

## 完善合约代码

CPAMM.sol

```
// SPDX-License-Identifier: MIT
pragma solidity 0.8.16;

import "@openzeppelin/contracts/token/ERC20/IERC20.sol";

contract CSAMM {
    // 表示 dx 和 dy
    IERC20 immutable token0;
    IERC20 immutable token1;

    //用于存储持有币在合约的数量，对应 X 和 Y
    uint256 public reserve0;
    uint256 public reserve1;

    uint256 public totalSupply;
    //balanceOf 每个地址在流动性中持有的 share
    mapping(address => uint256) public balanceOf;

    constructor(address _token0, address _token1) {
        token0 = IERC20(_token0);
        token1 = IERC20(_token1);
    }

    // 可以进行复用，用于更新余额表
    function _update() private {
        reserve0 = token0.balanceOf(address(this));
        reserve1 = token1.balanceOf(address(this));
    }

    function _sqrt(uint256 y) internal pure returns (uint256 z) {
        if (y > 3) {
            z = y;
            uint256 x = y / 2 + 1;
            while (x < z) {
                z = x;
                x = (y / x + x) / 2;
            }
        } else if (y != 0) {

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        z = 1;
    }
}

function _min(uint256 _x, uint256 _y) private pure returns (uint256)
{
    return _x > _y ? _y : _x;
}

// 添加流动性, 增加 shared 到目的地址
function _mint(address _to, uint256 _amount) private {
    // 此处补全
    balanceOf[_to] += _amount;
    totalSupply += _amount;
}

function _burn(address _from, uint256 _amount) private {
    // 此处补全
    balanceOf[_from] -= _amount;
    totalSupply -= _amount;
}

function swap(
    address _tokenIn,
    uint256 _amountIn
) external returns (uint256 amountOut) {
    // 此处补全
    // 前两个进行验证
    require(_amountIn > 0, "Invalid Amount");
    // 为交易所支持的币
    require(
        _tokenIn == address(token0) || _tokenIn == address(token1),
        "Invalid token"
    );
    // 判断是换的那种币
    bool isToken0 = _tokenIn == address(token0);
    (IERC20 tokenIn, IERC20 tokenOut) = isToken0
        ? (token0, token1)
        : (token1, token0);

    (uint256 reserveIn, uint256 reserveOut) = isToken0
        ? (reserve0, reserve1)
        : (reserve1, reserve0);
    // 转币到合约

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        tokenIn.transferFrom(msg.sender, address(this), _amountIn);
        // 计算输出的数量
        amountOut = (_amountIn * reserveOut) / (reserveIn + _amountIn);
        // 转币给用户
        tokenOut.transfer(msg.sender, amountOut);
        // 更新自己的余额表
        _update();
    }

    function addLiquidity(
        uint256 _amount0,
        uint256 _amount1
    ) external returns (uint256 shares) {
        // 此处补全
        // 避免输入无效值
        require(_amount0 > 0 && _amount1 > 0, "Invalid amount");
        // 把 token0 和 token1 转入到合约
        token0.transferFrom(msg.sender, address(this), _amount0);
        token1.transferFrom(msg.sender, address(this), _amount1);
        // 计算并 mint share 给用户 (改)
        // 已经添加过流动性, 验证是否满足比例
        if (reserve0 > 0 || reserve1 > 0) {
            require(_amount0 * reserve1 == _amount1 * reserve0, "dy !=
y/x");
        }
        // 还未被添加过, 取平平方
        if (totalSupply == 0) {
            shares = _sqrt(_amount0 * _amount1);
            // 已经添加过
        } else {
            // 选择较小的值, 比较安全
            shares = _min(
                (_amount0 * totalSupply) / reserve0,
                (_amount1 * totalSupply) / reserve1
            );
        }
        require(shares > 0, "share is zero");
        _mint(msg.sender, shares);
        // 更新余额表
        _update();
    }

    // 根据 share, 将币转回给用户
    function removeLiquidity(

```

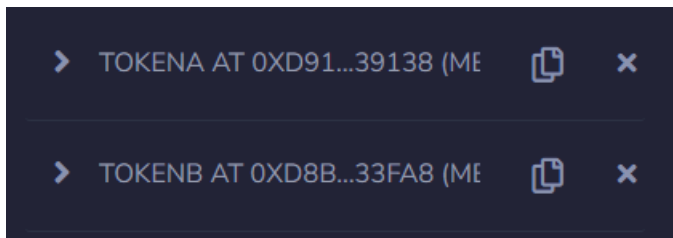
```

    uint256 _shares
) external returns (uint256 amount0, uint256 amount1) {
    // 此处补全
    require(_shares > 0, "Invalid shares");
    // 计算 dx 和 dy 的数量
    amount0 = (_shares * reserve0) / totalSupply;
    amount1 = (_shares * reserve1) / totalSupply;
    // 销毁用户的 share
    _burn(msg.sender, _shares);
    // 把两个币转回给用户
    token0.transfer(msg.sender, amount0);
    token1.transfer(msg.sender, amount1);
    // 更新余额表
    _update();
}
}

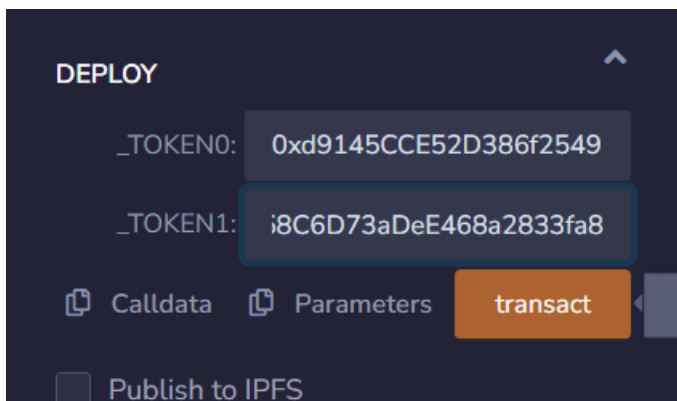
```

