



Ethereum Workshop

An Introduction to Tools, Solidity & Smart
Contracts

Preparation

- Download and install:
 - Geth – an Ethereum client
Installation instructions:
<https://github.com/ethereum/go-ethereum/wiki/Building-Ethereum>
 - Mist – a DApp browser
Download the file starting with Mist-* (you need to scroll down a bit to find the list of files)
<https://github.com/ethereum/mist/releases>
 - Download all files from:
http://jonaspfannschmidt.com/eth_workshop/



Agenda

- 1) A brief introduction to Ethereum
- 2) Setting up a private blockchain
- 3) Interacting with the blockchain
- 4) Mist
- 5) Solidity & Smart Contracts
- 6) Remix IDE

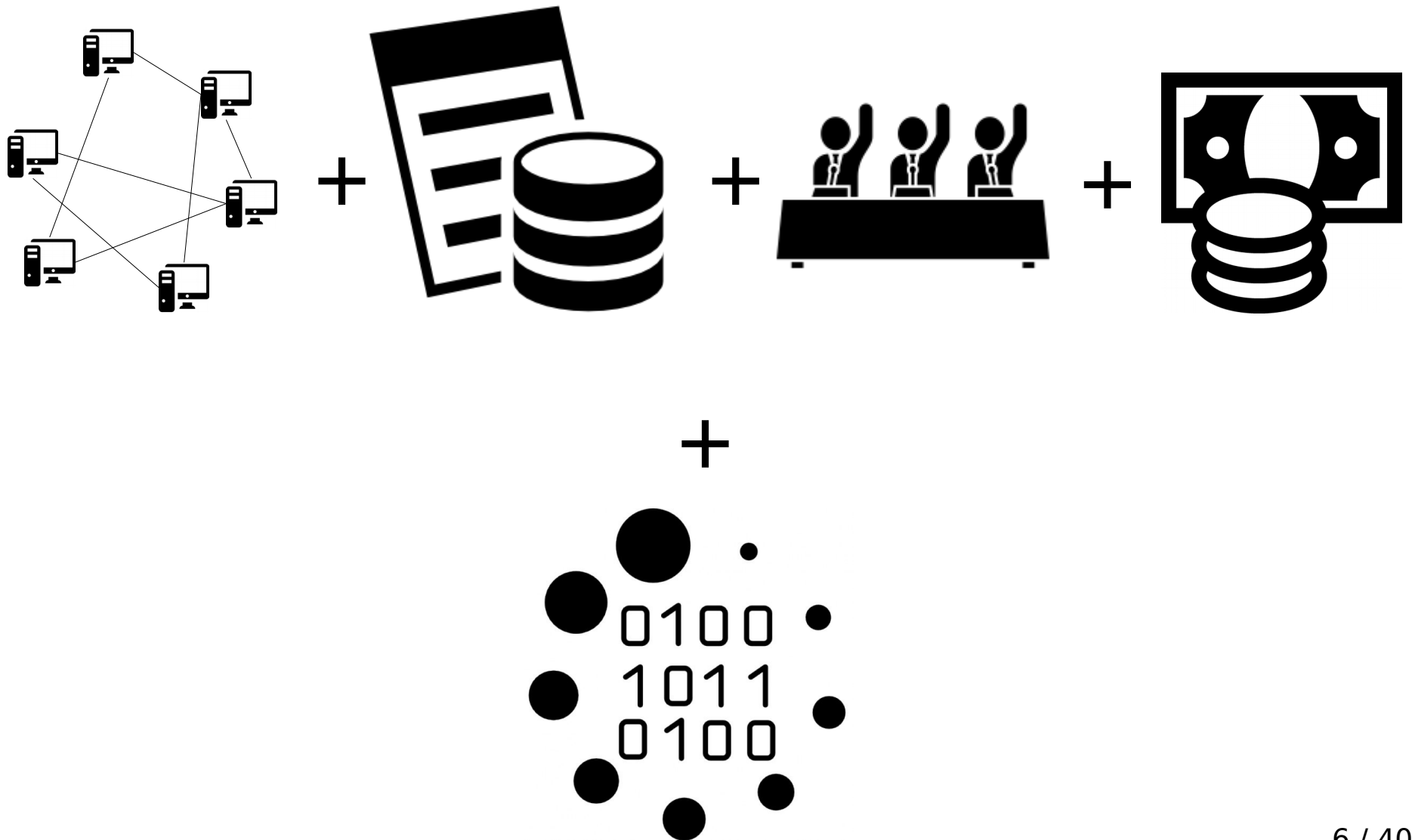


1. A brief introduction to Ethereum

Blockchain Introduction



Etherum

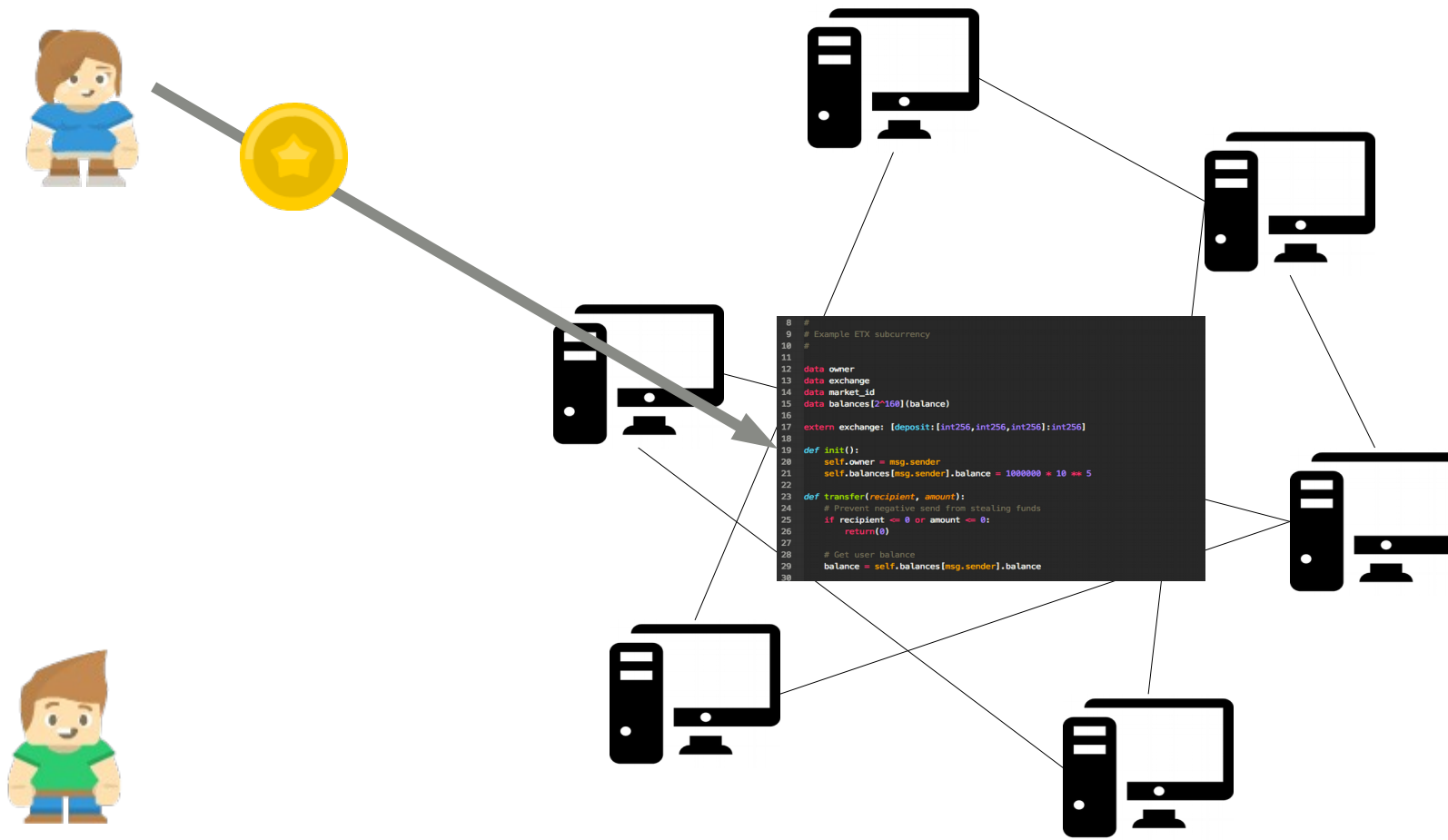


Why?

