

Srepo_path."/config");if (\$parse_ini['bare']) {\$this->repo_path = \$repo_path;if (\$_init) {\$this->run('init');}} elso {throw Exception('"'.\$repo_path.'" is not a directory');}

(mkdir(\$repo_path);\$this->repo_path = \$repo_path;if (\$_init) \$this = \$repo_path;if (\$_init) \$this

proc_open with env=null to

st those * variables afterwards ...

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Module 6: Smart Contract Development for Blockchains: Part 1

Module 1 begins with a brief history on financial markets and continues by introducing different classifications of financial markets and their key components. Different types of markets elements such as price determination, risk sharing, liquidity, and efficiency are compared. The module ends with a discussion on risk and the financial instruments used to mitigate it.



Unit 1: What is a Smart Contract?

Welcome

A common buzz-word thrown around in the blockchain community is "smart contracts". Smart contracts are an important concept in modern blockchain technology. For the most part, they are at the core of many of the new blockchain projects that have been blossoming in recent years. Smart contracts allow blockchains to be programmable and multi-purpose, which extends blockchains' applicability into diverse and interesting areas outside of just fintech.

In this module, we will focus on Ethereum, which is the world's first production-ready smart contract platform. Not only was Ethereum the first smart contract platform, it also has the biggest developer community. This means it will likely continue to dominate as the primary smart contract platform for many years to come.

Smart contracts

Why can't we all just use Bitcoin? Why do we need another blockchain platform? In 2013, many of the early pioneers of blockchain technology were looking at ways to make Bitcoin more generally useful. To do this, they would often propose to add a new feature at the protocol level – i.e. to the Bitcoin core code itself – but this meant that people were trying to add many disconnected features to Bitcoin.

At this time, Vitalik Buterin, the creator and brain child of Ethereum, was working on a project called *Mastercoin*. This was an ambitious project about

representing non-Bitcoin assets on the Bitcoin blockchain and was pushing the capabilities of Bitcoin at the time. Buterin couldn't help but feel that the process of adding features to Bitcoin was like adding new knives and screwdrivers to a Swiss Army knife. He thought, "Why can't I build a tool that will allow me to write code for any tool I could possibly want to have in my blockchain application?". It is from this that he came up with the idea of Ethereum: a Turing complete, general-purpose blockchain platform that you can build (almost) anything on.

Going back to the Swiss Army knife analogy, Bitcoin is to Ethereum as a Swiss Army knife is to a 3D printer. With a 3D printer, you can create as many different knives and screwdrivers as you wish, and much more!



So, to answer the original question, Bitcoin is limited. Bitcoin has a basic scripting language in it called Bitcoin Script, but it is not Turing complete. This means that Bitcoin Script can only perform simple conditionals, but not general computation. For a computational system or instruction set to be **Turing complete**, it means that the system can simulate any other Turing complete system, which in layman terms is just a general-purpose computer.

When we say that Ethereum is Turing complete, we are actually saying that it is *theoretically* capable of simulating another Turing complete system, such as an Android Phone. It would be extremely slow and expensive, and you would need to find a creative way for the I/O (In/Out interface, such as screen, touch input, and sound) to work, with lots of workarounds. However, no amount of skill, hard work, or creativity would make this possible to do on Bitcoin, hence Bitcoin Script is not Turing complete.

How does Ethereum achieve smart contract capabilities?

A quick refresher – what is the basic data structure of a blockchain? Yes, a hashed linked list!

A hashed linked list's main strength is that any changes to the data in a given block can easily be detected, since the hash of the data in the block will change, causing a cascading change to all the hashes of each block. This in an important property for blockchains in general – data integrity.

In the case of Bitcoin, what is this data that is stored in the blockchain? It is the state of all of Bitcoin, including the history of all transactions, the accounts involved in those transactions, and some other metadata related to those accounts and transactions. The state of the Ethereum blockchain is somewhat different and intriguing. However, Bitcoin is more than just some data: it is a set of rules and logic about how this data can change over time. At its simplest, this logic dictates that only the owner of a given Bitcoin can send that Bitcoin to another address. Once again, in Ethereum these rules and logic about how the data state in its blockchain can change are different.

Computer code is a sequence of logical steps or instructions, and these computer instructions are just data. This is why you can download an Android application to your phone in the same way that you would download a photo or buy your favorite computer game as a CD. What was one of the things blockchains were good at (looking back to the previous paragraph)? Storing data. So what is preventing you from putting code into the blockchain?

In fact, the rules/logic about how the state of the blockchain can progress over time can be encoded into the blockchain itself. I encourage you to stop and think for a bit before reading on.



Think of why and how putting code in a blockchain is an interesting idea. Data is useful, and so is code, but putting them in the same place is a powerful combination.

Calling them smart contracts is a misnomer in many ways. They are not smart, but instead do exactly what they were told to do. They are also not contracts: they need not have anything to do with the legal concept of contracts. However, the idea and term were introduced by Nick Szabo many years before and the name has stuck.

Vitalik and Vlad Zamfir, another core Ethereum researcher, have joked about this unfortunate confusion caused by the name on Twitter and have suggested "persistent scripts" and "stored procedures" as alternatives.



