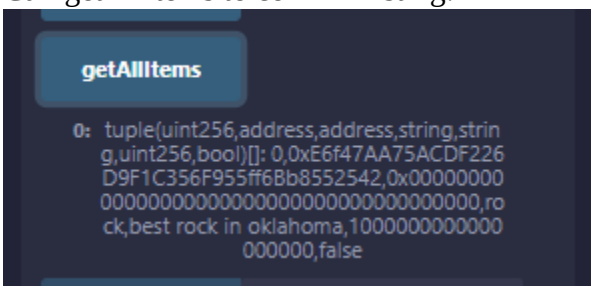



ENVIRONMENT
Injected Provider - MetaMask
Sepolia (11155111) network
ACCOUNT
0xE6f...52542 (23.911317743
GAS LIMIT
Estimated Gas
Custom
3000000
VALUE
0
Wei
CONTRACT
Marketplace - contracts/market.sol
evm version: cancun
Deploy
Publish to IPFS
At Address
Load contract from Address
Transactions recorded 17
Pinned Contracts (network: 11155111)
No pinned contracts found for selected workspace & network
Deployed/Unpinned Contracts
MARKETPLACE AT 0X1CB...AA3C
Balance: 0 ETH
listItem
title:
"rock"
description:
"best rock in oklahoma"
price:
"1000000000000000000"
Calldata
Parameters
transact
purchaseItem
uint256 itemId

listItem transaction goes through because it is at least 1 Wei.

TEST PASSED!

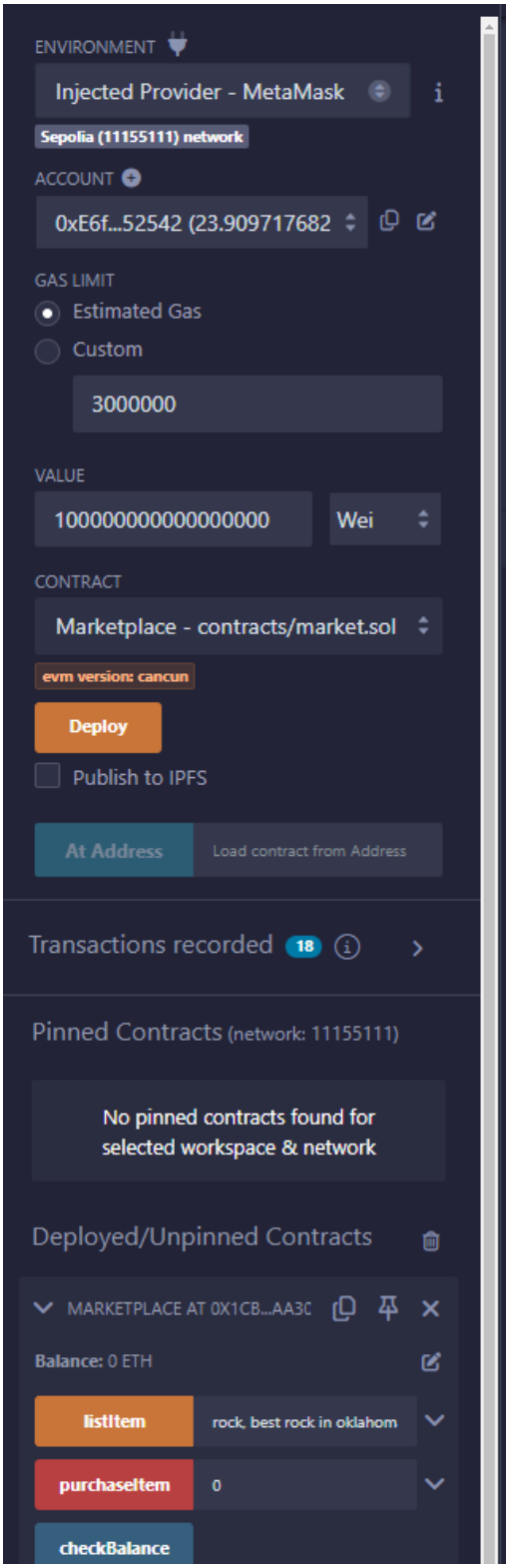
Call getAllItems to confirm listing:



