



Substrate_ 入门课第8期

Course 6 【Polkadot{.js} - 作业点评】 - 助教腾达 林涛



访问 Polkadot-JS App 的网址是什么？

C: <https://polkadot.js.org/apps>

Polkadot-JS App 和 Polkadot-JS API 的区别是什么？

A: 名字上一看就有不同，一个尾缀是 App,一个尾缀是 API

C、Polkadot-JS App 是官方的前端与 Substrate 网络交互，
而 Polkadot-JS API 则提供了官方的 JS 库连去 Substrate 网络。

你可以在 Polkadot-JS App 内做什么操作？

A、查看 Substrate 网络 区块信息

B、对 Substrate 网络作出交易 (Extrinsics)

C、有一个 javascript 编辑器，可对 Substrate 网络写出基础 javascript 与之互动

E、可以对一个信息以某个帐号作签名



Development
node-template/100
#2,438

Accounts ▾

Network ▾

Developer ▾

⚙ Settings

[GitHub](#)

[Wiki](#)

</> JavaScript

Console

Select example

Get authoring information

Chain state

Extrinsics

RPC calls

Sign and verify

Sudo

Files (IPFS)

</> JavaScript

```
1
2
3
4
5
6
7 // All code is wrapped within an async closure,
8 // allowing access to api, hashing, keyring, types, util.
9 // (async ({ api, hashing, keyring, types, util }) => {
10 //   ... any user code is executed here ...
11 // })();
12
13 const existentials = await api.consts.balances.existentialDeposit.toHuman()
14 console.log('existentials:', existentials)
15
16 const account = await api.query.system.account('5GrwvaEF5zXb26Fz9rcQpDWS57CtERHpNehXCPcNoHGKutQY')
17 console.log('alice balance: ', account["data"]["free"].toHuman())
```



```
existentials: 500.0000 pUnit
alice balance: 1.0658 MUnit
```

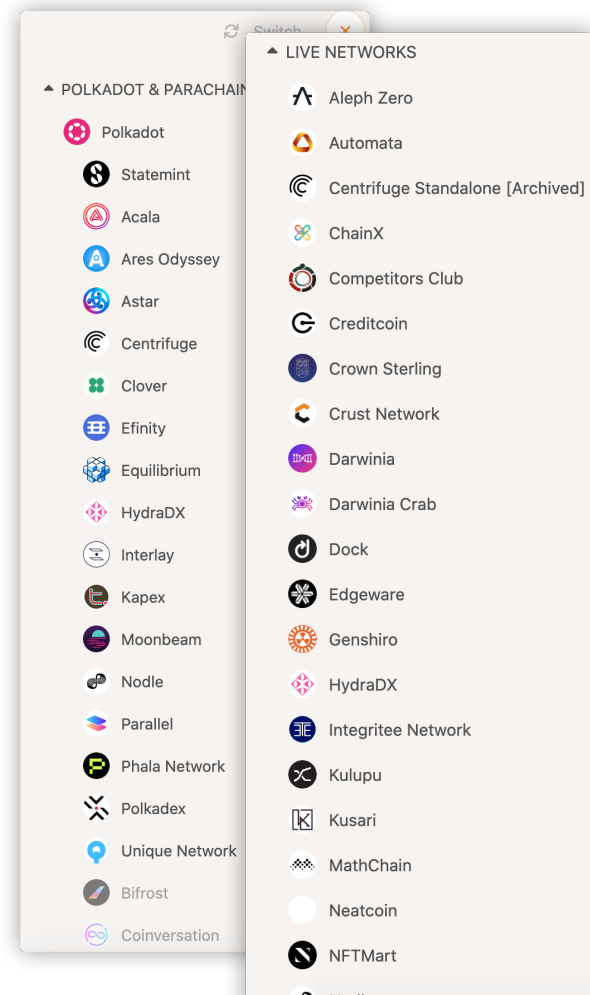


以下哪些生产环境的网络 (LIVE NETWORK) 是 Polkadot-JS App 里默认有支持的?