Figure 1: Vitalik Buterin tweet

DApps

DApps are decentralized applications, in that their architecture has no centralized point of failure. This gives these applications a number of very useful characteristics: they cannot be shut down or censored; the data contained in them is as eternal as the network itself; and end users are given power to control their own identities (as opposed to central authorities managing your identity for you).



In addition to the above-mentioned advantages for the canonical definition of a DApp, there are a few additional advantages in the case of Ethereum (as well as various other networks). Namely, they are trustless; "account" (i.e. your identity in the network) generation is permissionless; and only the logic in, and the state of, the network determines the outcomes of transactions.

With the clear advantages of decentralized applications comes a number of disadvantages, compared to centralized applications. There are high costs to participate in the system; data in the system is public by default, as well as difficult to obfuscate (although future iterations of the technology may make this possible); and any "mistakes" in the system are permanent.



Unit 2: Deploying Your First Smart Contract

Introduction

In this module, you'll be thrown into the deep end a bit. The purpose is to take you through a complete process of deploying your own smart contract to Ethereum, even before you write your own smart contract code. We will gloss over many of the details, but that doesn't mean you mustn't form questions as you work through this. Questions are good, as they give you a sense of direction and purpose in your learning, particularly with code.

Getting started

To follow this tutorial, you need to have npm installed on your computer. For help and more details, <u>ethereum.stackexchange.com</u> is by far the best place to ask questions and find answers. There is a good chance that someone else has had the same problem as you before.

To install node and npm follow the instructions here: nodejs.org/en. My preferred method of installing on Linux and Mac is with nvm (node version manager). You will also need a Web3/Ethereum-enabled browser, so I recommend using MetaMask for this purpose. It is a browser plugin for Chrome and Firefox and will act as your Ethereum wallet. With it installed, your web-browser will be able to interact with the Ethereum blockchain and digitally sign messages and transactions with your private key.

Node is a JavaScript engine (i.e. the thing that runs JavaScript code) and JavaScript is one of the most convenient ways to interact with your DApp. Ethereum implements a protocol and interface or API (Application Programming Interface) which you need to confirm with when interacting with Ethereum. Thus, any language can interact with the Ethereum blockchain, as long as they follow the protocol that is specified for doing so.

Libraries are pieces of code that abstract the complexity of this interaction into something that is easier for the programmer, just as Gmail abstracts the complexity of sending an email from the user. There are many different libraries that one can use to interact with Ethereum. In fact, due to the open source nature of Ethereum, anyone can create their own library or modify and make the libraries of others better.



Truffle and Ganache

The Ethereum space is continually evolving, and this is one of the things that makes working with Ethereum exciting (although some may say stressful). As such, programmers have to make a considered decision about which programming language and libraries to use when starting a software project. Since they all have tradeoffs, making these decisions is something that takes experience. For the purpose of this course, we will use Truffle (truffleframework.com) since it is mature; has a big user base; is well maintained by one of the most prominent blockchain companies, ConsenSys; and is easy to use.

You will also need to use the terminal (or cmd line for Windows) for this tutorial. All this means is that you will need to copy and paste text that your computer will execute as a command. This is more straightforward on Linux and Mac, but if you have both Windows Powershell and Linux Subsystem for Windows, the procedure will work. Once node/npm is installed, run npm install -g truffle ganache-cli, to install Truffle and Ganache. Ganache is an Ethereum blockchain simulator, simulating a single locally running node that you can use to test and develop your blockchain applications. It is important that you get used to using the terminal because many software tools don't have an alternative.

```
→ tutorial npm install -g truffle ganache-cli
/home/jasoons/.nvm/versions/node/v10.13.0/bin/ganache-cli -> /home/jasoons/.nvm/versions/node/v10.13.0/lib/node_modules/ganache-cli/cli.js
/home/jasoons/.nvm/versions/node/v10.13.0/bin/truffle -> /home/jasoons/.nvm/versions/node/v10.13.0/lib/node_modules/truffle/build/cli.bundled.js
+ truffle@S.0.1
+ ganache-cli@6.2.5
added 54 packages from 46 contributors and updated 1 package in 4.379s
→ tutorial
```

Figure 2: Output on Truffle and Ganache installation

Truffle comes with truffle boxes, which are minimally preconfigured projects to help you get started. This tutorial will use the simple React truffle box as a starting point, for the sake of simplicity.

First, we will test and run this app on a local test Ethereum environment (Ganache), after which we will deploy the smart contracts to the Rinkeby test net and run it from there.

Open the terminal in a folder you want to work from and run truffle unbox react. This will download the pre-made boilerplate which is a minimal set-up of Truffle and React. Take note that you will have to wait a few minutes for it to download and configure everything.



```
→ tutorial truffle unbox react

✓ Preparing to download
✓ Downloading
✓ Cleaning up temporary files
✓ Setting up box

Unbox successful. Sweet!

Commands:

Compile: truffle compile
Migrate: truffle migrate
Test contracts: truffle test
Test dapp: cd client && npm test
Run dev server: cd client && npm run start
Build for production: cd client && npm run build
```

Figure 3: Output of Truffle unboxing and configuration

Run cd client to move to the *client* directory and npm start to fire up the UI.

