Chapter 12: Events and Automating for Demonstration

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 V1 development environment

Chapter 4:   Build and test the network

Chapter 5:   Administration User Experience

Chapter 6:   Buyer Support and User Experience

Chapter 7:   Seller Support and User Experience

Chapter 8:   Shipper Support and User Experience

Chapter 9:   Provider Support and User Experience

Chapter 10:   Finance Company Support and User Experience

Chapter 11:   Combining for Demonstration

Chapter 12:   Events and Automating for Demonstration

Code updates:

- All User Experience HTML files
  - (one line of code each)
- All User Experience Javascript Files
  - (six lines of code each)
- Event management added to z2b-events.js
- Event management added to hlcClient.js
- Event management added to models/system.cto (the business network model file)
- Event management added to lib/sample.js (the chain code transaction file)

Demo

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Chapter 13:   Installing your network on Bluemix/Kubernetes
Chapter 14:   Debugging your network inside Docker