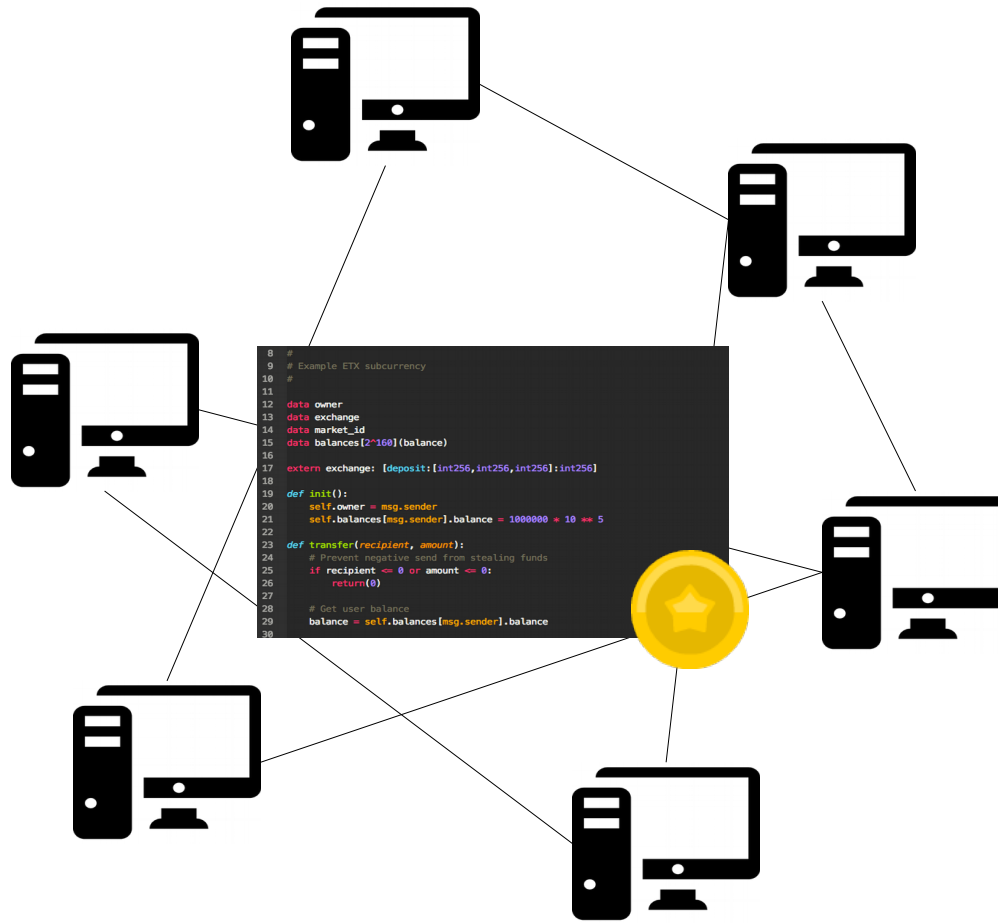


```
8  #
9  # Example ETX subcurrency
10 #
11
12 data owner
13 data exchange
14 data market_id
15 data balances[2^160](balance)
16
17 extern exchange: [deposit:[int256,int256,int256]:int256]
18
19 def init():
20     self.owner = msg.sender
21     self.balances[msg.sender].balance = 1000000 * 10 ** 5
22
23 def transfer(recipient, amount):
24     # Prevent negative send from stealing funds
25     if recipient <= 0 or amount <= 0:
26         return(0)
27
28     # Get user balance
29     balance = self.balances[msg.sender].balance
30
```

Why?