Then, view it in your browser at http://localhost:3000. After a few moments you should see the following error:

Failed to compile

```
./src/App.js
Module not found: Can't resolve './contracts/SimpleStorage.json' in '/home/jasoons/Documents/code/tutorial/client/src'
```

Figure 4: Output of compile error

It is very important to read error messages when trying to code. They can be frustrating, but they are often your only help. This particular error message means that the 'SimpleStorage.json' file is not there, and so this sample DApp doesn't know what the interface of the 'SimpleStorage.sol' smart contract is. To fix this, run truffle compile in the parent directory – i.e. do cd . . to go out of the client folder. When you run npm start again, you should see the following output in the terminal and in your browser respectively.



```
You can now view client in the browser.

Local: http://localhost:3000/
On Your Network: http://192.168.1.142:3000/

Note that the development build is not optimized.
To create a production build, use yarn build.
```

Figure 5: Output on successful contract compile

Loading Web3, accounts, and contract...

Figure 6: Shown in the browser when the page is loaded

Often when you are stuck, it is useful to check the browser console for errors or hits. To do this, press Ctrl/Cmd + Shift + J and you should see the following warning:

▲ ►ATTENTION: In an effort to improve user privacy, MetaMask stopped exposing user accounts <u>inpage.js:1</u> to dapps if "privacy mode" is enabled on November 2nd, 2018. Dapps should now call provider.enable() in order to view and use accounts. Please see https://bit.ly/200HXvF for complete information and up-to-date example code.

Figure 7: Browser console log of MetaMask

MetaMask

Yes, you read it right – for over 2 years MetaMask would broadcast your Ethereum address to every website you used while the plugin was installed, which rightfully might make some of you uncomfortable. Thankfully, MetaMask have recently implemented EIP (Ethereum Improvement Proposal) 1102, and must explicitly grant access to any website that wants to see your Ethereum address.

You can accept the prompt from MetaMask:



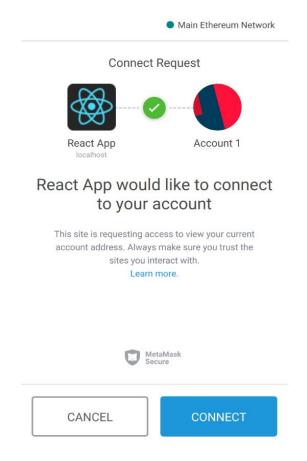


Figure 8: MetaMask authorization prompt

If you get the following error instead, it means that your MetaMask isn't even unlocked, so click on MetaMask and enter your password.

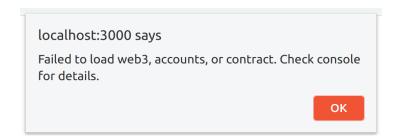


Figure 9: Locked MetaMask prompt

Now, you should get the following error:

Unhandled Rejection (Error): This contract object doesn't have address set yet, please set an address first.

Figure 10: Output of unlock error



This means that your contracts have not been deployed to the current network, although they have been compiled from human readable text into something that the Ethereum network can execute.

To resolve this, we need to start an Ethereum network using Ganache. Run <code>ganache-cli -m</code> "put your twelve-word passphrase from MetaMask ..."; where you replace the "put your twelve-word passphrase from MetaMask ..." with your actual MetaMask passphrase. This command starts a blockchain simulation software where the same Ethereum accounts from your MetaMask are "unlocked", meaning they can be used to sign transactions. There is a GUI for Ganache which you can use, but I'd encourage you to experiment as much as possible with different tools and ways of doing things.

When you run ganache-cli, it will say something like:

<u>L</u>istening on 127.0.0.1:8545

Figure 11: Output of successful blockchain instance

This means that we need to set MetaMask to point to this blockchain instance.

Remember, Ethereum is both a protocol and a platform. If someone says they are using Ethereum to build their product, it could mean they are building it on the public network; or it could mean that they are building it on a network that implements the Ethereum protocol, but that could be privately hosted by a smaller group or consortium.

Thus, MetaMask gives you the ability to switch which network you are connected to. With MetaMask, you always remain in control of your keys, since they remain in your browser and you remain in control of your interactions with the application. This is inherently different to a "web 2.0" website like Facebook, as Facebook theoretically has full control over your interactions with them and their centralized service.

Select the network on localhost (localhost is an alias for 127.0.0.1) port 8545 from the dropdown at the top of MetaMask:



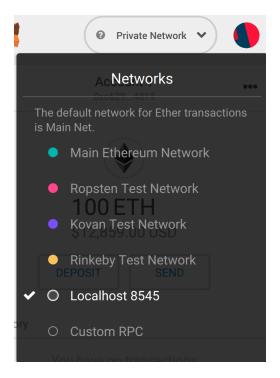


Figure 12: MetaMask network options

You will now see that 100.0 Eth has appeared in our account. This is test Ether and has no relation to the Main network.

