

Connecting our Ethereum private blockchain and interacting with it.

Tools:

1. A private blockchain: Setup and provided by the university.
2. MetaMask: Wallet.
3. Remix Ethereum: Online Solidity compiler.

Outline

- We show how to connect to our private blockchain and interact with it.
- Steps:
 1. Install MetaMask. Create an account (i.e. an address and public-private key) via MetaMask.
 2. Send us your account address, so we can give you some Ether.
 3. Get familiar with Solidity and the Remix compiler:
 - Write smart contracts, debug and compile them online.
 4. Send/deploy the latest version of the contract to the blockchain and interact with the deployed contract.

Step 1:

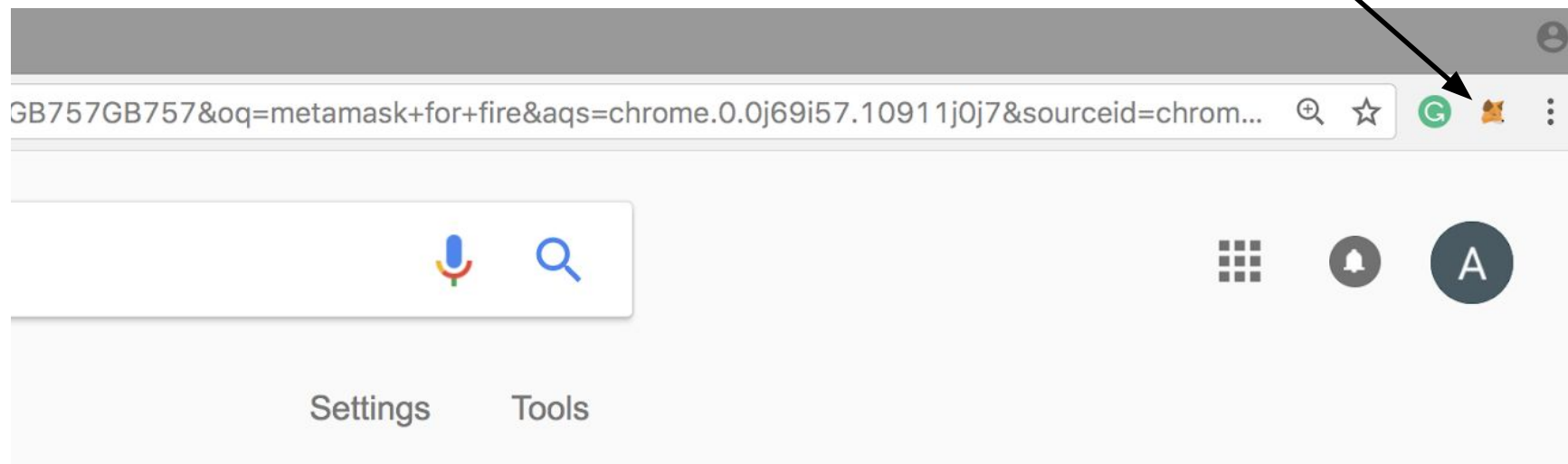
Install Metamask

- It is an extension for Firefox and Google Chrome.
- Allows us to create our public/private keys and connect to the blockchain.
- We recommend using MetaMask for Firefox or Chrome
 - Download it from:
<https://metamask.io/>
- Follow the instructions to install it.

Step1.1:

Set Up an Account in MetaMask

- Click on the MetaMask icon on the top right side of your Firefox browser.



Step1.2:

Create an Account in MetaMask

- Follow the instructions to create an account.
- After you provide a password, an account (i.e. an address, public and secret keys) will be created for you.
- **Store your seed:** you want it to restore your wallet in case you delete Metamask