Why?





2. Setting up a private blockchain

Accounts

```
> geth --datadir ~/.ethereum/workshop  
account new
```

- `geth` – **Go Ethereum** client
- `--datadir <DIRECTORY>` – Store all data (incl. the blockchain in DIRECTORY)
- `account new` – Create a new account

Windows!



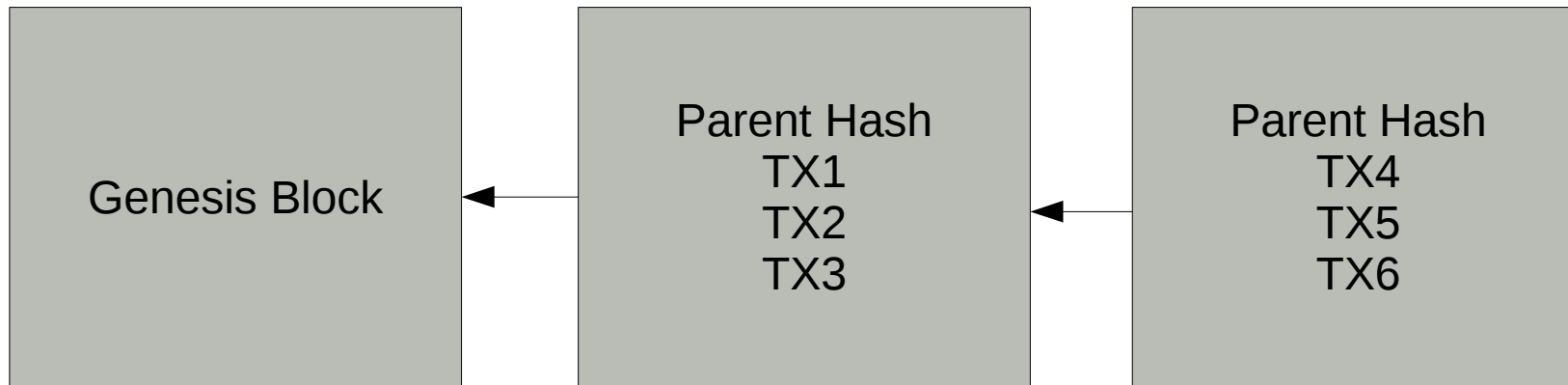
- On Windows machines, replace:
`~/ .ethereum/workshop`
with:
- `C:\Users\[USERNAME]\workshop`

Accounts

```
> geth --datadir ~/.ethereum/workshop  
account list
```

- `account list` – List all existing accounts

Blockchain Data Structure



The genesis block

```
{
  "config": {
    "chainId": 42,
    "homesteadBlock": 0,
    "eip155Block": 0,
    "eip158Block": 0
  },
  "nonce": "0x000000000000000042",
  "timestamp": "0x00",
  "parentHash": "0x0000000000[... ]000000000000",
  "extraData": "0x00",
  "gasLimit": "0x4c4b40",
  "difficulty": "0x6666",
  "mixhash": "0x0000000000000000[... ]000000000000",
  "coinbase": "0x0000000000000000[... ]000000000000"
}
```

Initialize the blockchain

```
> geth --datadir ~/.ethereum/workshop  
init genesis.json
```

- `init <GENESIS FILE>` – Initialize a new blockchain from a genesis file

Start a miner

```
> geth --datadir ~/.ethereum/workshop  
--networkid 42 --mine --minerthreads  
1
```

- `--networkid <NUMBER>` – A unique number for this blockchain network
- `--mine` – Make this blockchain node a miner
- `--minerthreads <NUMBER>` – How many threads (which indirectly means CPUs) are used for mining



Predefined network ids

- 1) Frontier
- 2) Morden (disused)
- 3) Ropsten
- 4) Rinkeby

Plan B if something doesn't work

```
> geth --dev
```

- `--dev` – Developer mode: pre-configured private network – Cannot connect to other nodes

Start a console

```
> geth attach  
ipc:///home/jonas/.ethereum/workshop/g  
eth.ipc
```

- `attach <PATH>` – Attach a console to a running geth instance using IPC

Windows!