Deploy to test Ethereum network

Now, we are ready to deploy the contracts to this test Ethereum network so that the DApp can interact with them. To do this, you can run the command truffle migrate, but doing this will give the following error when you run it now:

```
→ tutorial truffle migrate

Could not connect to your Ethereum client. Please check that your Ethereum client:

- is running

- is accepting RPC connections (i.e., "--rpc" option is used in geth)

- is accessible over the network

- is properly configured in your Truffle configuration file (truffle.js)
```

Figure 13: Output of unsuccessful deployment to Ethereum client

From reading this error, you may well be able to work out what you need to do. Simply, we need to tell Truffle some basic configuration details about this network that you want to deploy the contracts to. Without it, Truffle doesn't know what to do. (See the details of how to do this, and other caveats specific to Windows, in the documentation available at truffleframework.com/docs/advanced/configuration.)



The main thing you need to do is change the 'truffle-config.js' file to look like the following:

```
const path = require("path");

const path = require("path");

does describe the configuration in the configur
```

Figure 14: Update Truffle-config.js file

Re-running the migrate command should now work fine:



```
Starting migrations...
===========
> Network name: 'development'
> Network id: 1547306493772
> Block gas limit: 6721975
1_initial_migration.js
=============
   Deploying 'Migrations'
   > Saving migration to chain.
   > Saving artifacts
   > Total cost: 0.00569816 ETH
2_deploy_contracts.js
   Deploying 'SimpleStorage'
   > transaction hash: 0x4e106e9e720ebf56765a4736d92b7a1306d2dbe2e68ba7cfc1e3e2a52a2c2649
> Blocks: 0 Seconds: 0
> contract address: 0xA2e28634942fBc3cb7a6C64746d0f1B85e6b7A97
> account: 0xe629E846b7E26Eb6AD3fc8043FFfc1Bbb14b4819
> balance: 99.99114582
> gas used: 115767
> gas price: 20 gwei
> value sent: 0 ETH
> total cost: 0.00231534 ETH
   > total cost:
                             0.00231534 ETH
   > Saving migration to chain.
   > Saving artifacts
   > Total cost: 0.00231534 ETH
Summary
> Total deployments:
                            0.0080135 ETH
> Final cost:
```

Figure 15: Output of successful deployment to Ethereum client

Now, if you reload the website, you should get a notification from MetaMask asking you to sign a transaction. Normally, you should be very careful when signing random transactions and ensure



that it is what you want to do. Remember that actions on the blockchain are generally irreversible, but this time you can trust me and just click accept.

Congratulations, you have just signed your first Ethereum transaction inside a DApp! This changed the value of a number on the blockchain from 0 to 5. While simple, it is a good step on your journey into the future of open finance.

Additional insights

Homework task: how do you make it change to another number besides 5? The hint is written in the DApp itself. Try change it to 6.

Another strange thing is that when you reload the website the value resets to zero. Let's try to fix that. We need to load the value of the variable from the blockchain when the DApp loads. To do this make the following changes to the 'client/src/App.js' file:

```
7 class App extends Component {
8 - state = { storageValue: 0, web3: null, accounts: null, contract: null };
9 | state = { storageValue: null, web3: null, accounts: null, contract: null };
9 | state = { storageValue: null, web3: null, accounts: null, contract: null };
```

Figure 16: Updated App.js file

Here you don't set the initial 'storageValue' but rather get this value from the blockchain (in the next code snippet).

Figure 17: Updated App.js file

Notice the similarity of these lines with lines 44-48 in the original code. (Hint: they do the exact same thing.)



Figure 18: Updated HTML file

The above code changes what the website will display when the 'state.storageValue' variable is null. When its value is set, it will display that value.

Unit 3: Deploying Your First Smart Contract on a Live Network

Introduction

The code interacts with Ethereum via the Web3 provider. In this example, the Web3 provider is injected into the page by MetaMask, but the Web3 provider can be designed to be provided by anything, and so sign the message by different means. For example, the mobile wallet called Status.im could also load this same web DApp. As long as it injects a provider with the same interface, the app can work. It also means that the actual signing of the transactions can happen on something like a hardware wallet for additional security, but nothing in the app needs to change (as long as the same Web3 provider interface is injected).

Rinkeby test network

Now that we have deployed our contract to our local running test net, we should try get our code running on a public network. We will use the Rinkeby test network for this purpose.

There are a number of different networks with different properties. *Rinkeby* runs on the **proof-of-authority** (POA) consensus algorithm, which means that there are a predefined set of nodes validating and processing transactions. This makes this network stable and predictable – provided these nodes stay online. *Kovan* test network is similar to Rinkeby, as it also uses a POA consensus algorithm, but Rinkeby is run by the Geth (Go Ethereum) client (code/software), whereas Kovan is run by the Parity client.

Another notable test network is *Ropsten*, which is the most similar to the live Ethereum network. You can also develop on Ropsten since it is most similar to the main net, but this means that it is using **proof-of-work** (POW). Since there is no economic

incentive – i.e. because Ether on the test net has no value – it has a low hashrate. It is a popular target for budding hackers who want to cause issues since this means it doesn't have much security.