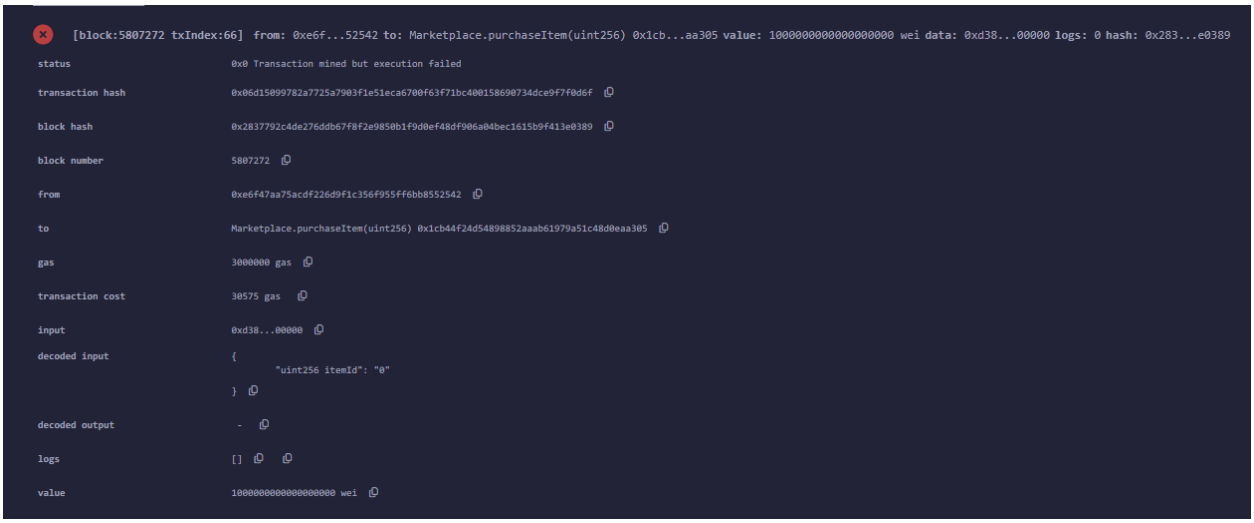
TRUE

Test 3: Buyer tries to buy their own listed items.

Account 1 tries to buy their own listing. (itemId = 0)

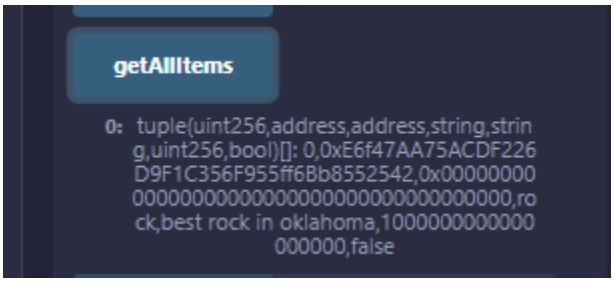


The purchaseItem transaction fails because in the contract, we specified that the buyer cannot be owner of the listed item:



TEST PASSED.

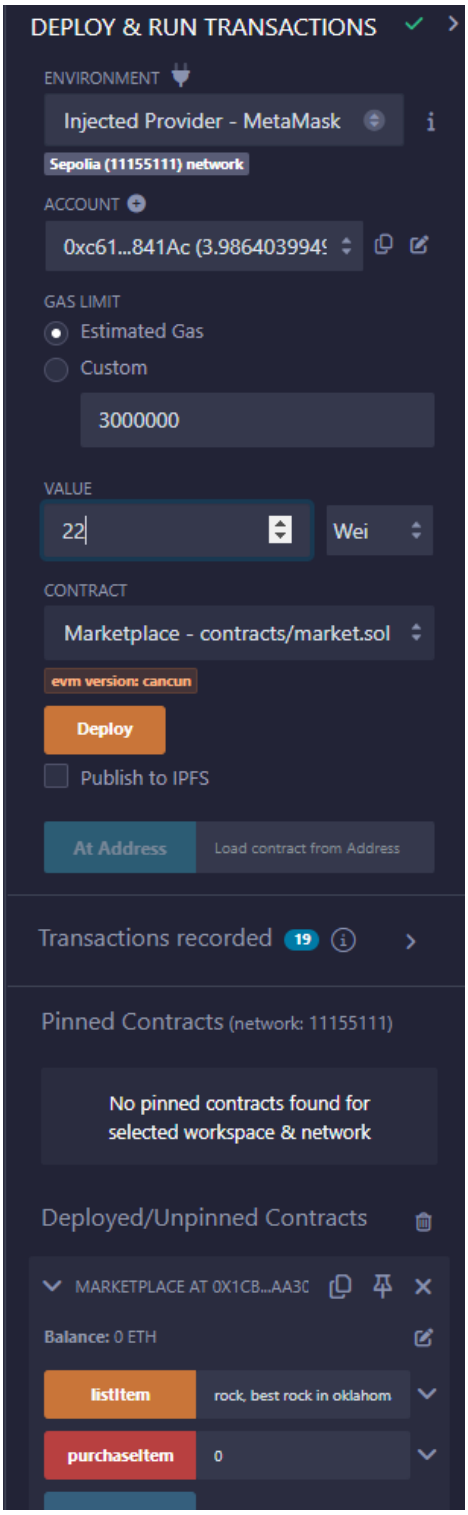
Call getAllItems to confirm that it has not been sold:



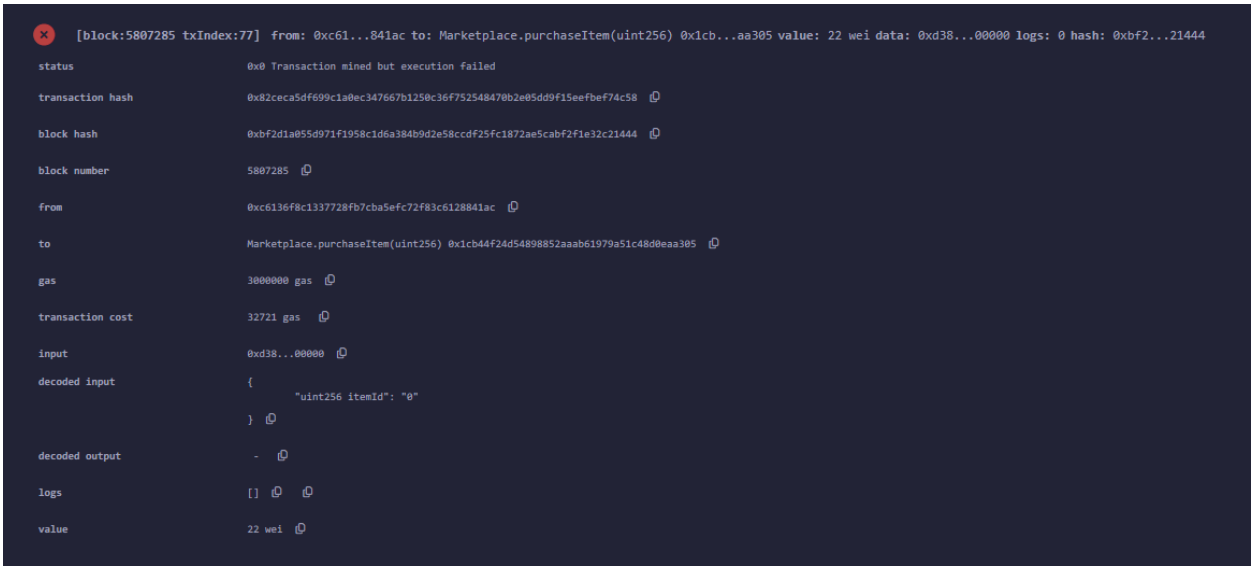
TRUE.

Test 4: Buyer tries to buy item under the list items value.

Account 2 attempts to buy an item 22 Wei when the listed item was listed for 1000000000000000000 Wei or 1 ETH.

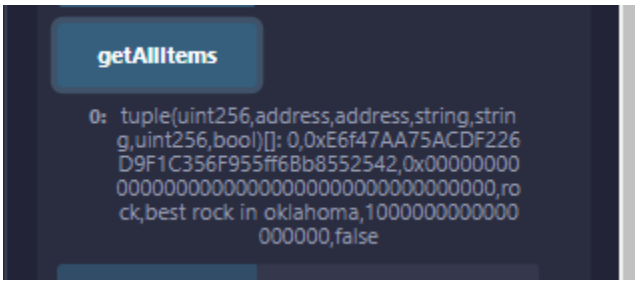


The purchaseItem transaction fails because in the contract, we specified that the buyer cannot be must pay the listed item price.



TEST PASSED.