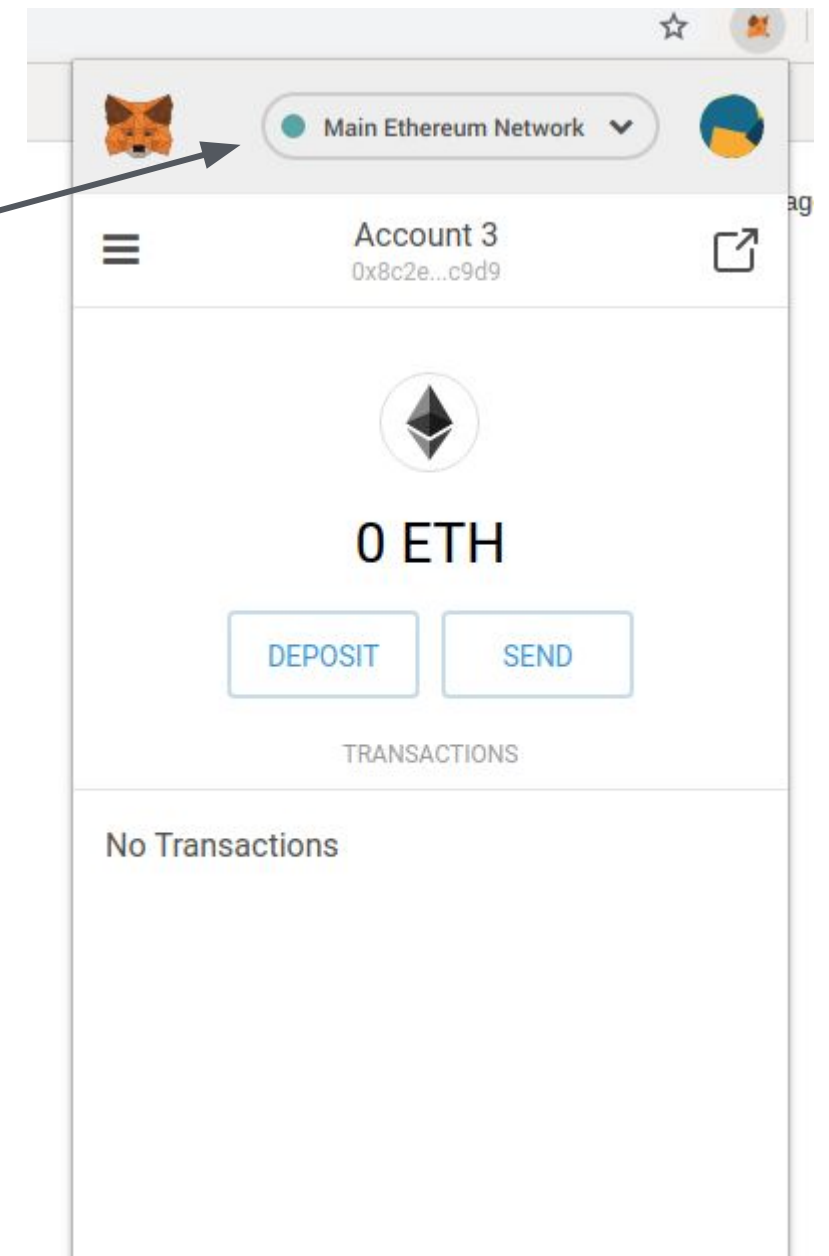
Step 1.3:

Connect MetaMask to the Private Blockchain

3.1. Click the MetaMask icon again.

3.2. Click on the Network option

3.3. Click on the “Custom RPC” option



Step1.3:

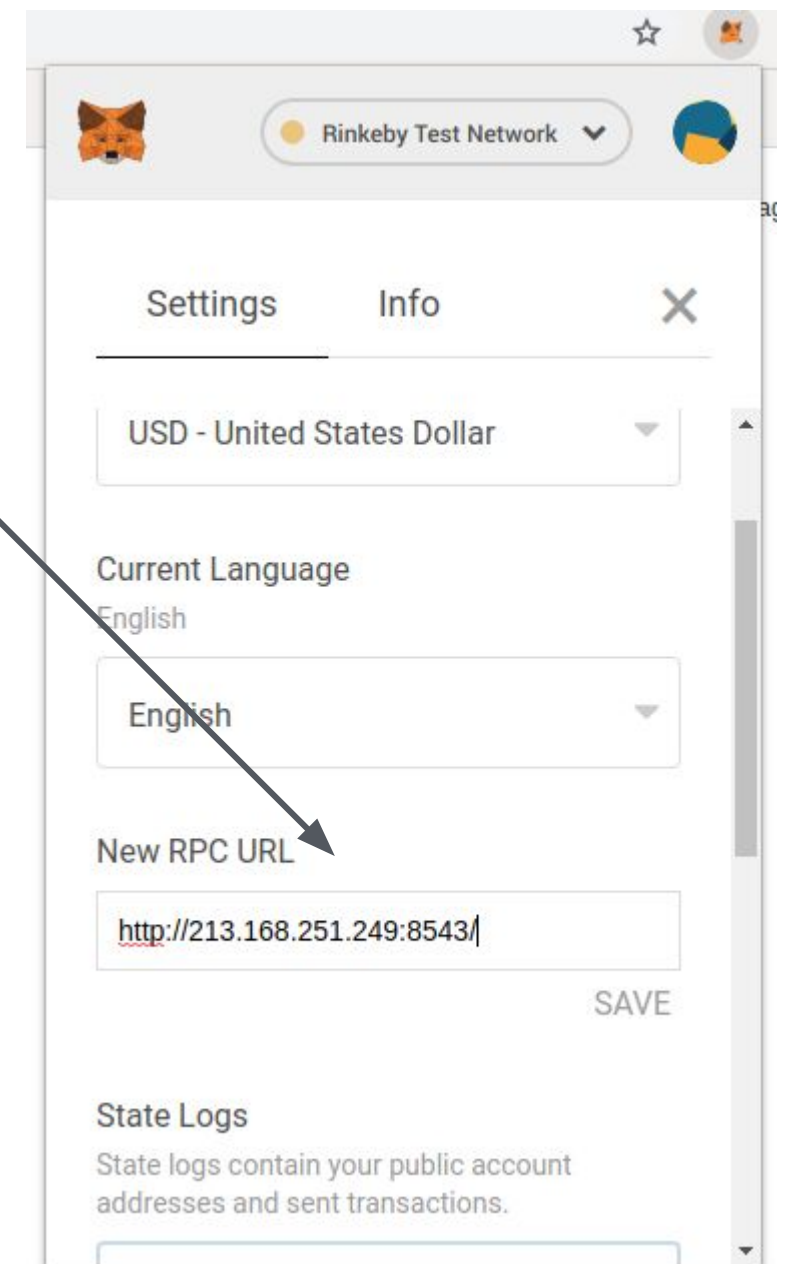
Connect MetaMask to the Private Blockchain

3.1. In the box on the top, insert the following link:

<http://213.168.251.249:8543/>

3.2. Click on Save to save it.

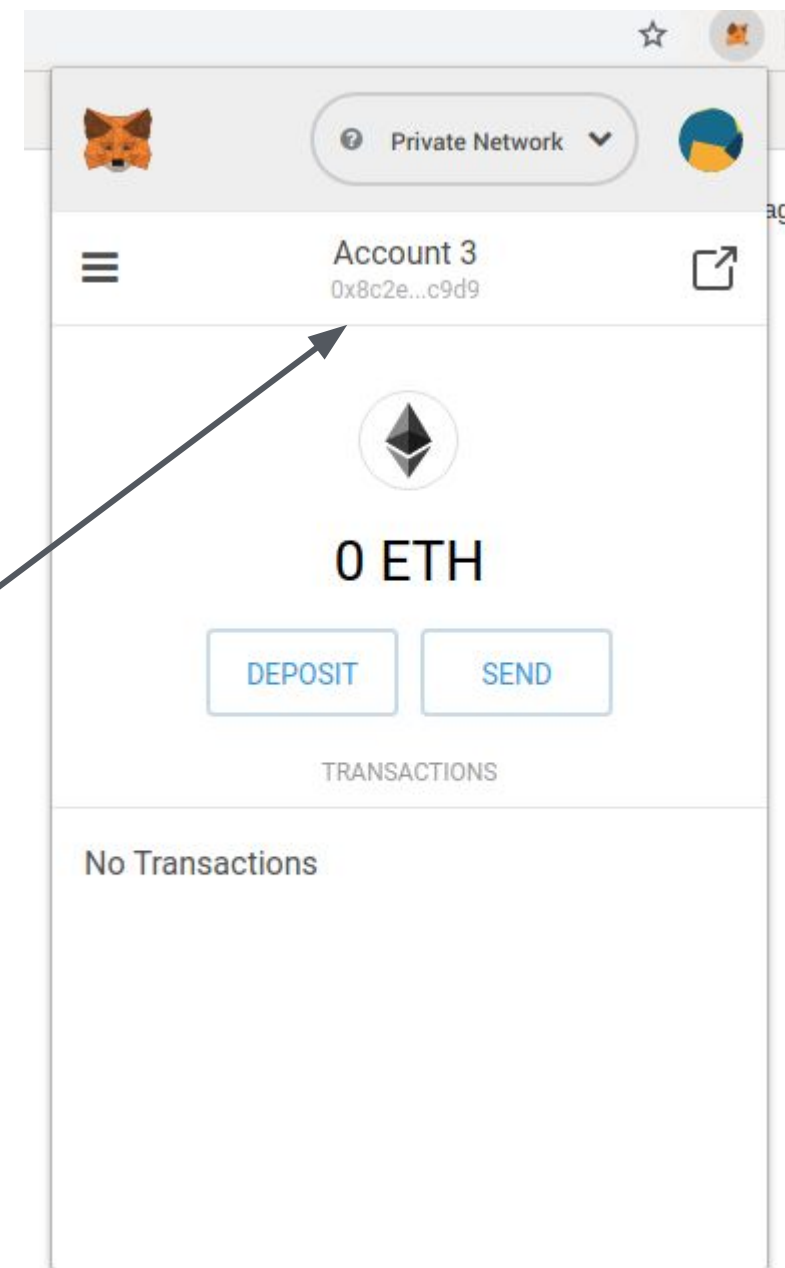
3.3. Press X to return to the main page.