Set MetaMask to use the 'Rinkeby Test Network'. If your balance is zero, go to this <u>faucet</u> to get your hands on some test Ether for your primary Ethereum address – i.e. your first address in MetaMask. A **faucet** is a website that allows users to earn small amounts of a cryptocurrency by completing small tasks, rather than purchasing the currency directly. Depending on the faucet

used, these tasks may involve completing captchas, viewing ads, or publicly posting your wallet address to a social media account. Faucets lower the barrier of entry to becoming a cryptocurrency user, as they offer a low-risk way of getting some cryptocurrency without the need to purchase it. One such faucet that dispenses Ether for use on the Rinkeby network is faucet.rinkeby.io

To do this, you will need to post your Ethereum address on a public channel like Facebook, Twitter or Google+. Deploying contracts to Ethereum is an expensive process – it can be many dollars for complex contracts on a busy day when the network is congested, and you are unlikely to get it right the first time. Therefore, I highly recommend practicing with test Ether. Doing things with real money is scary too. Networks like the live POA network are much cheaper to use, so this is an option if you want to test on a live network. The process is exactly the same.

Connecting to the Rinkeby test network

We will be using Infura as a hosted node for the sake of convenience. Go ahead and create an Infura account at infura.io/signup, and record the key that you receive. Infura handles many of the transactions and interactions with the Ethereum network and are often criticized for being centralized. Although this is true, they are extremely convenient and completely opt-in to use. You can use a normal Ethereum node, if

you want, or run your own node – there is nothing stopping anyone from doing that. We will briefly cover how to use a locally running Ethereum node in the next section. The important thing to remember is that Ethereum is an open and permissionless system, so the ability for anyone to participate with a node in the network is an important one.

Next, run npm i -s truffle-hdwallet-provider to install a provider that will connect you to the chosen network, sign your transactions, and submit these transactions to the network. This "provider" is used by Web3 to submit transactions to the Ethereum network and, in this case, sign these transactions. To use the provider, add the following to your 'truffle.js' file. We are using a network_id of 4 for Rinkeby, but other network IDs that may be of interest are 1, 3, 42 for mainnet, Ropsten and Kovan respectively.



```
const path = require("path");

// const path = require("path");

// const path = require("path");

// const path = require("truffle-hdwallet-provider")

// const path = require("path");

// const path = require("truffle-hdwallet-provider")

// const infuraAccessToken = '

// See <a href="http://truffleframework.com/docs/advanced/configuration">https://truffleframework.com/docs/advanced/configuration

// See <a href="http://truffleframework.com/docs/advanced/configuration">https://truffleframework.com/docs/advanced/configuration

// See <a href="http://truffleframework.com/docs/advanced/configuration">https://truffleframework.com/docs/advanced/configuration

// see <a href="http://truffleframework.com/docs/advanced/configuration">https://truffleframework.com/docs/advanced/configuration</a>

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// see <a href="http://truffleframework.com/docs/advanced/configuration">https://truffleframework.com/docs/advanced/configuration</a>

// see <a href="http://truffleframework.com/docs/advanced/configuration">https://truffleframework.com/docs/adva
```

Figure 19: Updated Truffle.js

Deploy to the Rinkeby test network

Now you are ready to run the migrations again, so use the truffle migrate --network rinkeby command. This will take a bit longer than last when we used Ganache, since we need to wait for the blocks to be mined by the network and the average blocktime on the Rinkeby Network is 15 seconds.

```
Running migration: 1_initial_migration.js
Deploying Migrations...
... 0x51085771dfc78b31bc784546f2113a4fd408b8b478611f32c546c807810ec7d6
Migrations: 0xd5491a69b87db56c770e69541d72595063a6cf58
Saving successful migration to network...
... 0x547bcae81ecfdf9876e021fd9100ebcccd8e7c0c1459631a43b3688e6936e465
Saving artifacts...
Running migration: 2_deploy_contracts.js
Deploying SimpleStorage...
... 0xbdf619456e2a48065c176304b806b9d334bfd8b5cd389d477ac8d5007f9ba9e5
SimpleStorage: 0xb7e0f4bb4043d7011941c20b265242a5423917a9
```

Figure 20: Output of successful deployment to Rinkeby test net

You can then copy the hash from the transaction, which in this case is 0xbdf619456e2a4 8065c176304b806b9d334bfd8b5cd389d477ac8d5007f9ba9e5, and search for it on <u>rinkeby</u>. <u>etherscan.io</u> to confirm and view the details of your transaction.

Open the user interface again and confirm the transaction to set the storage and confirm that the transaction went through on <u>Etherscan</u>.

Congratulations; you have deployed your first contract to a public network!



Challenge

If you want to try something slightly more difficult, you can try deploying your contract with this modified <u>provider engine</u> that uses a private key directly rather than a mnemonic phrase. This is directly modified from the original <u>truffle-hdwallet-provider</u>.

Using a locally running mode

You can also deploy directly to a local node with an unlocked account. Please be extremely careful with this method – if your Ethereum node is opened up to the public, they can execute a transaction with your unlocked account (read: "steal all your Ethereum"). This can be done with Parity or Geth running locally. Please refer to their respective documentation to set them up.

Once your node is running correctly, you can deploy your contract in exactly the same way as you did with Ganache, since it also just provides you with a set of unlocked accounts.

Another fun way to deploy your contracts to public networks

You can use <u>remix.ethereum.org</u> and paste your code there. Alternatively, you can use <u>remixd</u>, choose your environment (Injected Web3 is referring to MetaMask, as seen in the image below), and click deploy. If you use this method, you will need to manually save and link the contract address to Truffle if you want to use Truffle for your UI.