- On Windows machines run just:
`> geth attach`



2. Interacting with the blockchain

admin API

- `admin.nodeInfo` – Gives us the enode id and a bunch of useful information
- `admin.peers` – Lists all connected nodes our node knows
- `admin.addPeer("enode://fc[...]03")` – Manually add another node

<https://github.com/ethereum/go-ethereum/wiki/JavaScript-Console#management-api-reference>



personal API

- `personal.listAccounts` – List of all (local) accounts
- `personal.unlockAccount("0xc73[...]5b")` – Lists all connected nodes our node knows

<https://github.com/ethereum/go-ethereum/wiki/JavaScript-Console#management-api-reference>



web3js

- `web3.eth.getBalance("0xc[...]5b")` – Get balance of account. This works for all accounts.

<https://github.com/ethereum/wiki/wiki/JavaScript-API#web3js-api-reference>

Dealing with numbers

- `number.toString(10)` – Converts a bignumber to a human-readable string
<https://github.com/ethereum/wiki/wiki/JavaScript-API#a-note-on-big-numbers-in-web3js>
<https://github.com/MikeMcl/bignumber.js/>
- `web3.fromWei(number, "ether")` – Converts from wei to ether
<https://github.com/ethereum/wiki/wiki/JavaScript-API#web3fromwei>
<https://converter.murkin.me/>
- `web3.toWei(number, "ether")` – From ether to wei

web3js

- ```
web3.eth.sendTransaction(
 {"from": "0xc73e[...]2cfbc025b",
 "to": "0x00[...]00",
 "value": 111111
})
```

  - Send wei from an address to another address



## **3. Mist**

# Starting Mist

```
> mist --rpc
/home/jonas/.ethereum/workshop/geth.ip
c
```

- `--rpc` – Path to node IPC socket file OR HTTP RPC hostport

# Windows!



- On Windows machines run:  

```
> "C:\Program Files\Mist\Mist.exe"
--rpc \\.pipe\geth.ipc
```

# Mist

The screenshot displays the Mist Ethereum wallet application. The top menu bar includes 'Mist', 'File', 'Edit', 'View', 'Develop', 'Window', and 'Help'. The main interface is titled 'Ethereum Wallet' and shows a URL bar with a transaction link. On the right, the 'BALANCE' is 58,396.00 ETH. The 'SEND' tab is active, showing a 'Send funds' screen. The 'FROM' field is 'Main account (Etherbase) - 306.00 ETH'. The 'TO' field is a hexadecimal address. The 'AMOUNT' field is '123'. Below it, a checkbox for 'Send everything' is unchecked. A summary line states 'You want to send 123 ETH'. A blue button 'SHOW MORE OPTIONS' is present. The 'SELECT FEE' section shows a fee of 0.000378018 ETH. The bottom status bar shows network metrics (44.4 KH/s, 11,879 1) and a 'Private' status. A disclaimer at the bottom right states: 'This is the most amount of money that might be used to process this transaction. Your transaction will be mined ~~probably~~ within 30 seconds'.

Mist File Edit View Develop Window Help

Ethereum Wallet <https://wallet.ethereum.org> send-from ► 0xC73E37361DE2D45e635E433d4F0d66e2CFbC025b

WALLETS SEND CONTRACTS BALANCE 58,396.00 ETH\*

## Send funds

FROM TO

Main account (Etherbase) - 306.00 ETH 0xee3099424b2e9761b42364efe960a60f690519e3

AMOUNT

123

☐ Send everything

You want to send **123 ETH**.