Step 1.3:

Your Address

- When you've successfully connected to the chain, this page will appear.



- This is your address; click on it to copy and send it to those who want to pay you.

Step 2:

Send us Your Account Address

- You need some Ether to send a transaction and interact with a smart contract.
- We have created a lot of Ether - you can also have some.
- Request some Ether by sending your account's address to this email address:

dimitris.karakostas@ed.ac.uk

Step 3:

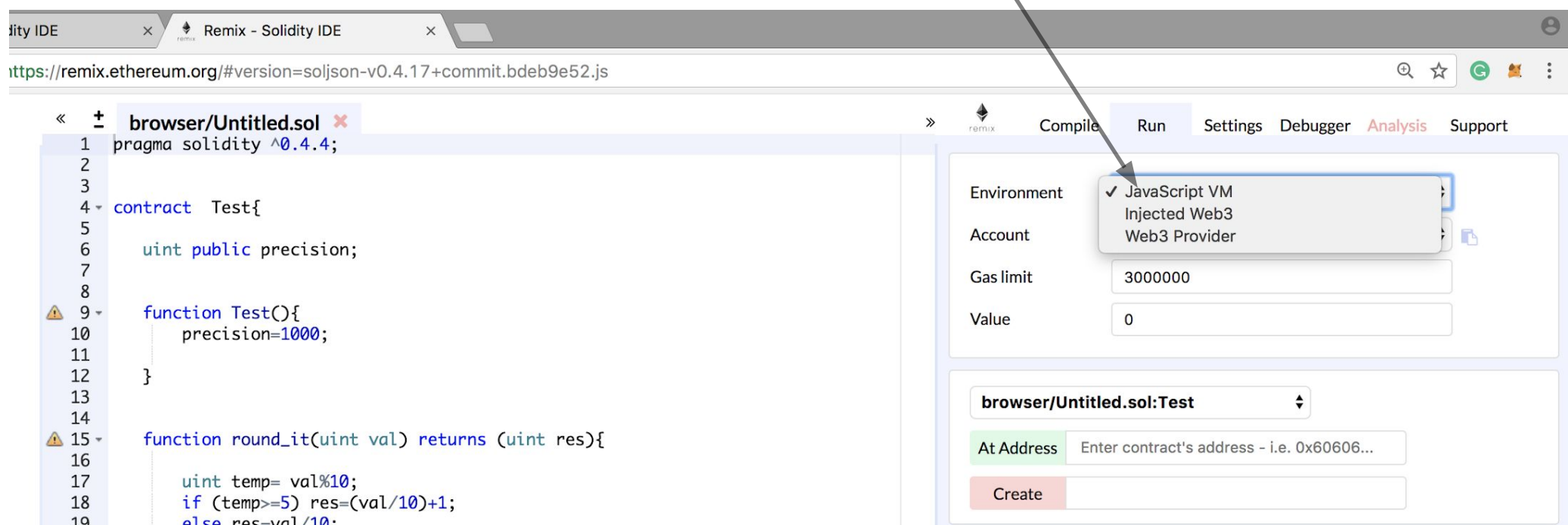
Getting Familiar with Remix Ethereum: Online Solidity Compiler

- You can write, debug, deploy (i.e. send to a blockchain) your smart contract via remix Ethereum:
remix.ethereum.org
- Also, you can interact with your deployed contract using remix.