Figure 21: Remix environment configuration

I hope you had fun deploying your first DApp to the world! That code will stay there for as long as the network is running, which should be a very long time.



Unit 4: Solidity

Introduction

In this section, we will edit the Solidity code in our example to learn some basics about the Solidity programming language. We will use Remix (remix.ethereum.org) to edit our code for convenience. It is an online integrated development environment (IDE) and has a convenient out-of-the-box way to interact with, debug, and develop smart contracts. You can work entirely in Remix if you want, but it will be a nice challenge for you to extend this further and integrate this code back into the project; work on improving the interface for it; and turn it into a real DApp.

Learning to program is like learning a language – you don't learn unless you try to talk. The internet has many resources to guide you right from being a beginner to becoming an advanced user. Building your own projects is fun! If you enjoyed playing with something like Lego when you were younger, then there is a good chance that you will enjoy programming.

Getting started

To sync the code in your local folder with the code in the browser in Remix, a tool called remixd (www.npmjs.com/package/remixd) is very useful. It avoids the need for back and forth copy-and-paste between browser and editor.

It is also useful to get some of the best plugins for your editor of choice. Some recommendations of add-ons that might be useful for developing Ethereum can be found here: github.com/bkrem/awesome-solidity#editor-plugins.

You can also choose which Ethereum environment you want to connect to within Remix. The "JavaScript VM" (VM = Virtual Machine) is very convenient, fast, and

is managed in the browser. "Injected Web3" is what is injected by MetaMask (which is convenient since you get the full power of MetaMask). "Web3 Provider" is any external endpoint that you specify that you can connect to.



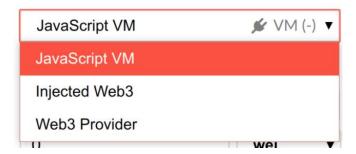


Figure 22: Remix environment options

Editing Solidity code

Adding a constructor

Let's try to add a constructor to our smart contract. A constructor is a way to give the contract extra data at initialization. We will make our constructor take in an initial value.

```
pragma solidity ^0.5.0;
                                                        pragma solidity ^0.5.0;
contract SimpleStorage {
                                                         contract SimpleStorage {
  uint storedData;
                                                          uint storedData;
                                                          constructor(uint initialValue) public {
                                                             storedData = initialValue;
  function set(uint x) public {
                                                           function set(uint x) public {
    storedData = x;
                                                             storedData = x;
 function get() public view returns (uint) {
                                                          function get() public view returns (uint) {
    return storedData;
                                                             return storedData;
```

Figure 23: Added constructor

Deploy

Now, deploy the contract with any value you want (for example, I am using 103):

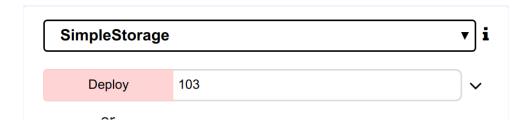




Figure 24: Remix deployment options

Then, test the value on the deployed contract with the 'get' function:

get

0: uint256: 103

Figure 25: Output for Remix deployment test

Next, we can remove the 'get' function from this contract by making the variable 'public'. In Ethereum, everything is public, so anyone can read any application or contract state directly from the blockchain. However, you can allow code and other contracts to access the data by exposing those variables publicly. By making a variable 'public', you are making it easy for other contracts (or humans) to read the value, and thus there is no more need for our 'get' function. How would you update the DApp from the previous example so that it can still read the stored value? Experiment and Google around until you have found the answer.

```
pragma solidity ^0.5.0;
                                                      1 pragma solidity ^0.5.0;
contract SimpleStorage {
                                                         contract SimpleStorage {
                                                           uint public storedData;
  uint storedData;
  constructor(uint initialValue) public {
                                                           constructor(uint initialValue) public {
    storedData = initialValue;
                                                             storedData = initialValue;
  function set(uint x) public {
                                                           function set(uint x) public {
    storedData = x;
                                                              storedData = x;
 function get() public view returns (uint) {
    return storedData;
                                                      13 }
```

Figure 26: Removed get function

Adding access control

Currently, there is no access control. This means that anyone with any account can change any number. Let's make this application give each user their own number. To do this, we will use a



mapping, which is like a dictionary look-up of values, and use the Ethereum address of the user as the key. To get this Ethereum address in code, use the 'msg. sender' variable.

```
pragma solidity ^0.5.0;
                                                            pragma solidity ^0.5.0;
   contract SimpleStorage {
                                                             contract SimpleStorage {
                                                               mapping(address => uint) public storedData;
     uint public storedData;
                                                          4 +
     constructor(uint initialValue) public {
                                                               constructor(uint initialValue) public {
       storedData = initialValue;
                                                                 storedData[msg.sender] = initialValue;
     function set(uint x) public {
                                                               function set(uint x) public {
        storedData = x;
                                                                 storedData[msg.sender] = x;
13 }
```

