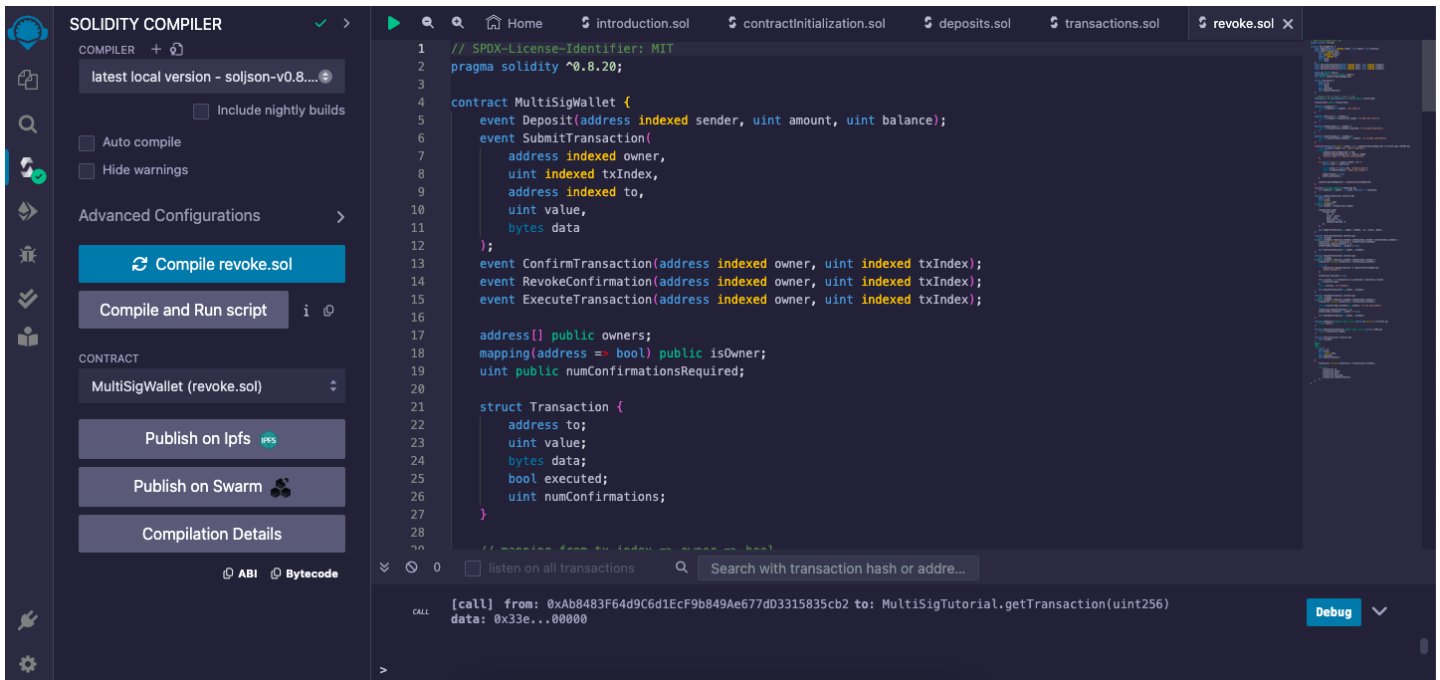


MultiSig Tutorial Documentation

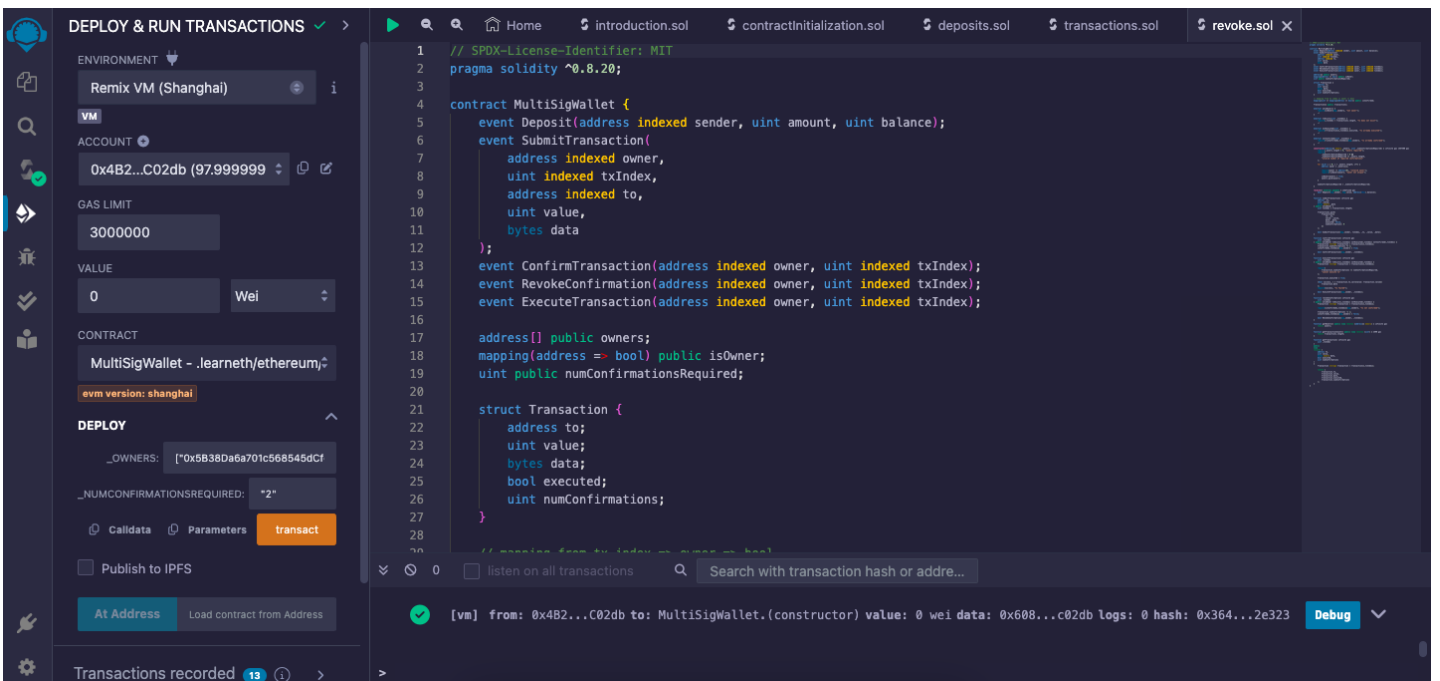
In this documentation, I will take you through the steps that allowed me to explore the process of creating a multi-signature wallet, initialize the contract, deposit Ether, and submit, confirm, revoke, and execute transactions.

