The link to the files:

https://drive.google.com/drive/folders/1Sn7UE6R0RudGmZ77UV6qReTPsd2cTp0Q?usp=sharing

Pay-per-use with blockchain

In the attachment, you'll find a simple blockchain implementation in JavaScript and several .json files, which are originally sent from a screwdriver. The .json files are sent after every screwcycle. This task enables a pay-per-use for every cycle. That means:

- 1. Read all attached JSON files in a loop and store the parameter "cycle" in a variable.
- 2. Send a new transaction with blockchain.js. The transaction contains a random toAddress, every cycle cost 10 tokens and the number of the cycle should be stored in the payload of the transaction.
- 3. Print out the result of the blockchain every time a cycle has been calculated as a transaction. You can use the mock-ups as inspiration (first and second picture).
 - a. One dashboard for the real-time tracking of the data (the visualization is up to you)
 - b. One dashboard for the real-time tracking of the the 'total billing amount'
- 4. The summed amount of all cycles should be displayed as 'total billing amount'
- 5. The user can create an invoice with the 'total billing amount' as the billing amount in the invoice (last picture).

<u>Note</u>: Please document, dockerize and test your code. This is really important for our CI and CD pipeline.

Implement it in the language you are most comfortable with (e.g. Javascript)

If you have any additional questions let me know.