Step 3:

Getting familiar with Remix Ethereum: Online Solidity Compiler

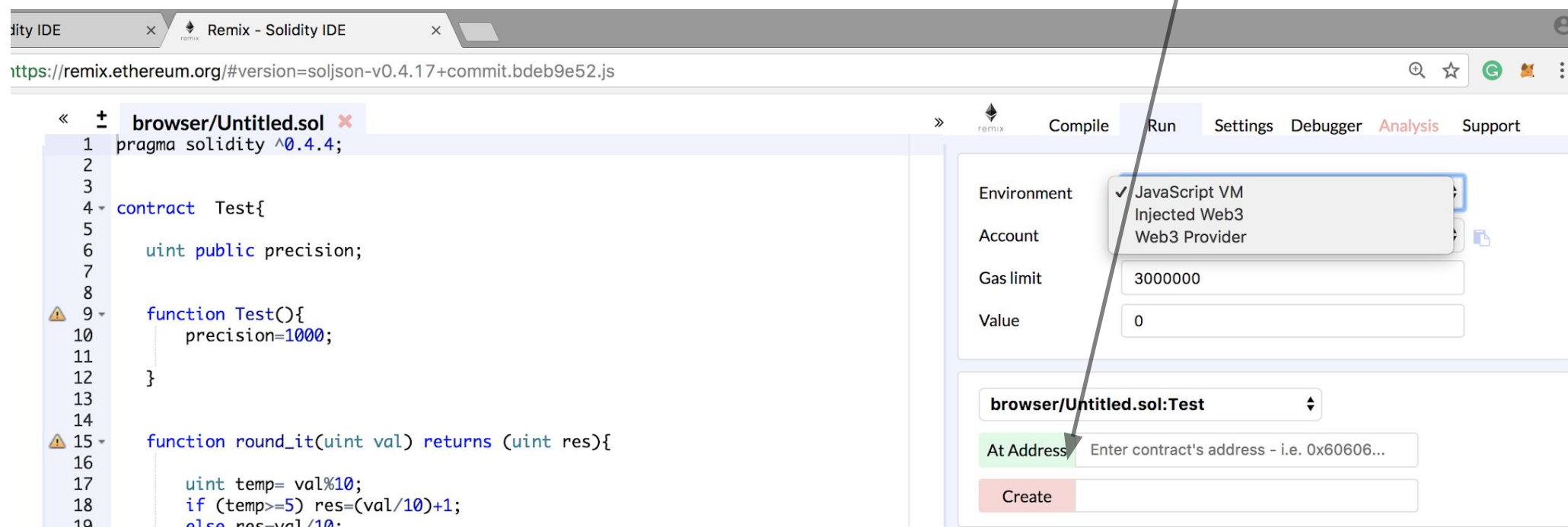
- Before you deploy your smart contract to the **private chain**, run and debug it online.
 - In the case where you want to run it online, you should set environment to: **JavaScript VM**.



Step 3:

Getting familiar with Remix Ethereum: Online Solidity Compiler

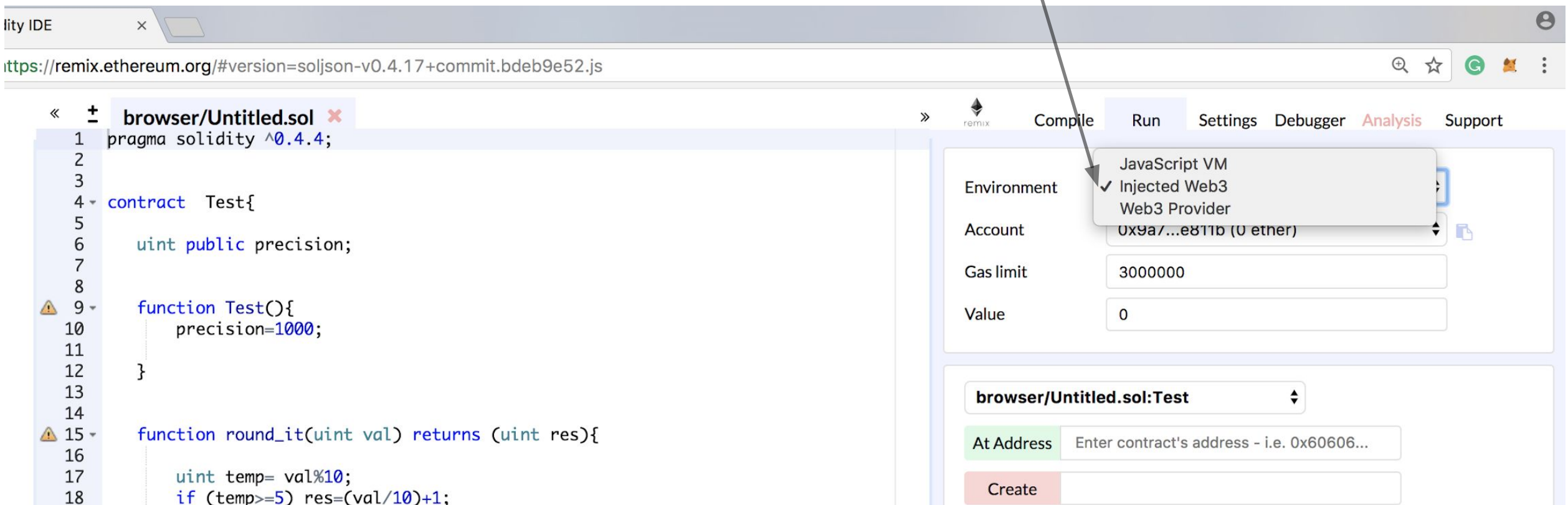
- To compile your smart contract, click on **Create** button.
- After compiling the contract, remix creates a user interface for the functions you defined in the contract and you can pass parameters to it.