1. Compiling



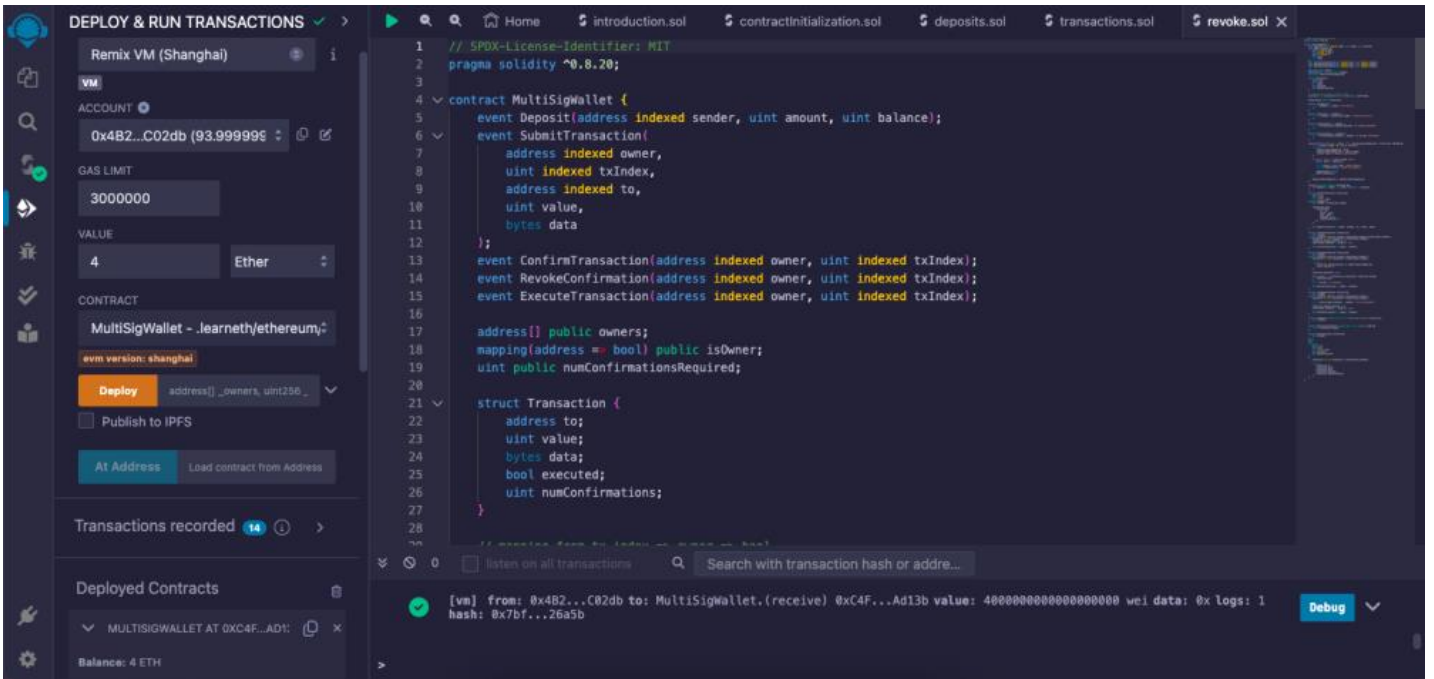
Here you can see that the contract has been successfully compiled. Compiling success can be verified because the contract is now available in the dropdown menu underneath the Contract section. The publishing options are also now available.

