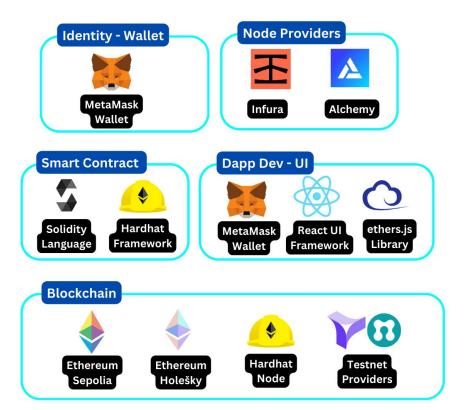
# Building with Ethereum





# **General Dapp Components**





## What can we do once we learned it....!

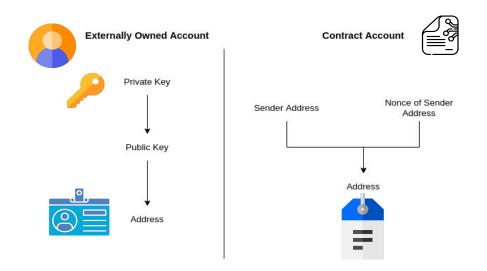
- Crypto Trading
  - Algorithmic Trading
- Real World Asset Tokenization
- Traceability Provenance
- Data Analytics



# **Identity: Accounts**

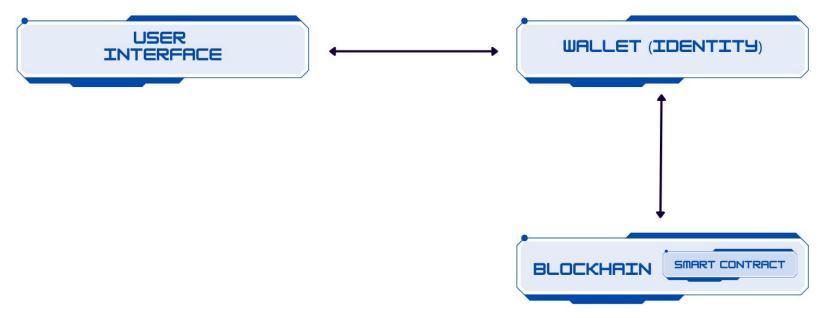
An identity to interact with Ethereum network

#### 0x6eB27Ca7727b7B57dE81df53b27B87b319c94E52





# **General DApp Architecture**





# **Smart Contracts - Deployment & Interaction**

Smart Contracts are used to define how the values are stored into the blockchain

- Analysis of Smart Contract Compilation Output
- Analysis of Contract Deployment Transaction
- Load the contract and interact



```
// SPDX-License-Identifier: MIT
pragma solidity 0.8.20;
contract Storage {
  uint256 number;
  function store(uint256 num) public {
    number = num:
  function retrieve() public view returns (uint256){
    return number:
```

 $608060405234801561000f575f80fd5b506101438061001d5f395ff3fe608060405234801561\\000f575f80fd5b5060043610610034575f3560e01c80636057361d14610038578063b05784b\\814610054575b5f80fd5b610052600480360381019061004d91906100ba565b610072565b0\\05b61005c61007b565b60405161006991906100f4565b60405180910390f35b805f81905550\\50565b5f8054905090565b5f80fd5b5f819050919050565b61009981610087565b81146100a\\3575f80fd5b50565b5f813590506100b481610090565b92915050565b5f020828403121561\\00cf576100ce610083565b5b5f6100de848285016100a6565b91505092915050565b6100e8\\1610087565b82525050565b5f6020820190506101075f8301846100e5565b9291505056fea2\\646970667358221220e8373da02612ef3252b7fb5afeeacd7d01952b550a61f097299504784e\\0bff2964736f6c63430008140033$ 

## **Bytecode**

```
"inputs": [
        "inputs": [],
        "name": "retreive".
                                                       "internalType": "uint256",
        "outputs": I
                                                       "name": "num".
                                                       "type": "uint256"
            "internalType": "uint256",
            "name": "",
            "tvpe": "uint256"
                                                   "name": "store".
                                                   "outputs": II.
                                                   "stateMutability": "nonpayable",
                                                   "type": "function"
        "stateMutability": "view",
       "type": "function"
.code
PUSH 80
                                        contract Storage {\n\n uint...
                                        contract Storage {\n\n uint...
PUSH 40
                                        contract Storage {\n\n uint...
MSTORE
                                                     contract Storage {\n\n uint...
CALLVALUE
DUP1
                                        contract Storage {\n\n uint...
ISZERO
                                        contract Storage {\n\n uint...
PUSH [tag] 1
                                                     contract Storage {\n\n uint...
```

contract Storage {\n\n uint...

contract Storage {\n\n uint...

contract Storage {\n\n uint... contract Storage {\n\n uint...

contract Storage {\n\n uint...

contract Storage {\n\n uint...

contract Storage {\n\n uint...

