Project Report: Decentralized Job Board

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1. Objective

The Decentralized Job Board (DJB) is a blockchain-powered platform designed to establish a trustless job marketplace. It connects freelancers and employers without intermediaries by leveraging smart contracts for transparent and secure escrow-based payment handling.

Key Goals:

- Eliminate the need for trust between freelancers and employers.
- Enable automatic, verifiable, and immutable workflows.
- Ensure fund safety using escrow mechanisms.
- Provide an open, decentralized environment for global talent hiring.
- Integrated chat system for resolving disputes.

2. Technology Stack

Smart Contract Development:

- Solidity (v0.8.21): For writing and deploying smart contracts.
- OpenZeppelin: Security tools like ReentrancyGuard.

Development & Testing:

- Truffle: Smart contract compilation, migration, and testing.
- Ganache: Local Ethereum blockchain for simulations.

Frontend Development:

- React.js: Building dynamic user interfaces.
- Web3.js: Interaction with the Ethereum blockchain.
- MetaMask: Wallet integration for blockchain authentication.
- JSON Server: Handles off-chain data (job descriptions, messages).

3. Smart Contract Architecture

Job Struct:

- Stores all essential information:
- Job ID, Title, Description
- Budget (payable)
- Status (Enum: OPEN, ASSIGNED, AWAITING_APPROVAL, COMPLETED, DISPUTED, RESOLVED)
- Escrow Time (timestamp)

Employer & Freelancer addresses (payable)

State Variables:

- Mapping for storing jobs using Job IDs.
- Separate mapping to track escrowed amounts.

Events:

Emit events like JobPosted, ApplicationReceived,
 PaymentReleased for frontend synchronization and off-chain tracking.

Security:

 ReentrancyGuard: Prevent reentrancy attacks. Used OpenZeppelin's ReentrancyGuard for critical functions. Updated state variables before transferring funds. Access Modifiers: Restrict sensitive functions to job creators or contract owners.

4. Core Smart Contract Functions

- postJob(): Employers post a job with a valid budget and title.
- applyForJob(): Freelancers apply to jobs with OPEN status and escrowed funds.
- escrowFunds(): Employers lock job budget into the smart contract.
- markWorkDone(): Assigned freelancer signals job completion.
- releasePayment(): Employer releases payment to freelancer; updates status.
- refundEmployer(): Employer refunds escrow if job is not taken in 7 days.
- initiateDispute() / resolveDispute(): Handles job disputes between freelancer and employer via chat.

5. Testing Strategy

Types of Tests:

- Unit Tests: Validate each function.
- Integration Tests: Test full workflows from posting to payment.
- Edge Cases:
 - o Double applications prevention.
 - o Invalid release/payment attempts.
 - o Refund eligibility timing.
 - Insufficient fund checks.

6. Testing Results

- All major test cases executed successfully.
- Validations passed for:
 - o Access control.
 - State transitions.
 - Escrow mechanisms.

Event emissions.

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Job Posting

√ should allow employers to post jobs with valid details (305ms)

√ should reject jobs with zero budget (242ms)

√ should reject jobs with empty title

  ✓ should reject jobs with empty description CID
Escrowing Funds

√ should allow the employer to escrow the correct amount (169ms)

 ✓ should reject escrow if amount does not match budget
 ✓ should reject escrow from non-employer

√ should reject escrow if funds are already escrowed

√ should reject escrow if job is not OPEN

√ should reject escrow if job does not exist
Applying for Jobs

√ should allow a freelancer to apply for an open, escrowed job (158ms)

√ should reject application if funds are not escrowed (267ms)

√ should reject application if job is not open (e.g., already assigned)

√ should reject application if job is not open (e.g., completed/refunded)

  ✓ should reject application from the employer

√ should reject application if job does not exist
Marking Work Done

√ should allow the assigned freelancer to mark work as done (561ms)

√ should reject marking done if not the assigned freelancer

√ should reject marking done if job is not ASSIGNED

√ should reject marking done if job does not exist
Releasing Payment
 ✓ should allow the employer to release payment to the assigned freelancer

√ should reject payment release from non-employer

√ should reject payment release if job is not AWAITING_APPROVAL (868ms)