2. Deployment with Multiple Owners and Number of Confirmations Required



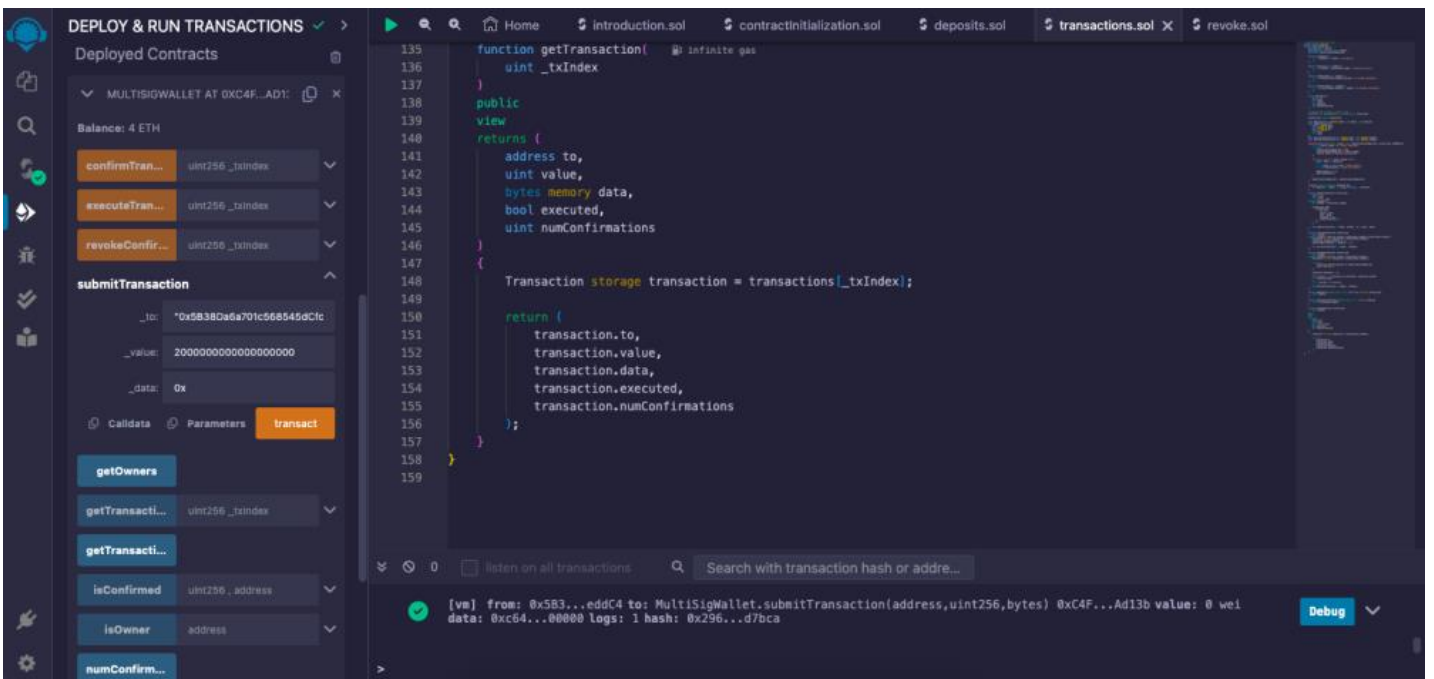
Here I have deployed the contract with an array of three unique owners. I have also set the number of transaction confirmations required to 2 to ensure that no singular owner can confirm and execute their own transaction. Deployment can be verified by the green checkmark present in the log.

