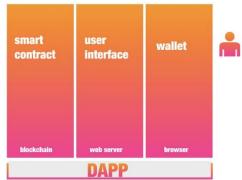
# DEPLOYING & INTERACTING WITH A SMART CONTRACT USING A WEBAPP

DAPP = Smart Contract + Web APP + Wallet(user-controlled)



#### Needed tools

- Install MetaMask and create an account
- Hardhat local testnet
- Remix IDE
- Xampp
- Vscode

# 1) Run a local testnet by Hardhat

We will use Hardhat which is an Ethereum development environment to run a local testnet. You can also use *Ganache by truffle*.

To use Hardhat, you need to have **node.js** and **yarn** in your computer.

• STEP 1: make a directory and install hardhat in it

mkdir hhproject && cd hhproject
 mkdir chain && cd chain
 varn add hardhat

• STEP 2: create a sample Hardhat project

## yarn hardhat

//choose: Create an advanced sample project that uses TypeScript

• STEP 3: run Hardhat Network (local testnet) in stand-alone mode

#### yarn hardhat node

A local testnet will is running (chainId: 31337):

Started HTTP and WebSocket JSON-RPC server at http://127.0.0.1:8545/

```
| Comparison | Note | N
```

#### 2) Switch MetaMask network to local testnet

Make sure Hardhat Network local testnet is still running (in cmd).

• In MetaMask browser extension, create a new test network: localhost 8545 using the RPC, id chain, and symbol as presented below.



• Click the network selector on the top bar. Switch the network from mainnet to localhost 8545.

#### Add/Import account to MetaMask

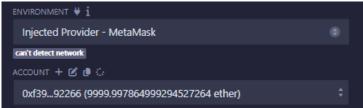
- Click Account icon in the top bar and choose "Import Account".
- Import Account with Private Key of local testnet Account #0.
- Switch to the added Account with address: 0xf39fd6e51aad88f6f4ce6ab8827279cfffb92266.

There is 10000.0 test ETH in this account which can be used in this ethereum local testnet.

#### 3) Set the environment in REMIX

In the REMIX IDE:

- Choose the "Injected Provider MetaMask"
- Choose the imported account



• Create a new smart contract:

```
smart_contract.sol

// SPDX-License-Identifier: MIT

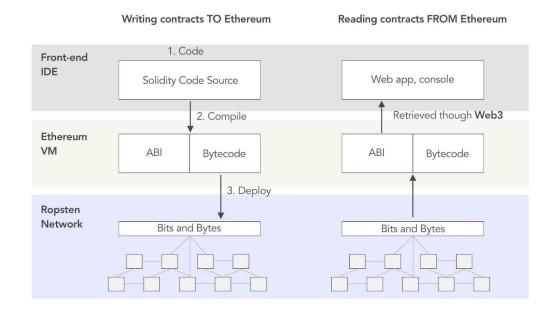
pragma solidity 0.8.26;

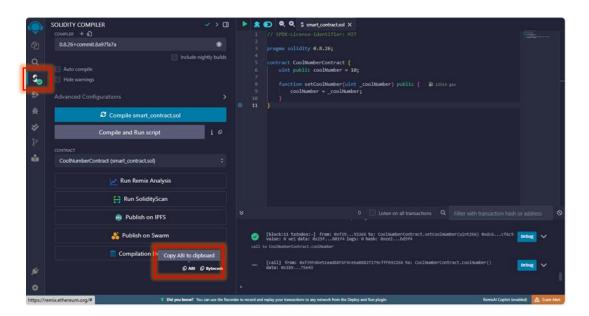
contract CoolNumberContract {
    uint public coolNumber = 10;

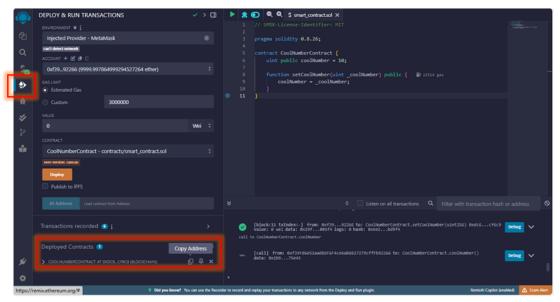
function setCoolNumber(uint _coolNumber) public {
      coolNumber = _coolNumber;
    }
}
```

- Compile the contract
- Deploy the contract using the "Injected Provided MetaMask"
- Then, we need the contract ABI and the deployed contract address

The Application Binary Interface (ABI) of a smart contract gives a contract the ability to communicate and interact with external applications and other smart contracts.