Figure 27: Added mapping

What if we want to make sure that there are no duplicate numbers? We can use another mapping for this. Please make sure every line of this makes sense before moving on. Ask yourself, what would happen if I removed this line from the code? What would people be able to do now that they weren't able to do before?

```
pragma solidity ^0.5.0;
                                                                pragma solidity ^0.5.0;
3 contract SimpleStorage {
                                                                contract SimpleStorage {
    mapping(address => uint) public storedData;
                                                                   mapping(address => uint) public storedData;
                                                                   mapping(uint => bool) public numberIsTaken;
    constructor(uint initialValue) public {
                                                                   constructor(uint initialValue) public {
      storedData[msg.sender] = initialValue;
                                                                     storedData[msg.sender] = initialValue;
                                                                     numberIsTaken[initialValue] = true;
    function set(uint x) public {
                                                                   function set(uint x) public {
                                                                     require(!numberIsTaken[x]);
                                                                     if (numberIsTaken[storedData[msg.sender]]) {
                                                                       numberIsTaken[storedData[msg.sender]] = false;
                                                                     storedData[msg.sender] = x;
      storedData[msg.sender] = x;
                                                                     numberIsTaken[x] = true;
```

Figure 28: Updated mapping to avoid collisions



Cleaning up your code

There is some duplication in this code. A common acronym in software development is DRY (don't repeat yourself). Let's remove this duplication by using function abstraction. When writing code, it is important to always look over your code and perform refactoring. **Refactoring** is cleaning up your code by making it simpler, easier to read, or more efficient, without changing the underlying functionality. If you don't refactor constantly, you run the risk of creating messy and disorganized code.

```
pragma solidity ^0.5.0;
                                                               pragma solidity ^0.5.0;
3 contract SimpleStorage {
                                                             3 contract SimpleStorage {
    mapping(address => uint) public storedData;
                                                                mapping(address => uint) public storedData;
    mapping(uint => bool) public numberIsTaken;
                                                                 mapping(uint => bool) public numberIsTaken;
    constructor(uint initialValue) public {
                                                                 constructor(uint initialValue) public {
      storedData[msg.sender] = initialValue;
    function set(uint x) public {
                                                                 function set(uint x) public {
      require(!numberIsTaken[x]);
                                                                   require(!numberIsTaken[x]);
      if (numberIsTaken[storedData[msg.sender]]) {
                                                                   if (numberIsTaken[storedData[msg.sender]]) {
        numberIsTaken[storedData[msg.sender]] = false;
                                                                     numberIsTaken[storedData[msg.sender]] = false;
      storedData[msg.sender] = x;
                                                                   storedData[msg.sender] = x;
      numberIsTaken[x] = true;
                                                                   numberIsTaken[x] = true;
```

Figure 29: Refactored constructor function

Currently, users of this contract can choose any 'uint' which can take a value from 0 to 2^{256} , which is a very big range. To be precise, 2^{256} is 115792089237316195423570985008 687907853269984665640564039457584007913129639936,

which is 115 quattuorvigintillion. (That's a 78-digit number!) Let's set a more constrictive range of numbers.



```
pragma solidity ^0.5.0;
contract SimpleStorage {
                                                                   contract SimpleStorage {
  mapping(address => uint) public storedData;
                                                                     mapping(address => uint) public storedData;
  mapping(uint => bool) public numberIsTaken;
                                                                     mapping(uint => bool) public numberIsTaken;
                                                                      uint public rangeMin;
                                                                     uint public rangeMax;
  constructor(uint initialValue) public {
                                                                     constructor(
    storedData[msg.sender] = initialValue;
    numberIsTaken[initialValue] = true;
                                                                        uint _rangeMax
                                                                        set(initialValue);
                                                                        rangeMax = _rangeMax;
  function set(uint x) public {
                                                                      function set(uint x) public {
    require(!numberIsTaken[x]);
                                                                       require(!numberIsTaken[x]);
                                                                        require(x > rangeMin && x < rangeMax);</pre>
    if (numberIsTaken[storedData[msg.sender]]) {
                                                                        if (numberIsTaken[storedData[msg.sender]]) {
      numberIsTaken[storedData[msg.sender]] = false;
                                                                          numberIsTaken[storedData[msg.sender]] = false;
    storedData[msg.sender] = x;
                                                                        storedData[msg.sender] = x;
    numberIsTaken[x] = true;
                                                                        numberIsTaken[x] = true;
```

Figure 30: Added range limits

For help following the process, please see the video included in the Additional Resources section for a practical demonstration of how this code is implemented.