3. Funding the Wallet



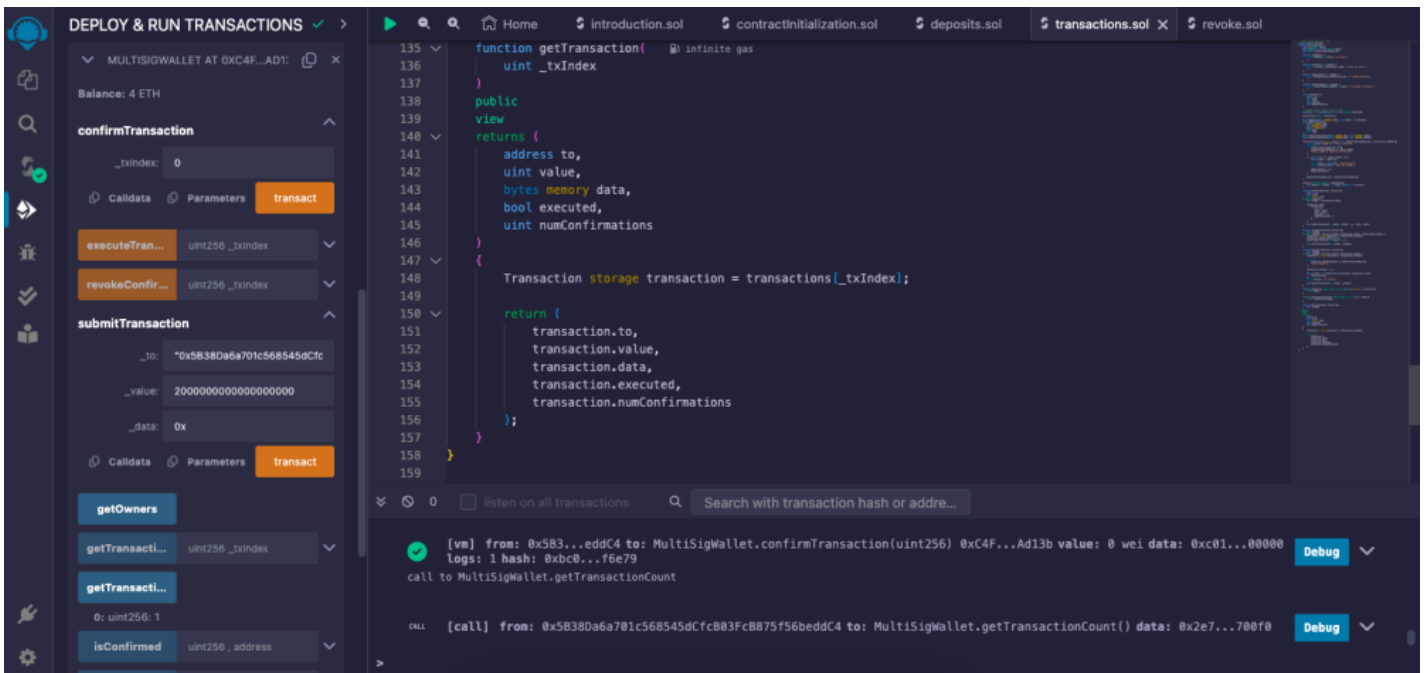
This picture shows that I have funded the wallet with 4 Ether from the specified account. I did this by choosing an account that had enough funds in it, filling out the Value section with the amount that I wanted to fund the wallet with, then I clicked the Transact button (not shown). Funding success can be verified by the green checkmark shown in the logs and the 4 ETH shown as the balance of the contract at the bottom of the Deployed Contracts section.