A、Kusama B、Acala C、Kulupu D、Centrifuge E、ChainX

如果在 Substrate 端加了自定义类型，我们在 Polkadot-JS App 里需要作什么才能支持连到这个 Substrate 节点?

C、在 Setting 里, Developer tab 里，加自定义的 JSON 对象。
见后图





Development
moonbeam/32
#27

Accounts ▾

Network ▾

Democracy

Developer ▾

Settings



Settings

General

Metadata

Developer

Translate

Additional types as a JSON file (or edit below) ?

KittyIndex, Kitty, KittyStatus, ColorKitty, FarmOf, ColorKittyOf, WorldKitty, AsiaKitty, HackerNewsInfo, PeerId, Keys, Pe

```
56  "HackerNewsInfo": {  
57    "by": "Vec<u8>",  
58    "title": "Text",  
59    "url": "Vec<u8>",  
60    "descendants": "u32"  
61  },  
62  "PeerId": "Vec<u8>",  
63  "Keys": "SessionKeys2",  
64  "Permission": {  
65    "_enum": [  
66      "Execute",  
67      "Manage"  
68    ]  
69  },  
70  "Role": {
```

小技巧：如果值类型是Vec<u8>，js可以使用 Text 表示，这样在界面上可以直接展示字符串

If you are a development team with at least a test network available, consider adding the types directly [to the apps-config](#) replacement for your chain-specific UI, however doing so does help in allowing users to easily discover and use with zero



在 Polkadot-JS API 里, 数字默认是用哪个类型代表?

C、[bn.js](https://github.com/indutny/bn.js/)

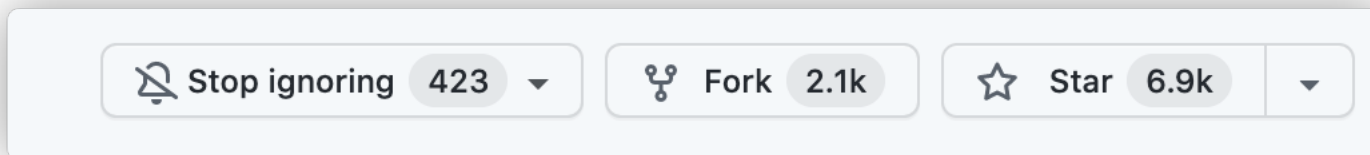
我要查询 Substrate 链上的存储变量,并订阅它的变更, 应该用以下哪个方法?

B、``const unsub = await api.query..(value => {...})``

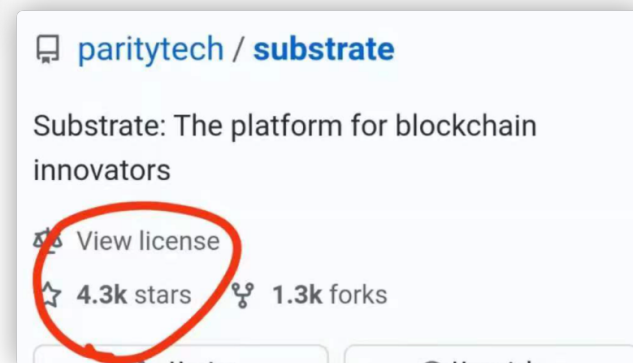
我要对 Substrate 链上发出一次交易, 但 **不需要** 订阅交易处理状态, 应该用以下哪个方法?

