

Mini-workshop

Zilliqa <> XXX





Agenda

- 1. Introduction to Zilliqa Network
- 2. Scilla fundamentals
- 3. End-to-End Application Development

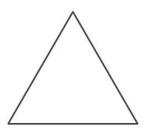


Introduction to Zilliqa Network





Low Latency Finality Low Overhead Small Number of Nodes



Low Latency Finality High Overhead Large Number of Nodes High Latency Finality Low Overhead Large Number of Nodes





What Zilliqa aims to achieve?

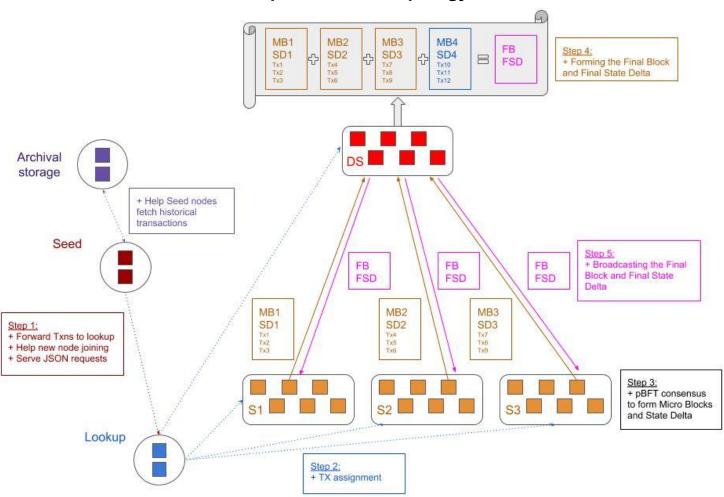
- 1. Reasonable latency for finality (1~2 mins)
- 2. Low overhead
- 3. Large number of nodes



Types of nodes

- 1. Directory Service (DS) nodes
- 2. Shard nodes
- 3. Seed nodes
- 4. Lookup nodes
- 5. Archival nodes

Zilliqa's Network Topology





Scilla fundamentals





Scilla Features









AMENABLE TO FORMAL VERIFICATION



CLEAN SEPARATION: COMMUNICATION VS COMPUTATION





Scilla Basic Structure

Library of pure functions

Transition 1

Immutable parameters

...

Mutable fields

Transition N





Scilla Basic Structure

```
scilla_version 0
library SampleContract
let one = Uint128 1

contract SampleContract
(owner : ByStr20)

field counter : Uint128 = Uint128 0

transition add ()
    (* Only contract owner can increment by 1 *)
    c <- counter;
    c = builtin add c one;
    counter := c
end</pre>
```



Commonly used types

```
field OptionSample : Option Bool = None

field MapSample : Map ByStr20 Uint128 = Emp ByStr20 Uint128

field AddressSample : ByStr20 = "0x5fC7409B4b41e06e73BAlaA7f3127d93c76bD557"

field UintSample: Uint128 = Uint128 1000

field ListSample : List ByStr20 = let nil_address = Nil {ByStr20} in Cons {ByStr20} _this_address nil_address

field PairSample : Pair ByStr20 Uint128 = Pair {ByStr20 Uint128} this address amount
```



Custom ADTs (Structs on steroids)

```
library Sample_ADT

(* Create a new type that includes sender address, recipient address, and amount sent *)
type Txn_info =
| Info of ByStr20 ByStr20 Uint128
| NoInfo
```



Fungible token (ERC20) contract

Immutable variables

contract FungibleToken
(owner : ByStr20,
total_tokens : Uint128)

Mutable variables

```
field balances : Map ByStr20 Uint128
field allowed : Map ByStr20 (Map ByStr20 Uint128)
```

Transitions

```
transition BalanceOf ()
transition TotalSupply ()
transition Transfer (to : ByStr20, tokens : Uint128)
transition TransferFrom (from : ByStr20, to : ByStr20, tokens : Uint128)
transition Approve (spender : ByStr20, tokens : Uint128)
transition Allowance (tokenOwner : ByStr20, spender : ByStr20)
```

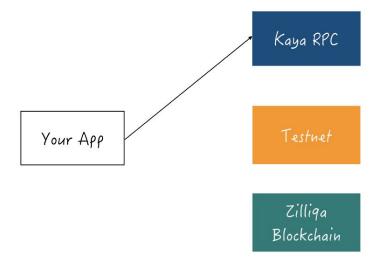


End-to-End Application Development





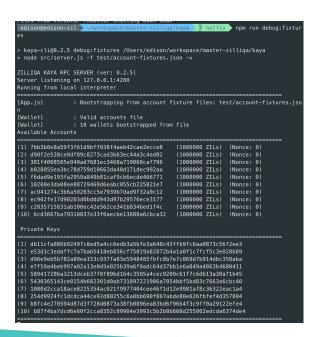
Process: From Conceptualization to Production







Kaya RPC: TestRPC for development and testing



- Easy debugging tool with error traces
- Account management
- Save and resume state
- Supports most of the blockchain RPC calls

https://github.com/Zilliqa/kaya

Or

Npm install -g kaya-cli





Useful JavaScript functions

package	description	Examples
@zilliqa- js/core	Core abstractions and base classes, such as HTTPProvider and network logic for interfacing with the Zilliqa JSON-RPC.	none
@zilliqa- js/account	Classes for managing accounts and account-related actions.	Wallet, SignTransactions
@zilliqa— js/blockchain	Main interface to the Zilliqa JS0N-RPC .	<pre>GetBlockchainInfo , CreateTransaction</pre>
@zilliqa- js/contract	Classes for managing Scilla smart contracts on the Zilliqa blockchain.	deploy , call , getState
@zilliqa- js/crypto	Exposes several loosely-coupled cryptographic convenience functions for working with the Zilliqa blockchain and its cryptographic primitives, such as Schnorr signatures.	<pre>generatePrivateKey , getAddressFromPrivateKey</pre>
@zilliqa- js/proto	Protobuf source files and corresponding generated JS modules.	
@zilliqa- js/util	Miscellaneous functions that take care of serialisation/deserialisation and validation.	Verify addresses, private keys, etc



Getting Started with JS

https://github.com/edisonljh/zilliqajs-starter



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Have interesting ideas? Apply for the innovation grant!











Challenge (~2 hrs)

- Create a simple Tic-tac-toe Scilla contract that allows Users:
 - To play a single game of TTT
 - Keep track of which player's turn in the ledger