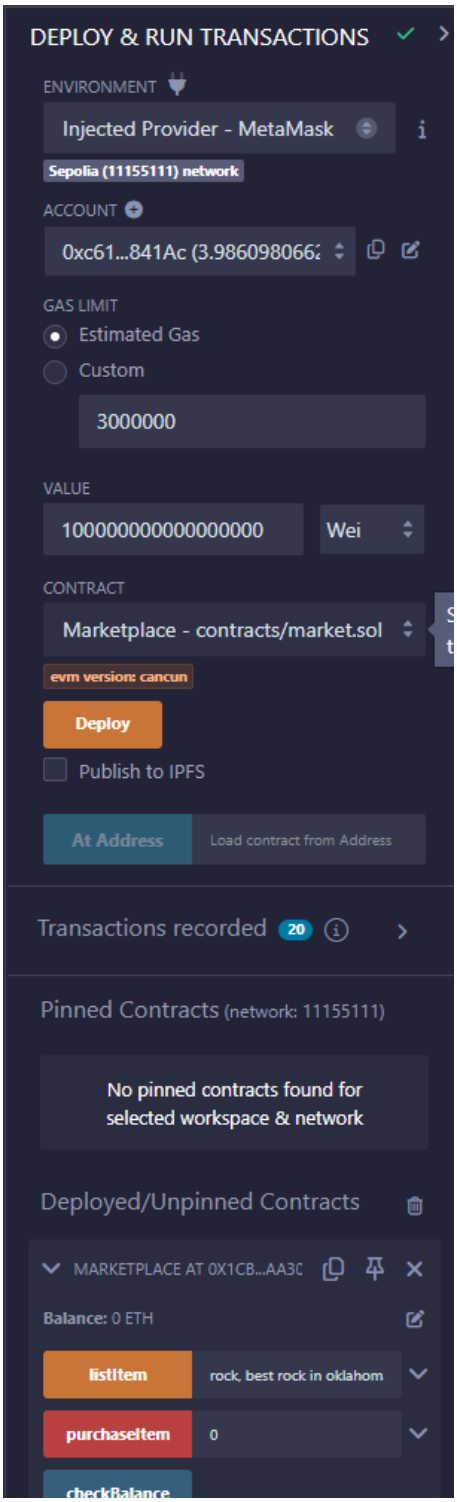
Call getAllItems to confirm that it has not been sold:



TRUE!

Test 5: Buyer tries to buy the listed item equal to the listed item's value.

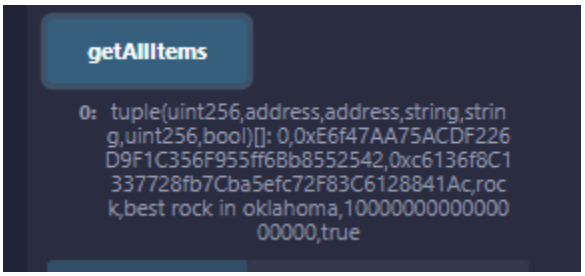
Account 2 attempts to buy an item for 1000000000000000000 Wei and the listed item was listed for 1000000000000000000 Wei or 1 ETH.



The purchaseItem transaction went through because the buyer paid the exact amount of the listed item price.

TEST PASSED.

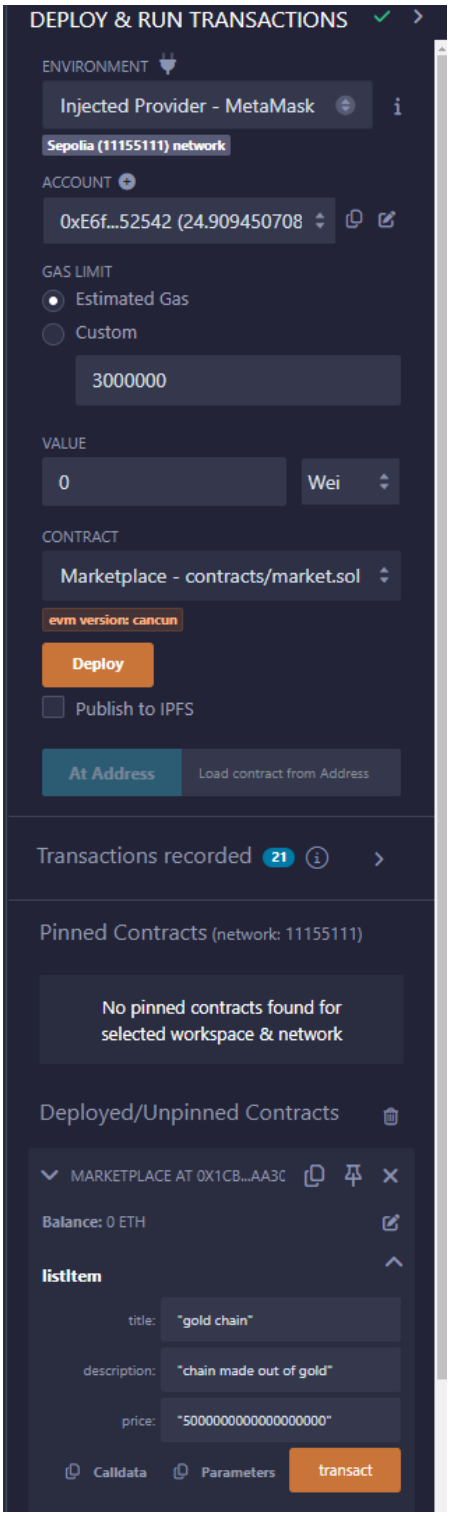
Call getAllItems to confirm the item is sold and has the correct buyer and seller:

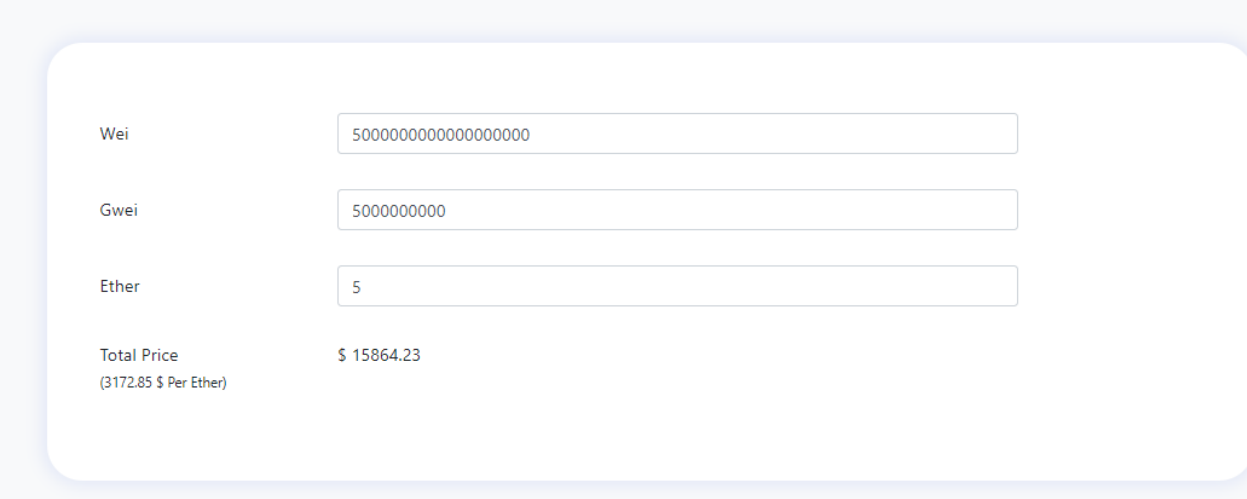


TRUE!

Test 6: Account 1 lists an item outside of Account 2's balance and Account 2 tries to buy the item with insufficient funds.

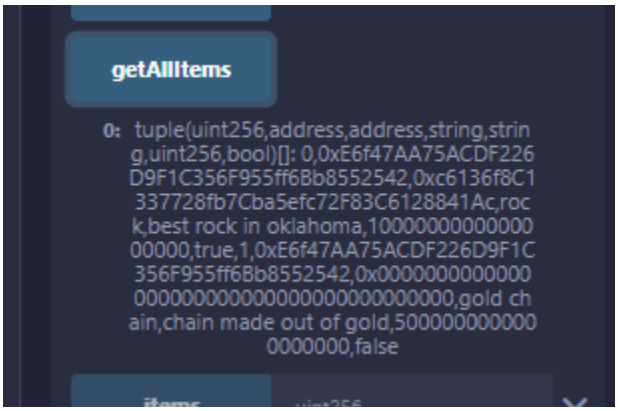
Account 1 lists an item for 5000000000000000000 WEI or 5 ETH.