4. Submitting Eth Transfer Transaction



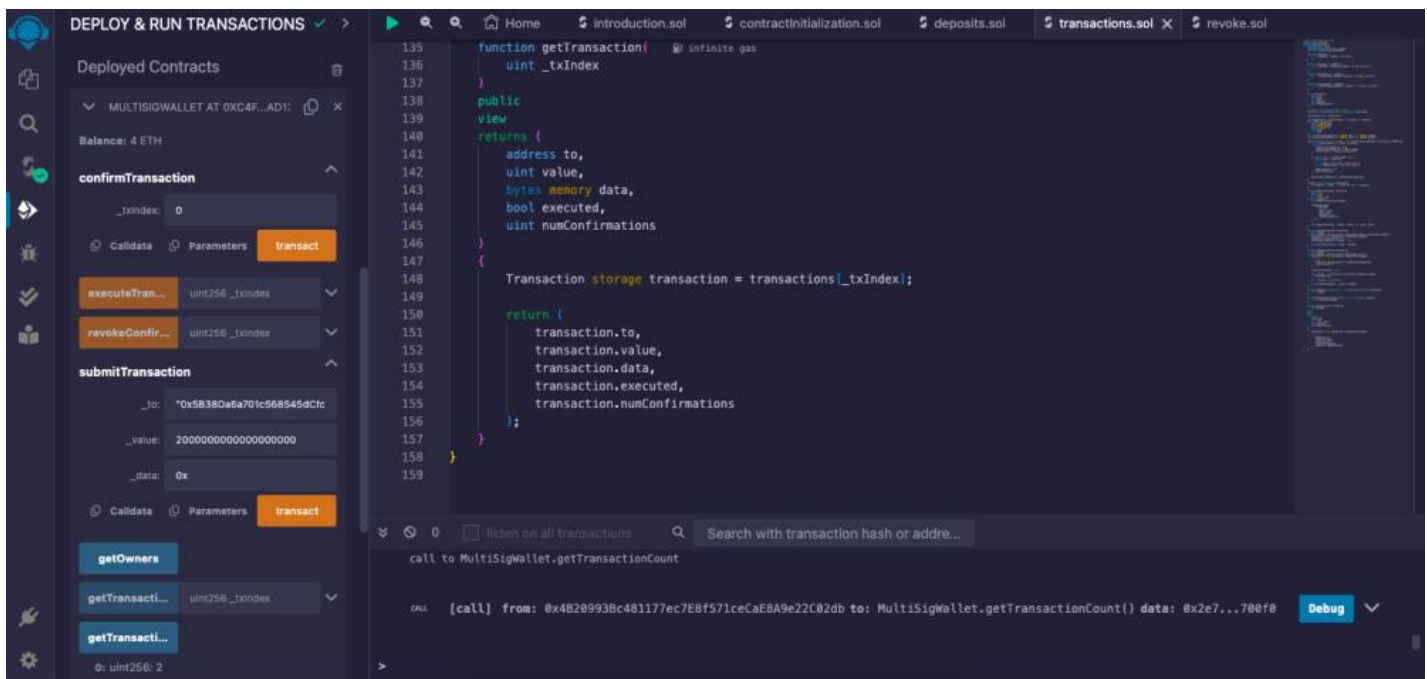
In this screenshot, you can see that I submitted a transaction to send 2 Eth from one owner's account to a different owner's account. This was completed by filling out the appropriate fields under the submitTransaction function and pressing the transact button. Success verification can be seen by the green checkmark in the log.

5. Transaction Confirmations



The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, showing the 'confirmTransaction' function with the transaction index set to 0. The 'executeTransaction' button is highlighted. Below it, the 'submitTransaction' function is also visible. The main editor displays the Solidity code for the 'getTransaction' function, which returns the number of confirmations for a given transaction index. The console at the bottom shows a successful transaction execution with a value of 0 wei and a data field of 0xc81...00000. A subsequent call to 'MultiSigWallet.getTransactionCount' returns a value of 1, indicating one confirmation.

For this step, I remained on the same owner account, and I entered “0” into the transaction index field under the confirmTransaction function. I then pressed the transact button. After this, I pressed the getTransaction button and it returned a value of 1 meaning that the transaction has been confirmed one time.