Let's give this code some meaning. Let's make it a lottery of sorts, where you have to pay to hold a number. Then we must set the price of a ticket in the constructor and allow the 'set' function to accept payment. I will include some more logic that you should think about in your own time. Ask yourself, what are the tradeoffs? How would you implement this differently? Why? When you think of different ways, put in the effort and implement them – that is the only way to learn to code. You can't learn to code if you never code, sadly.



```
pragma solidity ^0.5.0;
                                                                   1 pragma solidity ^0.5.0;
3 contract SimpleStorage {
                                                                   3 contract SimpleStorage {
    mapping(address => uint) public storedData;
                                                                        mapping(address => uint) public storedData;
    mapping(uint => bool) public numberIsTaken;
                                                                        mapping(uint => bool) public numberIsTaken;
    uint public rangeMin;
                                                                        uint public rangeMin;
    uint public rangeMax;
                                                                        uint public rangeMax;
    constructor(
                                                                        constructor(
      uint initialValue,
      uint _rangeMin,
                                                                          uint _rangeMin,
      uint _rangeMax
                                                                          uint _rangeMax
                                                                        ) public {
      rangeMin = _rangeMin;
                                                                          rangeMin = _rangeMin;
      rangeMax = _rangeMax;
                                                                          rangeMax = _rangeMax;
    function set(uint x) public {
                                                                        function set(uint x) public payable {
                                                                              storedData[msg.sender] != 0 ||
       require(!numberIsTaken[x]);
                                                                          require(!numberIsTaken[x]);
      require(x > rangeMin && x < rangeMax);</pre>
                                                                          require(x > rangeMin && x < rangeMax);</pre>
      if (numberIsTaken[storedData[msg.sender]]) {
                                                                          if (numberIsTaken[storedData[msg.sender]]) {
        numberIsTaken[storedData[msg.sender]] = false;
                                                                            numberIsTaken[storedData[msg.sender]] = false;
      storedData[msg.sender] = x;
                                                                          storedData[msg.sender] = x;
      numberIsTaken[x] = true;
                                                                          numberIsTaken[x] = true;
```

Figure 31: Added ticket

Here, if the person sends too much Ether, the money is taken as a donation. Is that good? Can you think how to implement the 'set' function such that it returns any extra Ether back to the user. Another challenge for you – can you change this code so that it accepts an ERC20 token instead of Ether?

Can you see any major bug (as in a serious bug that could cause money to be lost forever) in the code? Take a moment and think about it!

If you noticed that there was no way to withdraw the money that is sent to the contract, congratulations! This contract is like a black hole, as it can only accept funds. Once they are in the contract, there is no way to possibly move them.



```
32
33     storedData[msg.sender] = x;
34     numberIsTaken[x] = true;
35     }
36     *
37     *
38     *
39     *
31     *
32     *
33     storedData[msg.sender] = x;
34     numberIsTaken[x] = true;
35     }
36     *
37     *
38     *
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```

Figure 32: Added withdrawal function

Adding a withdrawal function

Now we have a withdrawal function, but are there any restrictions on who can call it? Let's make it so that only the "owner" of the smart contract can call the withdrawal function, where the "owner" is the creator of the smart contract.

```
pragma solidity ^0.5.0;
contract SimpleStorage {
                                                                  contract SimpleStorage {
 mapping(address => uint) public storedData;
                                                                    mapping(address => uint) public storedData;
  mapping(uint => bool) public numberIsTaken;
                                                                    mapping(uint => bool) public numberIsTaken;
  uint public rangeMin;
                                                                    uint public rangeMin;
  uint public rangeMax;
                                                                    uint public rangeMax;
  uint public ticketCost;
  constructor(
                                                                    constructor(
   uint _rangeMin,
                                                                      uint _rangeMin,
   uint _rangeMax
                                                                     uint _rangeMax
  ) public {
   ticketCost = _ticketCost;
   rangeMin = _rangeMin;
                                                                      rangeMin = _rangeMin;
    rangeMax = _rangeMax;
                                                                      rangeMax = _rangeMax;
  function set(uint x) public payable {
       storedData[msg.sender] != 0 ||
                                                                         storedData[msg.sender] != 0 ||
   require(!numberIsTaken[x]);
                                                                      require(!numberIsTaken[x]);
   require(x > rangeMin && x < rangeMax);
                                                                      require(x > rangeMin && x < rangeMax);</pre>
    if (numberIsTaken[storedData[msg.sender]]) {
                                                                      if (numberIsTaken[storedData[msg.sender]]) {
      numberIsTaken[storedData[msg.sender]] = false;
                                                                        numberIsTaken[storedData[msg.sender]] = false;
   storedData[msg.sender] = x;
                                                                      storedData[msg.sender] = x;
   numberIsTaken[x] = true;
                                                                      numberIsTaken[x] = true;
  function withdrawal() public {
                                                                    function withdrawal() public {
    msg.sender.transfer(address(this).balance);
                                                                      msg.sender.transfer(address(this).balance);
```

Figure 33: Updated withdrawal function

Another way of doing this could be to allow anyone to call the withdrawal function, but instead fix the transfer function to send to the "owner" only. The contract then remains secure, since only the owner can receive the funds, but someone else may be kind enough to withdraw them for the "owner".

Challenges

This smart contract is still incomplete. Features around a deadline, for example, would be useful. Please try and set a closing time in the instructor and enforce that no one can set a value after that deadline. These docs may be useful: <u>solidity.readthedocs.io/en/v0.5.3/units-and-global-variables.html#time-units</u>

Another thing which you can try to implement as a challenge is to make the code return the user's funds if not enough tickets for the lottery are bought. In other words, conditions for what happens if the lottery fails.

One last thing that is important, since the compiler for the code is always evolving, is the Pragma version. This is stated at the top of the code as the version of the Solidity compiler to use, since sometimes different versions of the Solidity compiler differ in significant ways, giving strange or unexpected results. In smart contracts, we want to avoid the possibility of unexpected behavior at all costs, so it is worth your while to be pedantic about this.



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