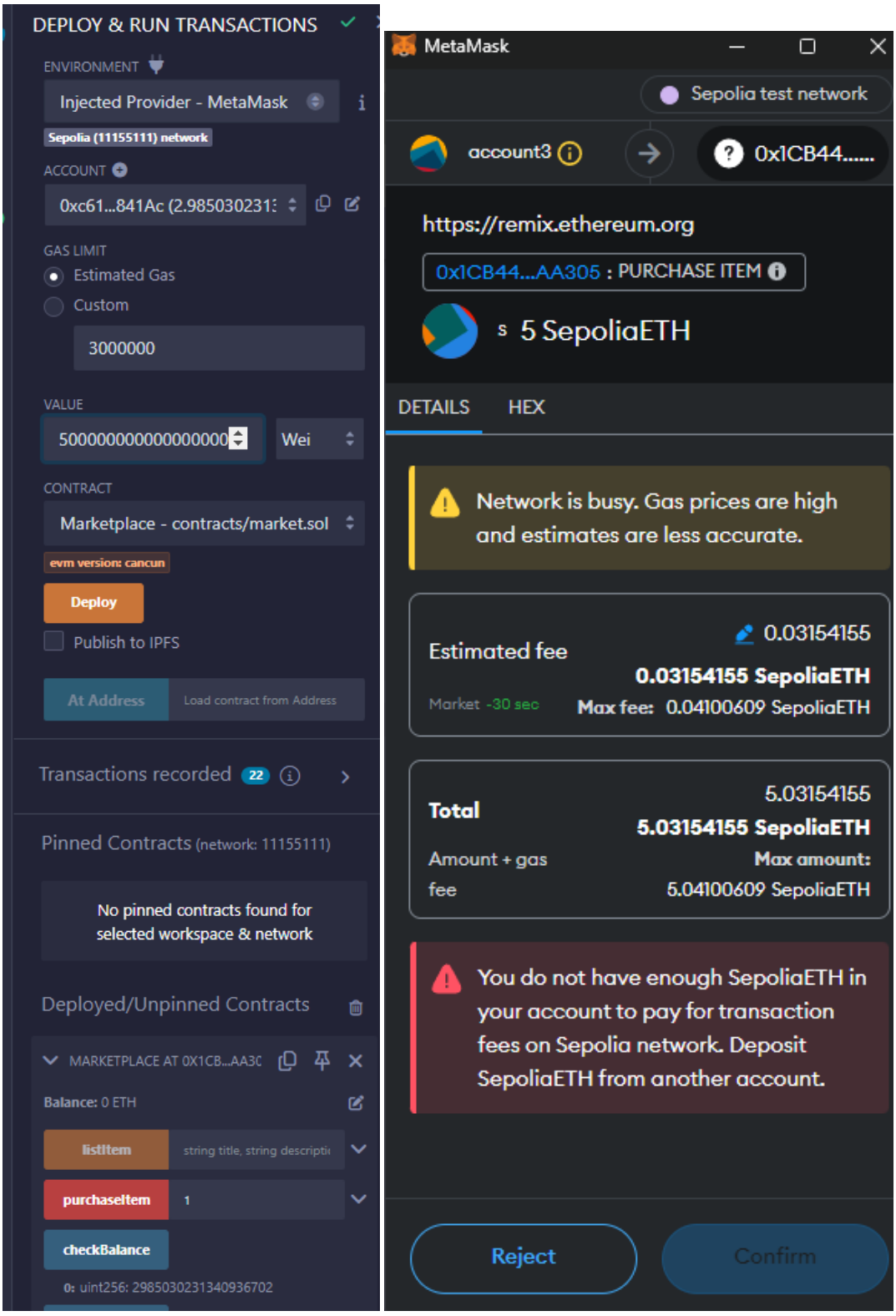
Item successfully listed. Id item = 1

Call getAllItems to confirm listing and not sold yet:


getAllItems
0: tuple(uint256,address,address,string,string,uint256,bool)[]: 0,0xE6f47AA75ACDF226D9F1C356F955ff6Bb8552542,0xc6136f8C1337728fb7Cba5efc72F83C6128841Ac,rock,best rock in oklahoma,100000000000000000,true,1,0xE6f47AA75ACDF226D9F1C356F955ff6Bb8552542,0x0000000000000000000000000000000000000000,gold chain,chain made out of gold,5000000000000000000,false

TRUE

Account 2 logs in and has a balance less than the listed price of the item they are trying to buy. Balance = 2985030231340936702 WEI and Listed item is 5000000000000000000 WEI.



The transaction can’t even be processed because Account 2 has insufficient funds.
TEST PASSED.