Step 4.1:

Deploying Smart Contract to the Private Chain Configurations

- First, you need to connect Metamask to the blockchain, as we described in the earlier slides.
- In remix, set the environment to: **Injected Web3**.



The screenshot displays the Remix IDE interface. On the left, a code editor shows a Solidity smart contract named 'Test' with the following code:

```
1 pragma solidity ^0.4.4;
2
3
4 contract Test{
5     uint public precision;
6
7
8     function Test(){
9         precision=1000;
10    }
11
12
13
14
15 function round_it(uint val) returns (uint res){
16     uint temp= val%10;
17     if (temp>=5) res=(val/10)+1;
18 }
```

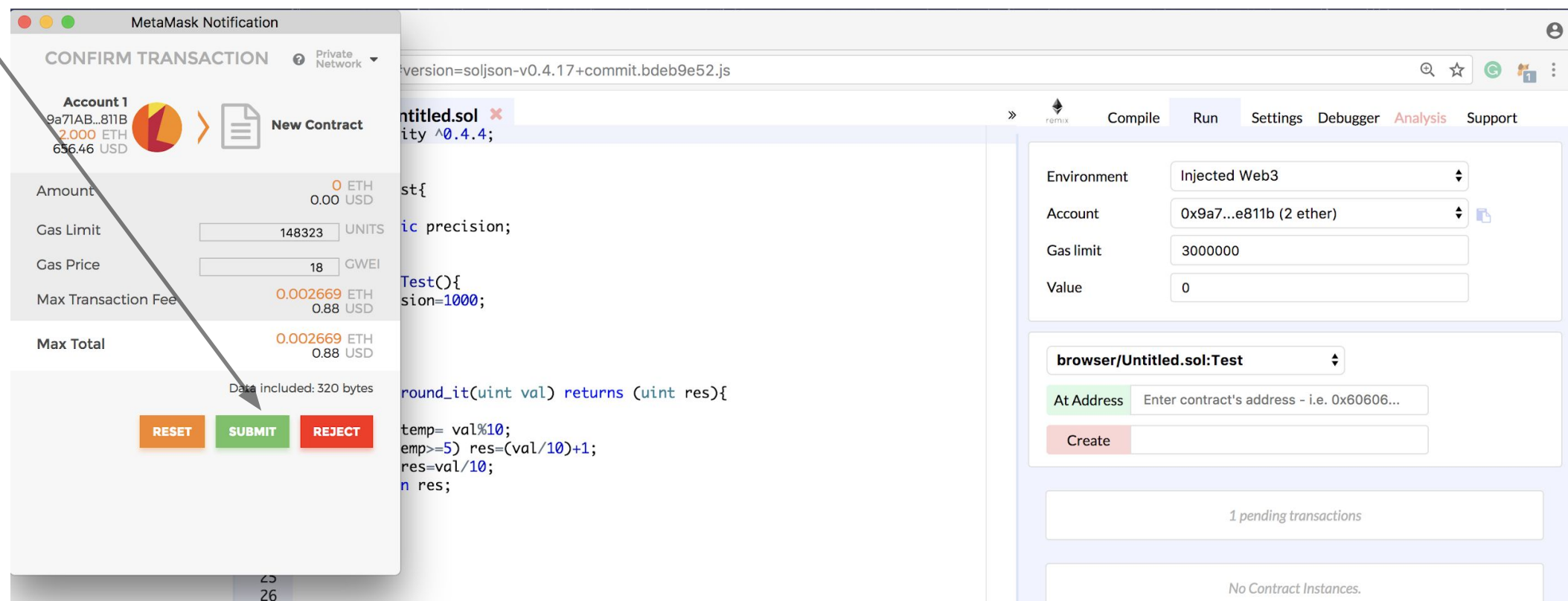
On the right, the 'Run' tab is active, showing deployment settings. The 'Environment' dropdown menu is open, and 'Injected Web3' is selected. Below this, the 'Account' field shows '0x9a7...e811b (0 ether)'. The 'Gas limit' is set to '3000000' and the 'Value' is '0'. At the bottom, the 'Create' button is visible next to a field for the contract address.