D、``const val = await api.tx..().signAndSend()``

现在在 Github 上的 Substrate repo 约有多少用户给它打了星



一年前的截图:





```
const transferFromAliceToBob_Heard_Event = async (api: ApiPromise, amount: number) =>{
  let tx = await api.tx.balances.transfer(bob.address, amount)
  .signAndSend(alice, {}, ({ events = [], status })=>{
    console.log( 'Transaction status:' , status.type);

    if (status.isInBlock) {
      console.log( 'Included at block hash' , status.asInBlock.toHex());
      console.log( 'Events:' );

      events.forEach(({ event: { data, method, section }, phase }) => {
        console.log( '\t' , phase.toString(), `: ${section}.${method}`, data.toString());
      });
    } else if (status.isFinalized) {
      console.log( 'Finalized block hash' , status.asFinalized.toHex());
    }

  })
}
```



```
const subscribeEvent = async (api: ApiPromise) => {  
  // Subscribe to system events via storage  
  api.query.system.events((events) => {  
    console.log(`\nReceived ${events.length} events:`);  
    // Loop through the Vec<EventRecord>  
    events.forEach((record) => {  
      // Extract the phase, event and the event types  
      const { event, phase } = record;  
      const types = event.typeDef;  
      // Show what we are busy with  
      if (event.section == 'balances' ){  
        console.log(`\t${event.section}:${event.method}:: (phase=${phase.toString()})`);  
        // Loop through each of the parameters, displaying the type and data  
        event.data.forEach((data, index) => {  
          console.log(`\t\t\t${types[index].type}: ${data.toString()}`);  
        });  
      }  
    });  
  });  
}
```




Transaction status: Ready

Transaction status: InBlock

Included at block hash 0x631011dc28328526adc3b35d7aefd8d6001b6c05dd9f75ff1bda1be22b04a136

Events:

```
{"applyExtrinsic":1} : balances.Withdraw ["5GrwvaEF5zXb26Fz9rcQpDWS57CtERHpNehXCPcNoHGKutQY",125000148]
```

```
{ "applyExtrinsic" :1} : balances.Transfer [  
    "5GrwvaEF5zXb26Fz9rcQpDWS57CtERHpNehXCPcNoHGKutQY" ,  
    "5FHneW46xGXgs5mUiveU4sbTyGBzmstUspZC92UhjJM694ty" ,  
    10000000000000000 ]
```

```
{"applyExtrinsic":1} : system.ExtrinsicSuccess [{"weight":159200000,"class":"Normal","paysFee":"Yes"}]
```

Transaction status: Finalized

Finalized block hash 0x631011dc28328526adc3b35d7aefd8d6001b6c05dd9f75ff1bda1be22b04a136

作业点评



优秀作业

https://github.com/whtoo/subA_-polkadot_ts/blob/main/src/tsc/main.ts

Substrate 扩展



Substrate



它是区块链吗？它的核心数据结构是merkle 树吗？

最基础的数据结构在：**sp-runtime**

Header:

<https://github.com/paritytech/substrate/blob/master/primitives/runtime/src/generic/header.rs>

Block:

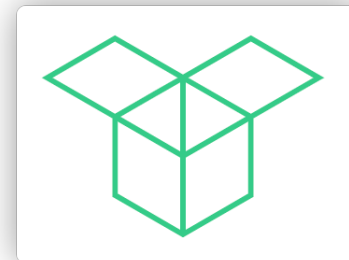
<https://github.com/paritytech/substrate/blob/master/primitives/runtime/src/generic/block.rs>





Runtime/lib.rs

```
impl pallet_template::Config for Runtime {  
    type Event = Event;  
    type UnixTime = pallet_timestamp::Pallet<Runtime>; //引入时间实例  
}
```



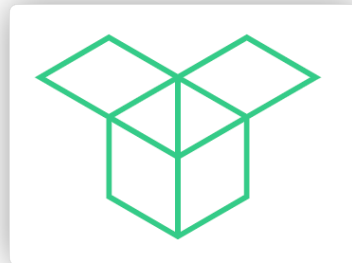
Pallets/template/lib.rs

```
use frame_support::traits::UnixTime; //引入时间
```

```
#[pallet::config]  
pub trait Config: frame_system::Config {  
    type UnixTime: UnixTime; //引入时间类型定义  
    .....  
}
```

```
pub fn cause_error(origin: OriginFor<T>) -> DispatchResult  
{  
    let time = T::UnixTime::now(); //实际使用时间  
    .....  
}
```

