TipJar3 💸 A simple Web3 tipping platform built with React, MetaMask, and Ethereum. TipJar3 allows anyone to send Ethereum (ETH) directly to support the growth and scaling of Web3 applications — fully decentralized, transparent, and secure.

🚀 Features 💡 Web3 Ready — Connects directly to MetaMask for easy ETH transfers.

🔒 Decentralized — No middlemen or platforms holding your funds.

📜 Smart Contract Logic (Future-ready) — All rules live on-chain.

🌍 Transparent — Anyone can verify transactions via Etherscan. This project demonstrates a basic Hardhat use case. It comes with a sample contract, a test for that contract, and a Hardhat Ignition module that deploys that contract.

⚙️ Tech Stack React (Frontend UI)

ethers.js (Ethereum interaction)

MetaMask (Wallet integration)

Infura (Ethereum RPC Provider)

💡 How It Works Connect your MetaMask wallet.

Check the balance of the project wallet.

Send ETH directly using the “Send a Tip” button.

All tips go straight to the contract or wallet address — fully verifiable on-chain.

🧑‍💻 Getting Started Clone the repository:

bash Copy Edit git clone <https://github.com/yourusername/tipjar3.git> cd tipjar3 Install dependencies:

bash Copy Edit npm install Run the app locally:

bash Copy Edit npm start 🧪 Deployment You can deploy TipJar3 to platforms like:

Vercel

Netlify

GitHub Pages

After pushing to GitHub, link your repo to your preferred platform and deploy with one click!

Try running some of the following tasks:

npx hardhat help

npx hardhat test

REPORT\_GAS=true npx hardhat test

npx hardhat node

npx hardhat ignition deploy ./ignition/modules/Lock.js

There is one more thing I want to get right on here ant that is particle background. I still want my blue background to show through but I want the particles, its relevant to block chain I guess.

import React, { useCallback } from 'react';  
import Particles from 'react-tsparticles';  
import { loadFull } from 'tsparticles';  
  
const ParticleBackground = () => {  
 const particlesInit = useCallback(async engine => {  
 await loadFull(engine); // Correct usage  
 }, []);  
  
 return (  
 <Particles  
 id="tsparticles"  
 init={particlesInit}  
 options={{  
 fullScreen: { enable: false },  
 background: { color: '#0b0c2a' },  
 particles: {  
 number: { value: 60 },  
 size: { value: 2 },  
 color: { value: '#66fcf1' },  
 links: {  
 enable: true,  
 color: '#42f5b6',  
 distance: 120,  
 opacity: 0.4,  
 },  
 },

Got the above code from chatGBT, but my background stil has no particles. Cn you please assist

Then the second question I have is. I have already deployed this web app to