TEST RESULTS:

Test 1: Seller tries to sell item with 0 Wei = PASS

Test 2: Seller sells item with over 1 Wei = PASS

Test 3: Buyer tries to buy their own listed items = PASS

Test 4: Buyer tries to buy item under the list items value = PASS

Test 5: Buyer tries to buy the listed item equal to the listed item's value = PASS

Test 6: Account 1 lists an item outside of Account 2's balance and Account 2 tries to buy the item with insufficient funds = PASS

Challenges and Solutions:

1. **Lack of understanding and overcomplication at the beginning with entering listing price:** Towards the beginning, I had trouble understanding how the smart contracts operated. I had problems using Dr. Maiti's banking sample code onto my marketplace contract. I eventually realized that I was inputting the value field wrong. I overthought and thought that I needed to input a value argument in the purchase functions. This caused issues down the lines when trying to purchase listed items.
   Ex:
   listItem(string memory title, string memory description, uintt price)
   purchaseItem(uint itemId, unit price)

   Solution: By adding the price parameter into the purchaseItem function, the purchasing price was not matching up with the listing price via variable. I solved this by keeping it simple (just purchase with the itemId since I could retrieve the listing price via itemId) and figured out that when listing item prices, you enter the value of the price using

   Used: purchaseItem(uint itemId)

   (I was dumb lol)

2. **Conversion problems:** I had a problem I couldn't list Sepolia ETH prices down and used WEI prices instead, but on the Remix, the contract would only work if it was in WEI. This caused some compilations with the buyer getting WEI amount ETH prices. (Ex: Seller list item 2000000000000000000 WEI and the buyer getting a transaction price of 2000000000000000000 ETH). Obviously, this is wrong.

   Solution: Use ETH prices and convert to WEI on app.js so that when the buyer tries to buy the item, they got the correct amount to pay.

3. **Transaction gas fee:** I had a problem where the transaction was not going through when listing items because I had a little to no transaction fee.

   Solution: On the listingItem function, set gasLimit fee by multiplying the gasEstimate multiplied by 50%. This solved the transaction gas fee issue and made the listing transaction go through.

```
// Estimate gas with a manual increase to avoid out-of-gas errors.
const gasEstimate = await marketplaceContract.methods
  .listItem(title, description, priceInWei)
  .estimateGas({ from: account });
//// Increase gas limit by 50% as a buffer.
const gasLimit = Math.floor(gasEstimate * 1.5);
// Send the transaction with the calculated gas limit.
const tx = await marketplaceContract.methods
  .listItem(title, description, priceInWei)
  .send({ from: account, gas: gasLimit });
// item listed succcessfully
```

4. **No need for login and logout:** I initially thought that you needed to change wallet address on MetaMask by implementing a login and logout function (shown in history of Adding contract version 2 commit). This caused complications with the wallet addresses switching and listing and purchase transactions. This was just due to overcomplication on my part.

```
21 +
22 +     mapping(address => Account) public accounts;
23 +     Item[] public items;
24 +     uint public nextItemId;
25 +
26 +     event UserLoggedIn(address indexed user, uint balance);
27 +     event UserLoggedOut(address indexed user, uint balance);
28 +     event ItemListed(uint indexed itemId, address indexed seller, string title, uint price);
29 +     event ItemPurchased(uint indexed itemId, address indexed buyer);
30 +     event Withdrawal(address indexed user, uint amount);
31 +     event BalanceChecked(address indexed user, uint balance);
32 +
33 +     modifier onlyLoggedIn() {
34 +         require(accounts[msg.sender].isLoggedIn, "User must be logged in");
35 +         _;
36 +     }
37 +
38 +     function login() public {
39 +         require(!accounts[msg.sender].isLoggedIn, "User is already logged in");
40 +         accounts[msg.sender].isLoggedIn = true;
41 +         if (accounts[msg.sender].balance == 0) {
42 +             accounts[msg.sender].balance = msg.sender.balance;
43 +         }
44 +         emit UserLoggedIn(msg.sender, accounts[msg.sender].balance);
45 +     }
46 +
47 +     function logout() public {
48 +         require(accounts[msg.sender].isLoggedIn, "User is not logged in");
49 +         emit UserLoggedOut(msg.sender, accounts[msg.sender].balance);
50 +         delete accounts[msg.sender];
51 +     }
52 +
53 +     function listItem(string memory title, string memory description, uint price) public onlyLoggedIn
```

Solution: User can change wallets via MetaMask browser extension