Step 4.2:

Deploying Smart Contract to the Private Chain

Deploying a Contract to the Blockchain

- Click on **Create** button.
- Next, MetaMask page will appear and by clicking on **submit**, you send your contract to the blockchain.

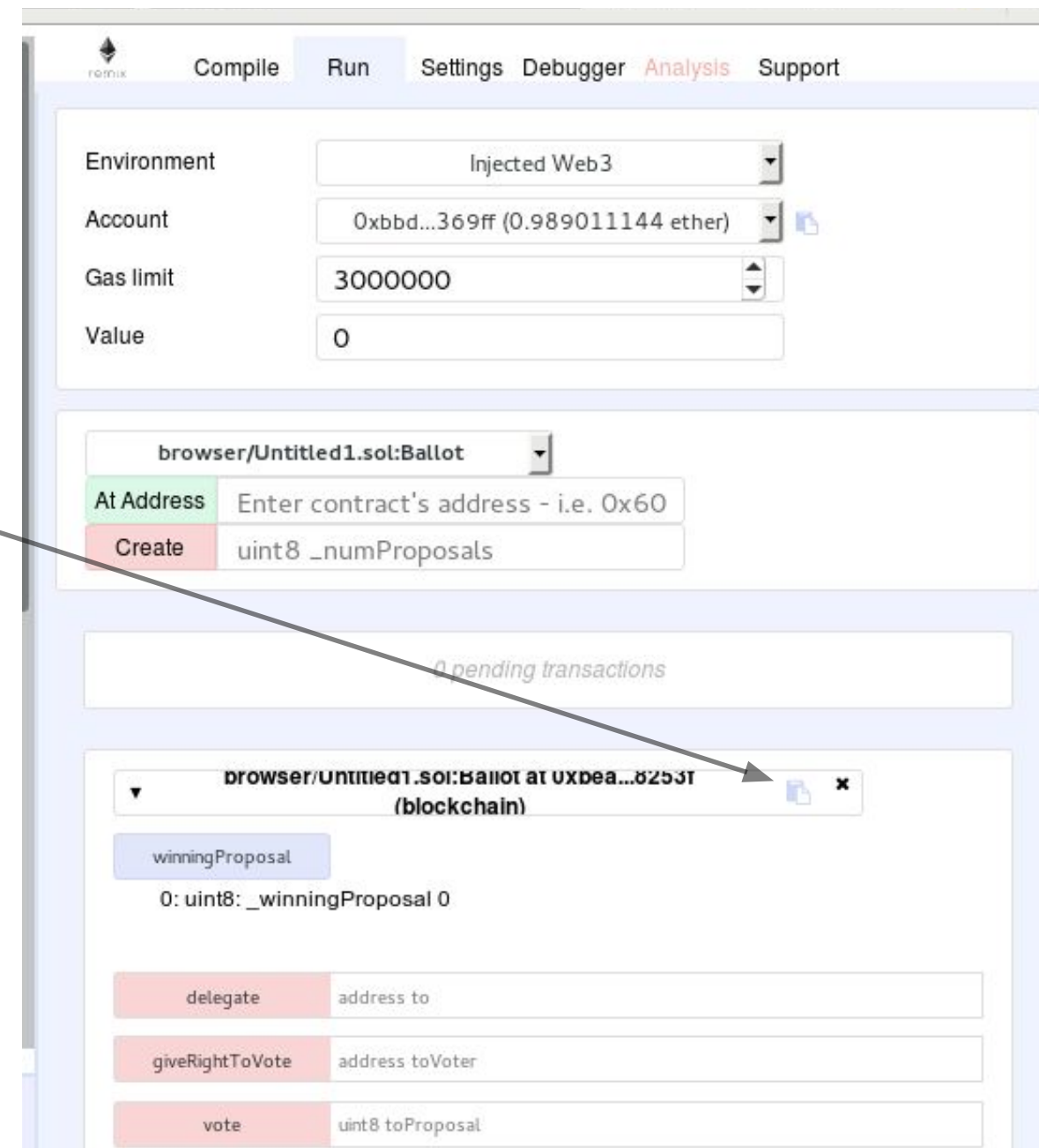


Step 4.3:

Deploying Smart Contract to the Private Chain

Saving the Deployed Contract's Address

- When, your contract is successfully submitted/deployed, remix provides the contract **address** on the blockchain.
- You can copy the address from here.
- You need the **contract code** and the **address** next time you want to interact with your deployed contract.



Step 4.3:

Deploying Smart Contract to the Private Chain

Interacting with a Deployed Contract

1. Log in to MetaMask and connect to the blockchain (as previously explained)
2. In remix, set the environment to: **Injected Web3**.

3. In remix, insert the contract **code**, insert the deployed contract's address and click on: **At Address**.

The screenshot displays the Remix IDE interface. On the left, the Solidity code editor shows a contract named `Ballot` with the following code:

```
1 pragma solidity ^0.4.0;
2 contract Ballot {
3
4     struct Voter {
5         uint weight;
6         bool voted;
7         uint8 vote;
8         address delegate;
9     }
10    struct Proposal {
11        uint voteCount;
12    }
13
14    address chairperson;
15    mapping(address => Voter) voters;
16    Proposal[] proposals;
17
18    /// Create a new ballot with $( _numProposals ) different proposals.
19    function Ballot(uint8 _numProposals) public {
20        chairperson = msg.sender;
21        voters[chairperson].weight = 1;
22        proposals.length = _numProposals;
23    }
24
25    /// Give $(toVoter) the right to vote on this ballot.
26    /// May only be called by $(chairperson).
27    function giveRightToVote(address toVoter) public {
28        if (msg.sender != chairperson || voters[toVoter].voted) return;
29        voters[toVoter].weight = 1;
30    }
31
32    /// Delegate your vote to the voter $(to).
33    function delegate(address to) public {
34        Voter storage sender = voters[msg.sender]; // assigns reference
35        if (sender.voted) return;
36        while (voters[to].delegate != address(0) && voters[to].delegate != m
37            to = voters[to].delegate;
38        if (to == msg.sender) return;
39        sender.voted = true;
```

On the right, the 'Environment' panel shows the configuration for the 'Injected Web3' environment. The 'Account' is set to `0xbdd...369ff (0.989011144 ether)`, 'Gas limit' is `3000000`, and 'Value' is `0`. Below this, the 'Create' button is visible, and the 'At Address' button is highlighted. The 'At Address' button is labeled 'Enter contract's address - i.e. 0x60'.

At the bottom right, the 'Interact' panel shows the contract's state and functions. The 'winningProposal' is `0: uint8: _winningProposal 0`. The 'delegate' function is highlighted, and the 'address to' field is visible. The 'giveRightToVote' function is also visible, with the 'address toVoter' field. The 'vote' function is visible, with the 'uint8 toProposal' field.

Step 4.3:

Deploying Smart Contract to the Private Chain

Interacting with a Deployed Contract

4- All the public/external functions in the contract are provided and you can pass arguments on them and invoke them.

- The invocation of a function, that changes the contract state, will result in new transaction.

Remix IDE interface showing the 'Run' tab. The 'Environment' is set to 'Injected Web3'. The 'Account' is '0xbbd...369ff (0.989011144 ether)'. The 'Gas limit' is '3000000' and the 'Value' is '0'. The 'Contract' dropdown shows 'browser/Untitled1.sol:Ballot'. The 'At Address' field contains 'Enter contract's address - i.e. 0x60'. The 'Create' field contains 'uint8 _numProposals'. Below this, a message says '0 pending transactions'. A dropdown menu is open, showing 'browser/Untitled1.sol:Ballot at 0x60...8253f (blockchain)'. Inside this menu, there is a 'winningProposal' section with '0: uint8: _winningProposal 0'. Below this, there are three function invocation fields: 'delegate' with 'address to', 'giveRightToVote' with 'address toVoter', and 'vote' with 'uint8 toProposal'.