COZ is a group of open source developers that formed to support NEO. We provide weekly reports that summarize our goals, projects, and progress. In exchange, the NEO council is supporting these contributions through NEO rewards.

Our governance can be seen at: https://github.com/CityOfZion/governance

The community has decided to reward 1186 NEO for the efforts listed below

Save the date:

COZ Electron Wallet (Win/OSX/Linux): Still unnamed - alpha release: July 31.

COZ Explorer: neoscan.io - beta release: July 31.

COZ Portal: coz.community - release: July 30.

Projects in early development (opportunities for collaboration):

- Youtube mirror of AntShares school videos with english subtitles 4/8
 (https://www.youtube.com/playlist?list=PLH5FKiukNRU5SHWk9L6qPwRhMeHsiKL2T)
- Neo-python (python SDK for neo platform) https://github.com/CityOfZion/neo-python
 - Finished porting C# ECC implementation, moved to python3, starting python libleveldb implementation, starting sqlite account/wallet implementation
- Smart Contracts documentation
 (https://github.com/CityOfZion/docs/tree/master/en-us/sc)
- ERC20/223 examples and documentation
 - Currently implementing demo token (Woolong)

Campaigns:

Ecosystem:

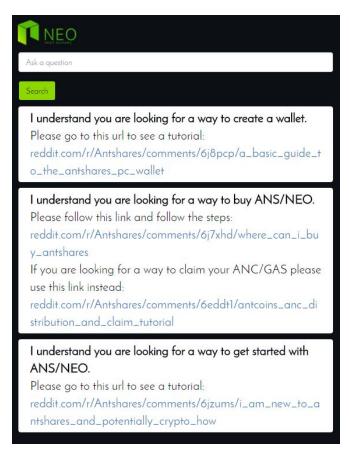
- All social media rebranded and migrated to new NEO equivalents
 - Twitter
 - o <u>Facebook</u>
 - Slack Channel

^{*}alpha = not ready for critical usage, testing release.

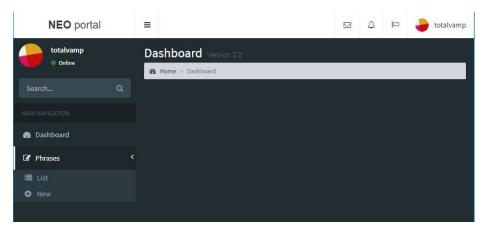
^{*}beta = good for routine use, not as dependency for other projects.

^{*}release announcements will be done separated by project owners.

- Reddit
- NEO Slackbot: a question-answering bot to make support super responsive! (https://github.com/CityOfZion/neo-slack-bot)
 - Answers to questions asked in the chat
 - Currently waiting for NEO Portal to expand
 - Preparing to convert code and refactor
- NEO Portal: admin interface to manage duties (https://github.com/CityOfZion/neo-admin-portal)
 - Invite management basis created
 - Slackbot: manage questions and responses



Question search over SlackBot



Manage slackbot data

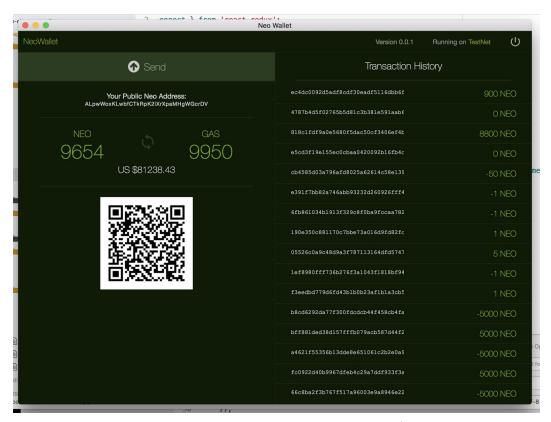
CoZ ongoing review process for community pull requests.

Documentation:

• Whitepaper 2.0 and additional documentation fully translated, edited, and released

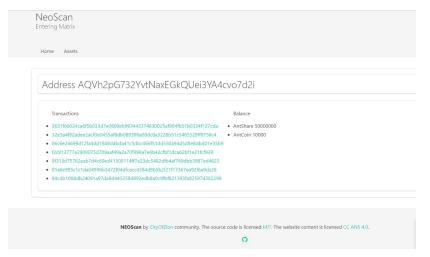
Core:

- Security: ongoing project to audit core code and screen for security flaws and issues.
- Unit Testing: ongoing project, additional collaborators welcome.
 - Useful helper classes and additional code coverage added for Block.cs class.
- Light Wallet API (https://github.com/CityOfZion/light-wallet-db)
 - Create scalable, auto-updating MongoDB mirror of MainNet and TestNet chains
 - Live augmentation of incoming transaction data with address metadata ("vin_verbose") to dramatically speed up queries
 - Public API for transaction history and GAS claims (enable development and testing on the SDK and electron wallet)
 - Documentation for interpreting destructured transaction data and GAS claiming
- Electron wallet (https://github.com/CityOfZion/neo-electron-wallet)

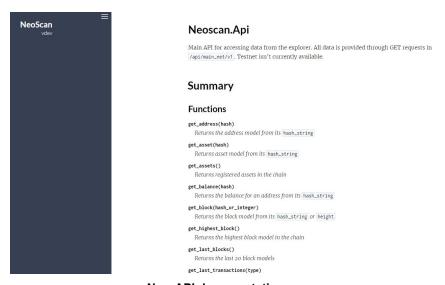


The electron wallet now shows full transaction history with working US \$ balance via Bittrex

- New wallet features
 - US \$ balance check via Bittrex API
 - Full transaction history for an account (via Light Wallet API)
- The JS SDK (https://github.com/CityOfZion/neo-js-sdk) has seen continued work to support GAS claiming for light wallets
 - New, working API method to claim GAS over the network protocol using claims returned by the Light Wallet API (when sysfee = 0)
 - Discovery and debugging of system fee logic for claiming
- Block explorer (<u>https://github.com/CityOfZion/NEOScan</u>) now can be used to check assets and addresses. V1 API is functional and documented.
 - New APIs for address assets and transaction history, as well as current assets in the blockchain.
 - API page and documentation.

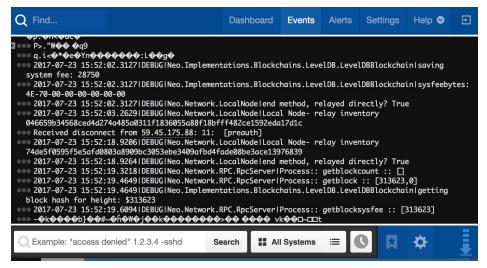


Address holdings and transaction history



New API documentation page

- Improvements to CLI/RPC Server (https://github.com/CityOfZion/neo-cli/)
 - Adding claim and check coin functionality to RPC Endpoint
 - Adding endpoint for calculating system fee per block
 - Adding remote node debugging and team remote log viewer



Node debugging remotely via papertrail