### 4) Run the web server via xampp

- Install and run **xampp** locally
- Create a my\_webapp folder, where we'll make our web app source files

Web3. js is a robust and flexible collection of **TypeScript and JavaScript** libraries that allows developers to interact with local or remote Ethereum nodes (or **any EVM-compatible blockchain**) over **HTTP, IPC or WebSocket** connections.

## Install via NPM: \$ npm i web3

• Add the **web3** library to the project folder (not necessary) OR use the local URL OR an online source.

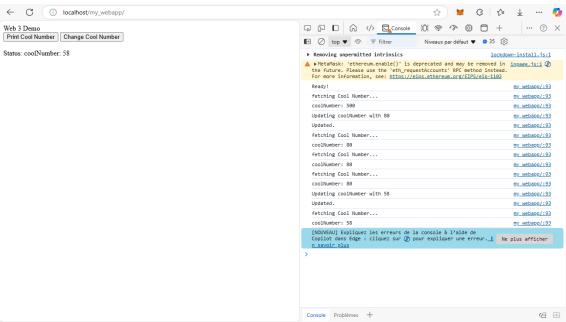
web3.min.js
web3.min.js.LICENSE.txt
web3.min.js.map

For test, we use a very basic web app with 2 buttons, to interact with our smart contract. Important parts are highlighted:

```
<!DOCTYPE html>
<ht.ml>
<head>
    <meta charset='utf-8'>
    <meta http-equiv='X-UA-Compatible' content='IE=edge'>
    <title>Web 3 Demo</title>
    <meta name='viewport' content='width=device-width, initial-scale=1'>
    <script src='web3/web3.min.js'></script>
</head>
<body>
    Web 3 Demo
    <br >
    <button onclick="printCoolNumber();">Print Cool Number/button>
    <button onclick="changeCoolNumber();">Change Cool Number/button>
    <br /><br />
    Status: <span id="status">Loading...</span>
    <script type="text/javascript">
        async function loadWeb3() {
            if (window.ethereum) {
                //try the commented line if the other one is not working
                //window.web3 = new Web3(Web3.givenProvider || "ws://localhost:8545");
                window.web3 = new Web3(window.ethereum);
                window.ethereum.enable();
        }
        async function loadContract() {
            return await new window.web3.eth.Contract(
                // copy the ABI contract details from REMIX
                ſ
                         "inputs": [
                             {
                                 "internalType": "uint256",
                                 "name": "_coolNumber",
"type": "uint256"
                         "name": "setCoolNumber",
                         "outputs": [],
                         "stateMutability": "nonpayable",
                         "type": "function"
                    },
                         "inputs": [],
                         "name": "coolNumber",
                         "outputs": [
                                 "internalType": "uint256",
                                 "name": "",
"type": "uint256"
                         "stateMutability": "view",
                         "type": "function"
                // copy the contract address from REMIX
                 '0xDc64a140Aa3E981100a9becA4E685f962f0cF6C9');
        }
        async function printCoolNumber() {
            updateStatus('fetching Cool Number...');
            const coolNumber = await window.contract.methods.coolNumber().call();
```

```
updateStatus(`coolNumber: ${coolNumber}`);
        async function getCurrentAccount() {
            const accounts = await window.web3.eth.getAccounts();
return accounts[0];
        async function changeCoolNumber() {
            const value = Math.floor(Math.random() * 100);
            updateStatus(`Updating coolNumber with ${value}`);
            const account = await getCurrentAccount();
            const coolNumber = await
window.contract.methods.setCoolNumber(value).send({ from: account });
            updateStatus('Updated.');
        async function load() {
           await loadWeb3();
            window.contract = await loadContract();
            updateStatus('Ready!');
        function updateStatus(status) {
           const statusEl = document.getElementById('status');
            statusEl.innerHTML = status;
            console.log(status);
       load();
    </script>
</body>
</html>
```

#### Result should be similar to:



When testing the app, you can see the transactions in MetaMask extension and the cmd of HardHat.