# Chapter 4: Build and test the network

Learning Bluemix & Blockchain

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# The Plan: 30 minute Chapters with an hour or two of practice

Chapter 1: What is Blockchain? Concept and Architecture overview

Chapter 2: What's the story we're going to build

Chapter 2.1: Architecture for the Story

Chapter 3: Set up local HyperLedger Fabric V1 development environment

Chapter 4: **Build and test the network** 

Chapter 5: Administration User Experience

Chapter 6: Buyer Support and User Experience

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# Who are the participants and what can they do? This defines the members of the network, the transactions, and who should approve transactions

Finance Company Buyer Create an Order Receive Request for Payment Seller Submit an Order Approve and Pay Accept an Order Receive a Shipment Receive notification of Submit an Order to a Provider Dispute an Order dispute Receive Notification of Delivery Approve Payment on an Order Resolve Dispute Request Payment Financer Buyer Seller Provider Receive an item request Shipper Provider Issue, resolve backorder Shipper Request Delivery Receive Request for Delivery Receive Notification of Delivery

Post notification of delivery

# **Defining Members**

- In our simple network, members have:
  - A company name
  - An identifier, which we'll implement as an email address
- We define an abstract type of member with a single field called "companyName"

We then extend this abstract type for each of the types of members.

```
participant Buyer identified by buyerID extends Member{
   o String buyerID
}
```

■ The objective is to introduce abstract types and our ability to separate different types of definitions into separate files, for maintenance purposes while still easily combining everything when we're done.

## **Defining Assets**

- The single asset which we'll deal with in this tutorial is an "Order", which is defined as shown here:
- Many of the fields are for storing dates, so we can tell what happened when. Dates and reasons are updated via transactions, which will be limited by participant.
- Note the square brackets, these denote arrays
- Note the arrows (- ->), which denote references to other, previously defined, Network classes.

```
asset Order identified by orderNumber
   o String orderNumber
   o String[] items
   o String status

    Integer amount

   o String created
   o String bought
   o String ordered
   o String dateBackordered
   o String requestShipment
   o String delivered
   o String disputeOpened
   o String disputeResolved
   o String paymentRequested
   o String orderRefunded
   o String paid
   o String[] vendors
   o String dispute
   o String resolve
   o String backorder
   o String refund
   --> Buyer buyer
    --> Seller seller
```

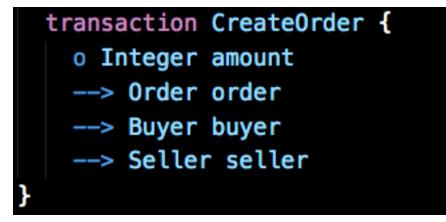
## **Defining Transactions**

Transactions use the same model language as assets and members.

Here we will name a transaction and identify what must accompany a request for this transaction

to be processed:

- This is a transaction Class
- It's named CreateOrder
- It has one field (Integer amount)
- and refers to 3 other instances
  - An Order
  - A Buyer
  - A Seller



# Taking this information, define the following:

- Members:
  - Buyer, Seller, Provider, Shipper, FinanceCo
- Assets:
  - Order
- Transactions:
  - CreateOrder, Buy, OrderFromSupplier, RequestShipping, Deliver, BackOrder, Dispute, Resolve, Request Payment, Pay, Refund

#### Let's check out the network

- Step 1, update the model files
- Step 2, create and archive and deploy it
- Step 3 load up composer and test it.
- Step 1, the Answers are in the Documents/answers folder
- Step 2, execute the following command from within Chapter04 folder
  - buildAndDeploy
- Step 3, go to:
  - import your model file from Chapter04/network/dist/zerotoblockchain-network.bna
  - test the model
  - You'll notice on inspection that not much happens with the Order object, that's next



# Writing the code to implement the transactions

 Each transaction needs implementing logic. For example, the Create Order transaction exists to allow a buyer to build an order and save it prior to sending it to a seller. The code is shown to the right.

You can see that the class definition (below right) includes a link to the Order, the Amount of the order, and the Buyer. In this transaction code, the Seller information is not used because the order has not yet been placed with the seller.

```
* create an order to purchase
 * @param {org.acme.Z2BTestNetwork.CreateOrder} purchase - the order to be processed
 * @transaction
function CreateOrder(purchase) {
    purchase.order.buyer = purchase.buyer;
    purchase.order.amount = purchase.amount;
    purchase.order.created = new Date().toISOString();
    purchase.order.status = "Order Created";
    return getAssetRegistry('org.acme.Z2BTestNetwork.Order')
        .then(function (assetRegistry) {
            return assetRegistry.update(purchase.order);
        }):
```

```
transaction CreateOrder {
   o Integer amount
   --> Order order
   --> Buyer buyer
   --> Seller seller
}
```

# Writing code to test the transactions

- We are using the mocha service to test this application, the code looks like this:
- We will explore this code interactively in a moment
- When we're done, we can tell npm to test what we've created, which should deliver results like the following:

```
Finance Network
  #createOrder.

    should be able to create an order (82ms)

  #issueBuyRequest
    should be able to issue a buy request (42ms).
  #issueOrderEromSupplier.

✓ should be able to issue a supplier order (50ms).

  #issueRequestShipment
    should be able to issue a request to ship product (47ms)
  #issueDelivery

    should be able to record a product delivery (39ms).

  #issueRequestPayment

    should be able to issue a request to request payment for a product (58ms)

    should be able to record a product payment (48ms)

    should be able to record a product dispute (63ms).

  #issueResolution
    should be able to record a dispute resolution (48ms)
  #issueBackorder

    should be able to record a product backgrder (53ms).

10 passing (1s)
```

```
describe('#createOrder', () => {
    it('should be able to create an order', () => {
        const factory = businessNetworkConnection.getBusinessNetwork().getFactory();
        // create the buyer
        const buyer = factory.newResource(NS, 'Buyer', buyerID);
        buyer.companyName = 'billybob computing';
        // create the seller
        const seller = factory.newResource(NS, 'Seller', sellerID);
        seller.companyName = 'Simon PC Hardware, Inc';
        // create the order
        let order = factory.newResource(NS, 'Order', orderNo);
        order = createOrderTemplate(order);
        order = addItems(order);
        order.orderNumber = orderNo;
        // create the buy transaction
        const createNew = factory.newTransaction(NS, 'CreateOrder');
        order.buyer = factory.newRelationship(NS, 'Buyer', buyer.$identifier);
        order.seller = factory.newRelationship(NS, 'Seller', seller.Sidentifier);
        createNew.order = factory.newRelationship(NS, 'Order', order.$identifier);
        createNew.buyer = factory.newRelationship(NS, 'Buyer', buyer.$identifier);
        createNew.seller = factory.newRelationship(NS, 'Seller', seller.$identifier);
        createNew.amount = order.amount;
        // the buyer should of the commodity should be buyer
        //order.buyer.$identifier.should.equal(buyer.$identifier);
        order.status.should.equal('Order Created');
        order.amount.should.equal(orderAmount);
        createNew.amount.should.equal(orderAmount);
        createNew.order.$identifier.should.equal(orderNo);
```

### Invoke the composer-rest-server

- from Chapter04
  - execute the following command:
    - buildAndDeploy
  - this will load your completed network into docker
  - Execute the following command
    - ./start\_rest\_server.sh
  - which will apply the following responses:

■ Go to localhost:3000/explorer and inspect and test your new RESTful APIs

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# Chapter 5: Administration User Experience

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