√ should reject payment release if job does not exist
Refunding Employer
 ✓ should allow the employer to refund after the delay if job is still open

√ should reject refund before the delay has passed

√ should reject refund if job is not OPEN (e.g., assigned)

 ✓ should reject refund if funds were never escrowed (254ms)

√ should reject refund from non-employer

√ should reject refund if job does not exist

View Functions

√ getJobCount should return the correct count (519ms)

 ✓ getJob should return correct job details (482ms)
 ✓ getEscrowAmount should return the correct escrowed amount (2028ms)
 ✓ getJob should revert for non-existent job
  ✓ getEscrowAmount should revert for non-existent job
```

7. Frontend Features

The frontend is designed for intuitive use by both freelancers and employers, integrating on-chain and off-chain operations seamlessly.

UI Components:

- Job Board: Displays active jobs fetched from the blockchain (on-chain).
- Job Posting Form: Lets employers post jobs (on-chain interaction).
- Application Panel: Freelancers can apply directly (on-chain call).
- Employer Dashboard: Manage jobs, release payments, request refunds (on-chain).
- Freelancer Dashboard: View applied jobs and payment statuses (on-chain).
- Transaction Status Feed: Real-time blockchain update logs via emitted events.
- Messaging Interface: Off-chain chat between employer and freelancer.

On-Chain Frontend Functions:

- Smart contract calls for posting, applying, marking work done, payments.
- MetaMask-triggered transactions for all financial actions.
- Job state fetched from blockchain storage.

Off-Chain Frontend Functions:

- Portfolios, resume links stored off-chain.
- UI updates triggered via event listeners from Web3.js (on-chain events).
- Pinata + IPFS: Pinata's API is used to upload and pin job descriptions and other metadata to IPFS, keeping the blockchain lightweight and reducing gas fees.
- Messaging System: Real-time communication between freelancers and employers is handled via Socket.io. Messages are stored only when the server is active; otherwise, they're treated as temporary and not persisted.

8. User Experience

Employer Workflow:

- 1. Connect wallet via MetaMask.
- 2. Post job (with title, description, and budget).
- 3. Escrow funds securely.
- 4. Assign applicant.
- 5. Release payment or raise dispute.
- 6. Can resolve dispute via chat with freelancer.
- 7. Employer can also **delete** the posted job if he feels there is no need at present.

Freelancer Workflow:

- 1. Connect wallet via MetaMask.
- 2. Browse and apply for jobs.
- 3. Complete work off-chain.
- 4. Get paid on approval or raise dispute.
- 5. Can resolve dispute via chat.
- 6. Can withdraw application if he wants.

9. Optimization & Gas Efficiency

- Data Types: Chosen for minimal gas (e.g., uint256).
- Mapping Structures: Enable fast lookups.
- Minimal On-Chain Storage: Large content (descriptions) stored off-chain.
- Avoids Loops: No expensive for loops.
- Efficient View Functions: Data retrieval without gas consumption.

10. Privacy Measures

- On-Chain: Job title, budget, addresses.
- Off-Chain: Descriptions, portfolios, and communication.
- User Identity: Only wallet addresses used.
- Escrow Timestamps: Avoid personal data leakage.

11. Bonus Features

- Refund System: Time-based refund to employers (7 days).
- Status Tracking: Monitors job states across lifecycle.
- Dispute System: Admin can resolve disputes fairly using the messaging facility.

12. Conclusion

The Decentralized Job Board successfully implements a trustless, secure, and scalable freelance platform on blockchain. With strong security, functional testing, optimized gas usage, and a user-friendly frontend, it serves as a promising prototype for future decentralized marketplaces

NOTE: We've added these features that we missed during the presentation.

- Multi applicants are allowed to apply for a job and the employer will review their resume/portfolio and will select suitable candidates.
- Disputes raised can be resolved via chat messaging system.
- A **Primary Key** is used in **Pinata + IPFS** to uniquely identify job descriptions, preventing conflicts when the same jobs are reposted after a certain period of time.
- A freelancer can withdraw their job application if they lose interest or decide not to pursue the opportunity.
- An employer can delete a posted job if the requirement is no longer valid or necessary