JUMPI PUSH 0

DUP1

tag 1 JUMPDEST

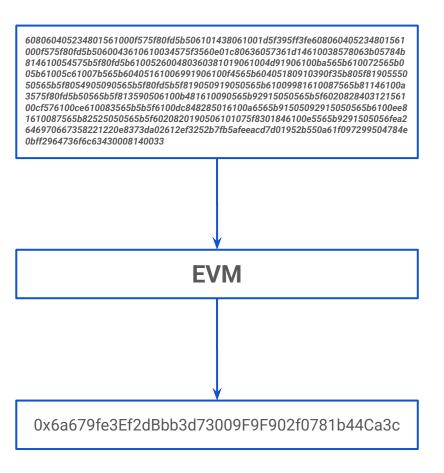
POP

REVERT

ABI

Assembly Code

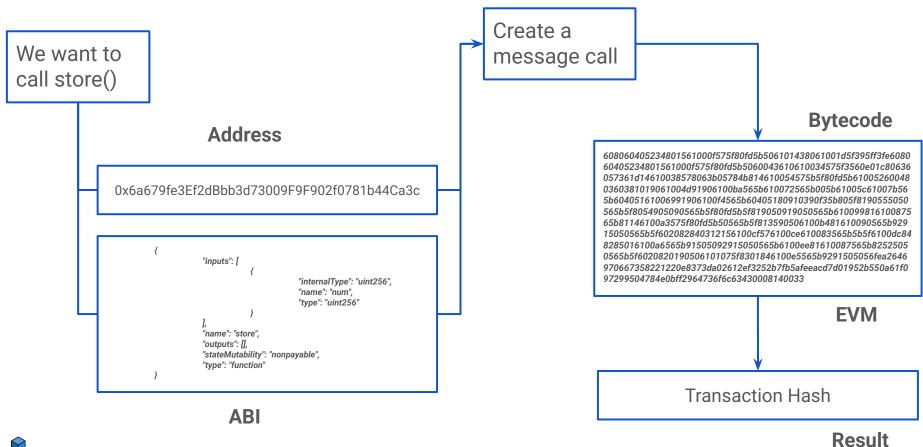




**Bytecode** 

**Address** 







.code	and the state of Charles and Charles and the	Mnemonic	Gas Used
PUSH 80 PUSH 40	contract Storage {\n\n uint contract Storage {\n\n uint	STOP	0
MSTORE	contract Storage {\n\n uint	ADD	3
CALLVALUE	contract Storage {\n\n uint	MUL	5
DUP1 ISZERO	contract Storage {\n\n uint contract Storage {\n\n uint	SUB	3
PUSH [tag] 1	contract Storage {\n\n uint	DIV	5
JUMPI	contract Storage {\n\n uint	SDIV	5
PUSH 0 DUP1	contract Storage {\n\n uint contract Storage {\n\n uint	MOD	5
REVERT	contract Storage {\n\n uint	SMOD	5
tag 1	contract Storage {\n\n uint	ADDMOD	8
JUMPDEST	contract Storage {\n\n uint	MULMOD	8
POP	contract Storage {\n\n uint		

#### **Gas Cost Calculation**



## Gas

Estimates the amount of computational work required for executing specific operations under the EVM

```
PUSH1 0x80
                                           PUSH1 0x40
                                           MSTORE (
contract MyContract{
                                           PUSH1 0x40
string message = "Hello
                                           MLOAD (
Ethereum";
                                           DUP1
function setMessage(string
                                           ADD A
memory message) public{
message= message;}
                                           STOP
                                           JUMP.
function getMessage() public
                                          POP A
view returns (string memory{
 return message;}}
```

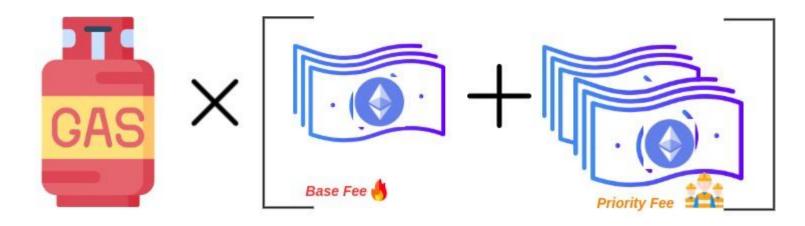


https://pbs.twimg.com/media/GcsV3t1WoAALgAW?format=jpg&name=4096x4096

## **Transaction Fee**

**Gas Limit** refers to the maximum measure of gas you are happy to spend on a specific transaction.

Transaction Fee = Gas Limit \* (Base fee + Tip)





# Smart Contract: Deployment & Interaction

### Initial Deployment

- 1. Write the Code
- 2. Compile Contract => Bytecode and ABI
- Deploy Bytecode to EVM => Address

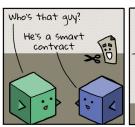
#### Interacting with Smart Contract

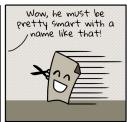
- 1. Use ABI to create function call
- 2. Use address to call deployed contract

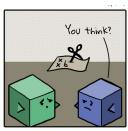


# **Development Phases of Smart Contract + DApp**

- Product roadmap
- 2. Usability Research
- 3. Architecture design of the smart contract
- 4. Development Phase
- 5. Manual Testing
- 6. Unit Testing
- 7. 3rd Party security audit
- 8. Bug Bounty
- 9. Final Deployment









## Reference

- Ethereum Developer Program Wiki
- <u>Ethereum Developer Program Videos</u>
- Initial Coin Offering (ICO): A Beginner's Take
- The Story Of An Ethereum Smart Contract | by Kerala Blockchain Academy
- NFTs: How Do They Work?
- DeFi:
  - <u>Decentralized Finance In Three Minutes | by Kerala Blockchain Academy</u>
  - <u>Decentralized Exchanges: A Path of Peer-To-Peer Trading</u>
  - DeFi: Lending and Borrowing





Any questions?

