8Lab Solutions - Project "Soldino"

Developer manual

Version	1.0.0
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Description

Developer manual made by *8Labs Solutions* for the making of the project *Soldino*.

Changelog

Version	Date	Name	Role	Description
2.0.1	2019-03-20	Federico Bicciato	**RUOLO**	Structure of the document created.

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Introduction

Manual contents

This document is the developer manual of he project *Soldino*, developed by the team *8Lab Solutions* for the proponent *Red Babel*.
Within the manual you can find:

- the technologies used for the development;

- the software tools used and suggested;

- the software architecture;

- the architectural and design pattern used;

- the functionalities provided by *Soldino*.

Purpose of the manual

The contents of the manual are intended to help the developers who decide to further develop or maintain *Soldino*. Everything described here can help the developer to fully and deeply understand the design, use and features of the application, so that it can be modified and improved with ease.
Many technologies, tools and languages are used to build the app: these are only briefly explained in their parts that cover the application domain. Additional references can be found in the "Reference" section.

Purpose of the product

The platform *Soldino* is a DApp accessible on a web browser as a client interface and the plugin Metamask as a virtual wallet.
The main functionality of *Soldino* is trading goods and services online. Since the platform's backend is coded on the Ethereum blockchain, it provides more security and transparency than the traditional e-commerce websites.
The platform is built to be managed by the government. The currency used in it is called Cubit, and it's a ERC20 compliant fork of Ether, minted and managed by the government itself.

Glossary

References

Normative

- **none**

Informative

- **none**

Setup

Requirements

In this section we describe all the requirements needed.

Browser

Soldino is accessible through a web interface. The currently most recent versions of the following broswers are supported:

- **Mozilla Firefox**: version 66.0.1;

- **Google Chrome** version 73.0.3683.86.

Tools

The following tools are needed:

- **Truffle**

- **Ganache**

- **Node.js**

Dependencies

Soldino depends on many different packages, some for use and others for development.
All these packages are located in the file `package.json` which is in the root folder of the project.
The packages required to execute the software *Soldino* are listed below.

Table 2.1.1: Dipendenze per l'uso del software

Software	Versione
react-text-mask	5̂.4.4
commondir	1̂.0.1
history	4̂.7.2
prop-types	1̂5.7.2
react	1̂6.8.3
react-dom	1̂6.8.3
react-number-format	4̂.0.6
react-redux	6̂.0.1
react-router	4̂.3.1
react-router-dom	4̂.3.1
react-router-redux	4̂.0.8

Table 2.1.1: Dipendenze per l'uso del software

Software	Versione
react-scripts	2.1.8
redux	4.0.1
redux-thunk	2.3.0
web3	1.0.0-beta.37

Other packages, listed below, are required for the development.

Table 2.1.2: Packages required for development

Software	Versione
eslint	5.12.0
eslint-config-airbnb	17.1.0
eslint-loader	2.1.2
eslint-plugin-import	2.16.0
eslint-plugin-jsx-a11y	6.2.1
pre-commit	1.2.2
truffle-contract	4.0.6

Installing

Running

Deploying

Enviromnent configuration

Purpose

This chapter means to show how to properly configure your work environment, so that it's the same as the one we worked on.
This way you will hopefully encounter as little troubles as possible.

Tools

Plugins

Testing