The screenshot shows the Remix IDE interface after switching to a different owner account. The 'confirmTransaction' function is still active with the transaction index set to 0. The 'executeTransaction' button is highlighted. The main editor displays the Solidity code for the 'getTransaction' function. The console at the bottom shows a successful transaction execution with a value of 0 wei and a data field of 0xc81...00000. A subsequent call to 'MultiSigWallet.getTransactionCount' returns a value of 2, indicating two confirmations.

I then switched to a different owner’s account and repeated the process. You can see that the getTransaction value is now 2 meaning that the transaction has been confirmed two times, which is the number of confirmations required to execute a transaction in this contract.

6. Revoking a Confirmation

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel displays the 'MULTISIGWALLET' contract. The 'revokeConfirmation' function is selected, with the transaction index field set to '1'. The 'transact' button is highlighted. Below the function call, the parameters are listed: 0: address: 0x5B38D066701c66854d C1803FcB875f66ed0C4, 1: uint256: value 2000000000000000000, 2: bytes: data 0x, 3: bool: executed false, 4: uint256: numConfirmations 2. The main editor shows the Solidity code for the 'MultiSigWallet' contract. The bottom console shows a green checkmark and the message: '[vm] from: 0xA8B...35cb2 to: MultiSigWallet.revokeConfirmation(uint256) 0xC4F...Ad13b value: 0 wei data: 0x20e...00001 Debug'. The console also shows the transaction hash: '1 hash: 0x499...69e98'.

I ran into some issues and ended up having to submit a second transaction. I confirmed that transaction 2 times to fulfill the requirement. Then I practiced revoking a confirmation. I chose an account, entered “1” into the transaction index field under the `revokeConfirmation` function (to indicate that I wanted to revoke the second transaction in the contract since I had to submit a new one), and then I pressed the transact button. Revocation submission can be verified by the green checkmark in the box.

The screenshot shows the Remix IDE interface after the revocation. The 'DEPLOY & RUN TRANSACTIONS' panel displays the 'MULTISIGWALLET' contract. The 'getTransaction' function is selected, with the transaction index field set to '1'. The 'call' button is highlighted. Below the function call, the parameters are listed: 0: address: 0x5B38D066701c66854d C1803FcB875f66ed0C4, 1: uint256: value 2000000000000000000, 2: bytes: data 0x, 3: bool: executed false, 4: uint256: numConfirmations 1. The main editor shows the Solidity code for the 'MultiSigWallet' contract. The bottom console shows a green checkmark and the message: '[call] from: 0xA8B483F64d9C6d1EcF9b849Ae677d03315835cb2 to: MultiSigWallet.getTransaction(uint256) data: 0x33e...00001 Debug'. The console also shows the transaction hash: '1 hash: 0x499...69e98'.

After I pressed the transact button and verified the revocation was successful, I entered “1” into the transaction index field of the `getTransaction` function and called the function. You can now see that it returned a Number of Confirmations value of 1 indicating that the confirmation was successfully revoked.

7. Executing a Transaction

The screenshot displays the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is active, showing a 'MULTISIGWALLET AT 0XC4F...AD1:' contract with a balance of 2 ETH. The 'executeTransaction' function is selected, with the '_txindex' parameter set to 0. The 'transact' button is highlighted. Below it, the 'getTransaction' function is also visible. The main editor shows the Solidity code for the 'getTransaction' function, which is a public view function returning transaction details. The bottom panel shows a log with a green checkmark, indicating a successful transaction execution. The log entry reads: '[vm] from: 0x482...C02db to: MultiSigWallet.executeTransaction(uint256) 0xC4F...Ad13b value: 0 wei data: 0xee2...00000 Logs: 1 hash: 0x48d...1f171 call to MultiSigWallet.getTransactionCount'.

```
function getTransaction(
    uint _txIndex
)
public
view
returns (
    address to,
    uint value,
    bytes memory data,
    bool executed,
    uint numConfirmations
)
{
    Transaction storage transaction = transactions[_txIndex];

    return (
        transaction.to,
        transaction.value,
        transaction.data,
        transaction.executed,
        transaction.numConfirmations
    );
}
```

Finally, I reconfirmed the original transaction that I wanted to execute, then I entered “0” into the transaction index field of the executeTransaction function (to indicate that I wanted to execute my original transaction), and I pressed the transact button. Successful execution can be verified by the green checkmark in the log.