	School: Campus:
Centurion	Academic Year: Subject Name: Subject Code:
UNIVERSITY	Semester: Program: Branch: Specialization:
	Date:
	Applied and Action Learning (Learning by Doing and Discovery)

 $Name\ of\ the\ Experiement:\ Mint\ it\ Yourself-NFT\ Creation\ and\ Deployment$ 

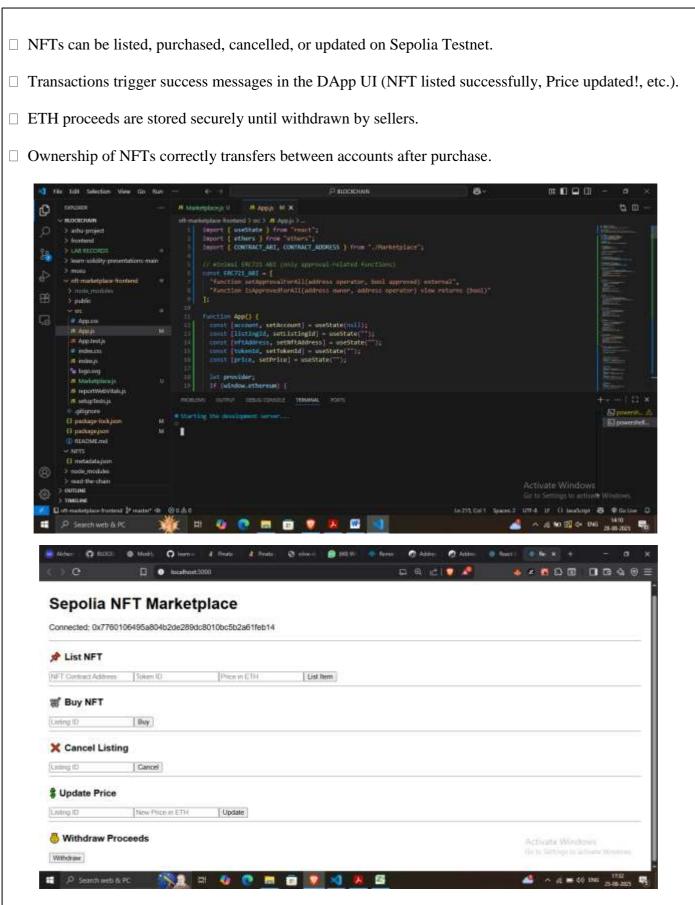
# \* Coding Phase: Pseudo Code / Flow Chart / Algorithm

☐ Deploy Contracts						
•	Deploy an ERC721 NFT contract (for minting NFTs).  Deploy a Marketplace contract that allows listing, buying, cancelling, and updating NFT prices.					
□ Connect Wallet						
•	Connect MetaMask on Sepolia Testnet to the frontend DApp.					
☐ Approve Marketplace						
•	Call setApprovalForAll(marketplaceAddress, true) from NFT contract to allow the marketplace to manage NFTs.					
Lis	t NFT					
•	Call listItem(nftAddress, tokenId, price) $\rightarrow$ NFT is listed in marketplace with a unique listingId.					
Bu	y NFT					
•	Buyer calls buy(listingId) while sending ETH equal to the listing price. Ownership of NFT transfers to the buyer.					
□ Cancel Listing						
•	Seller can call cancel(listingId) to remove their NFT from sale.					
Up	date Price					
•	Seller can call updatePrice(listingId, newPrice) to change the price of a listed NFT.					
□ Withdraw Proceeds						
•	Seller calls withdrawProceeds() to claim ETH earned from NFT sales.					

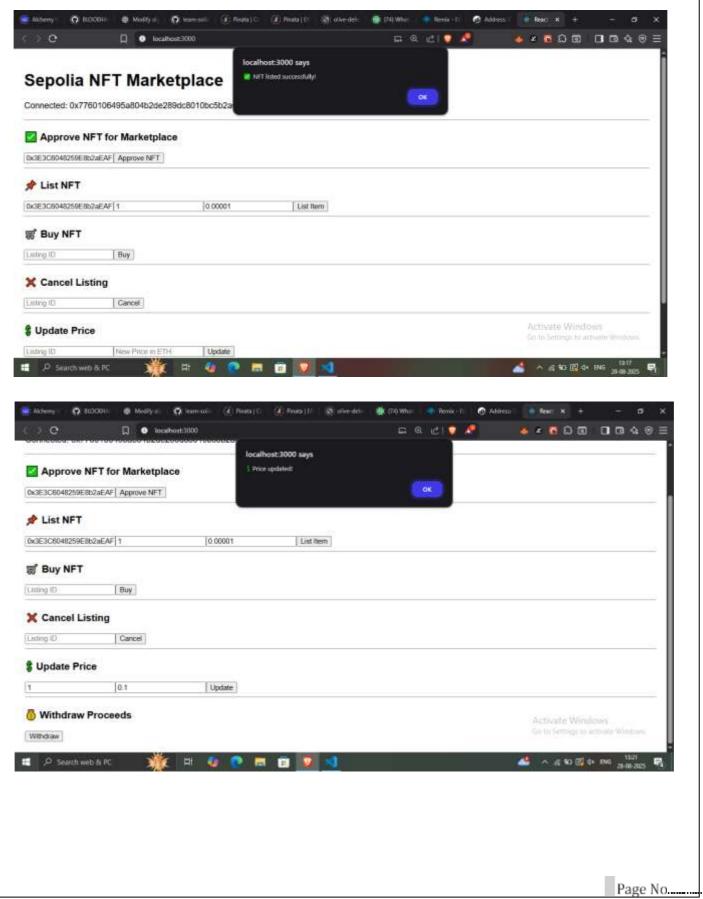
#### \* Software used

- 1. MetaMask Wallet
- 2. Remix IDE.
- 3. MS Word.
- 4. Brave for researching.

### \* Implementation Phase: Final Output (no error)



## \* Implementation Phase: Final Output (no error)



#### \* Observations:

Marketplace requires approval before listing NFTs.
Each NFT listing is tracked by a unique listingId.
Buyers must pay exact ETH price, otherwise transaction fails.
Smart contract prevents self-purchase by the seller.
Sellers can cancel or update their NFT listings anytime.
Proceeds are not sent instantly — instead they are withdrawn securely.
Marketplace ensures trustless peer-to-peer NFT trading using blockchain logic.

## **ASSESSMENT**

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/	10		
Practical Simulation/ Programming			
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
Total	50		

Signature	of	the	Stude	ent:
Name:				

Signature of the Faculty: Regn. No. :