## 实验过程

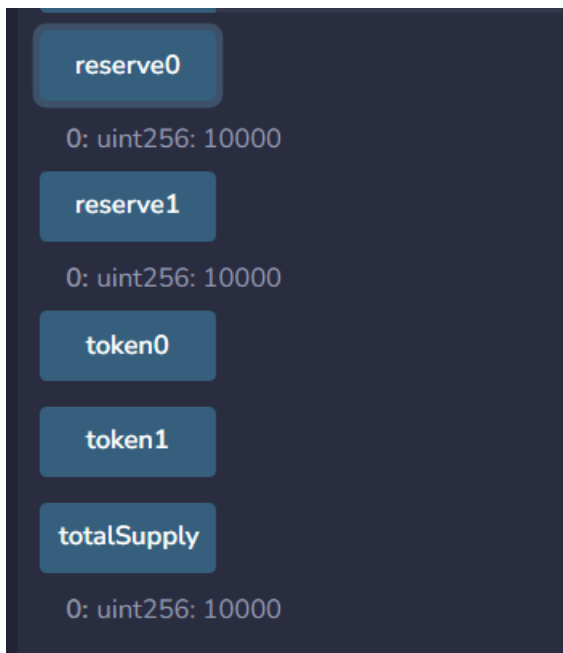
1. 部署 tokenA 和 tokenB



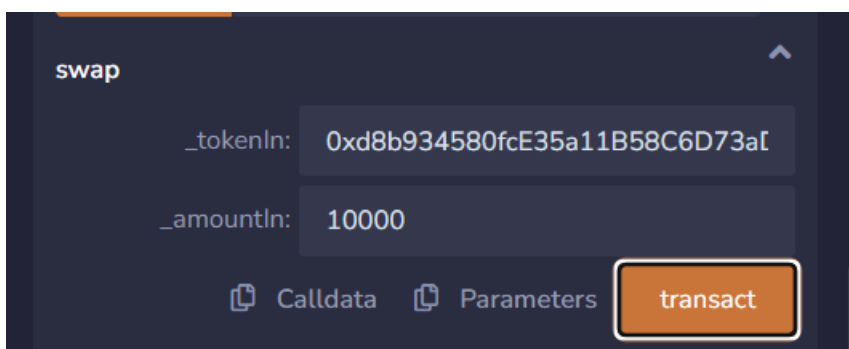
2. 部署 cpamm



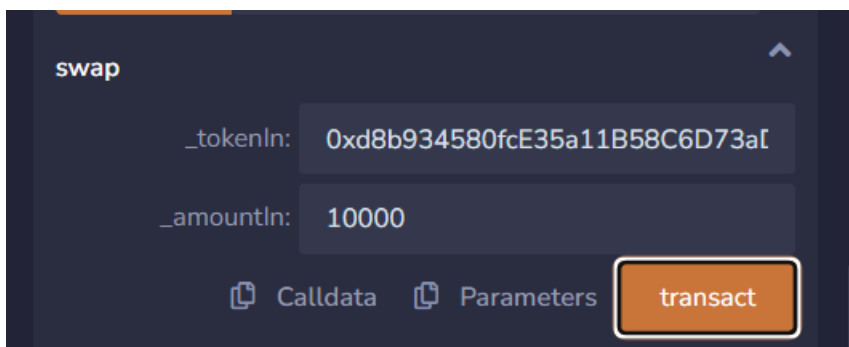
3. 查看状态



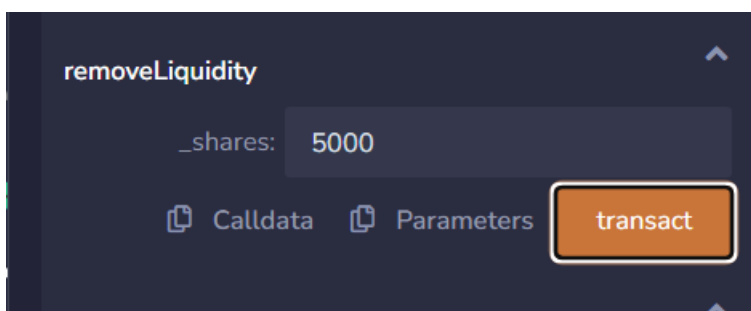
4. 买 10000tokenA



5. 查看状态（梁老师的好像是错的？为什么是反的）



6. 移除流动性



## 7. 查看状态