Substrate 扩展 如何在 BlockNumber、Rust基础类型 之间相互转换



```
use sp_runtime::SaturatedConversion;
use sp_runtime::traits::
    { CheckedAdd, CheckedDiv, CheckedMul, CheckedSub, Saturating };

let current_block = <frame_system::Pallet<T>>::block_number(); // 从system pallet 获取当前区块的id
let delay_blk: T::BlockNumber = 30u32.into(); // 从u32转换为 T::BlockNumber
let next_block = current_block + delay_blk; //T::BlockNumber类型相加
let next_block = next_block.checked_add(&delay_blk).unwrap(); //使用安全的加法
let next_block = next_block.saturating_sub(200u32.into()); //返回饱和值的加减法
let a_u64: u64 = u32::MAX as u64 + 2; // 把u64 进过一些计算后 转换为 block number
let block_number: Option<T::BlockNumber> = a_u64.checked_add(100).unwrap().try_into().ok();

//把BlockNumber转换为 u8
let number = TryInto::<u8>::try_into(next_block);
match number {
    Ok(n) => log::info!("next block:{:?}" ,n),
    Err(e) => log::info!("current block convert error"),
}
```

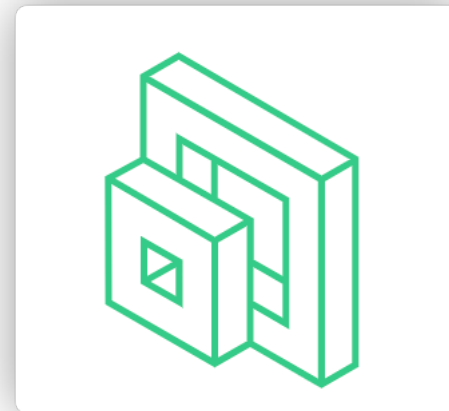


```
use sp_std::if_std;  
use sp_runtime::print;
```

[dependencies.log] # log::info! 需要
[dependencies.sp-std] # if_std! 需要
[dependencies.sp-runtime] # print 需要

```
pub fn cause_error(origin: OriginFor<T>) -> DispatchResult {  
    let _who = ensure_signed(origin)?;  
  
    log::info!("这里发生了错误, 记录日志");  
    // 要看到日志, 运行需要带上env参数: RUST_LOG, 具体command:  
    // RUST_LOG=runtime=debug ./target/release/node-template -dev -lruntime=debug  
    print("test `cause_error`!!!!");  
  
    if_std!{  
        // This code is only being compiled and executed when the `std` feature is enabled.  
        println!("This code is only being compiled. the `std` feature is enabled.");  
        println!("这个代码只有在std这个feature启用的时候, 才会执行!!");  
        println!("the tranx caller is :{:#?}", _who);  
    }  
}
```

.....



```
2022-04-27 21:05:28 INFO zzIdle (0 peers), best: #8 (0x2eba...ad00), finalized #6 (0x0723...0381)
```

This code is only being compiled and executed when the `std` feature is enabled.

这个代码只有在std这个feature启用的时候，才会执行！！

```
the tranx caller is :d43593c715fdd31c61141abd04a99fd6822c8558854ccde39a5684e7a56da27d (5GrwvaEF...)
```

```
2022-04-27 21:05:30 INFO 🙌 Starting consensus session on top of parent 0x2ebad.....075579ad00
```

```
2022-04-27 21:05:30 INFO time now:1651064730.005s
```

```
2022-04-27 21:05:30 INFO 这里发生了错误，记录日志
```

```
2022-04-27 21:25:48 DEBUG tokio-runtime-worker runtime: test `cause_error`!!!!
```



Rust 参考资料

参考：

关联类型及花式玩法

<https://rustcc.cn/article?id=1a2e348e-a4d0-4ee1-9368-353730f2e212>





Incubate **Developers** | Build **Communities** | Create **Impact** | Shape the **Ecosystem**