SHOW MORE OPTIONS

SELECT FEE

0.000378018 ETH

44.4 KH/s 11,879 1 14s Private

This is the most amount of money that might be used to process this transaction. Your transaction will be mined ~~probably~~ within 30 seconds



## **4. Solidity & Smart Contracts**



# Smart Contracts

```
pragma solidity ^0.4.15;
```

```
contract MyCoin {
```

```
 mapping (address => uint) balances;
```

```
 function MyCoin() {
```

```
 balances[tx.origin] = 10000;
```

```
 }
```

```
 function sendCoin(address receiver, uint amount) returns(bool sufficient) {
```

```
 if (balances[msg.sender] < amount) return false;
```

```
 balances[msg.sender] -= amount;
```

```
 balances[receiver] += amount;
```

```
 return true;
```

```
 }
```

```
 function getBalance(address addr) returns(uint) {
```

```
 return balances[addr];
```

```
 }
```

```
}
```

# Smart Contracts

```
pragma solidity ^0.4.15;
```

```
contract MyCoin {
 mapping (address => uint) balances;
```

```
 function MyCoin() {
 balances[tx.origin] = 10000;
 }
```

```
 function sendCoin(address receiver, uint amount) returns(bool sufficient) {
 if (balances[msg.sender] < amount) return false;
 balances[msg.sender] -= amount;
 balances[receiver] += amount;
 return true;
 }
```

```
 function getBalance(address addr) returns(uint) {
 return balances[addr];
 }
}
```

# Smart Contracts

```
pragma solidity ^0.4.15;
```

```
contract MyCoin {
 mapping (address => uint) balances;
```

```
 function MyCoin() {
 balances[tx.origin] = 10000;
 }
```

```
 function sendCoin(address receiver, uint amount) returns(bool sufficient) {
 if (balances[msg.sender] < amount) return false;
 balances[msg.sender] -= amount;
 balances[receiver] += amount;
 return true;
 }
```

```
 function getBalance(address addr) returns(uint) {
 return balances[addr];
 }
}
```

# Smart Contracts

```
pragma solidity ^0.4.15;
```

```
contract MyCoin {
 mapping (address => uint) balances;
```

```
 function MyCoin() {
 balances[tx.origin] = 10000;
 }
```

```
 function sendCoin(address receiver, uint amount) returns(bool sufficient) {
 if (balances[msg.sender] < amount) return false;
 balances[msg.sender] -= amount;
 balances[receiver] += amount;
 return true;
 }
```

```
 function getBalance(address addr) returns(uint) {
 return balances[addr];
 }
}
```

# Smart Contracts

```
pragma solidity ^0.4.15;
```

```
contract MyCoin {
 mapping (address => uint) balances;
```

```
 function MyCoin() {
 balances[tx.origin] = 10000;
 }
```

```
 function sendCoin(address receiver, uint amount) returns(bool sufficient) {
 if (balances[msg.sender] < amount) return false;
 balances[msg.sender] -= amount;
 balances[receiver] += amount;
 return true;
 }
```

```
 function getBalance(address addr) returns(uint) {
 return balances[addr];
 }
```

```
}
```



## **5. Remix IDE**

# Remix

The screenshot displays the Remix Solidity IDE interface. The main editor shows the source code for a contract named `MyCoin` in `MyCoin.sol`. The code is as follows:

```
1 pragma solidity ^0.4.14;
2
3 contract MyCoin {
4 mapping (address => uint) balances;
5
6 function MyCoin() {
7 balances[tx.origin] = 10000;
8 }
9
10 function sendCoin(address receiver, uint amount) returns(bool sufficient) {
11 if (balances[msg.sender] < amount) return false;
12 balances[msg.sender] -= amount;
13 balances[receiver] += amount;
14 return true;
15 }
16
17 function getBalance(address addr) returns(uint) {
18 return balances[addr];
19 }
20 }
21
```

The right-hand sidebar contains the deployment settings for the contract `browser/MyCoin.sol:MyCoin`. The settings are:

- Environment: Injected Web3
- Account: 0xc73...c025b (1415.999999999999777778 €)
- Gas limit: 3000000
- Value: 0

Below the settings, there are buttons for `Publish`, `At Address`, and `Cre...`. A legend indicates the types of transactions: `Publish` (purple), `Attach` (green), `Transact` (red), `Transact(Payable)` (red), and `Call` (blue). A link for `Contract details (bytecode, interface etc.)` is also present.



# Questions?