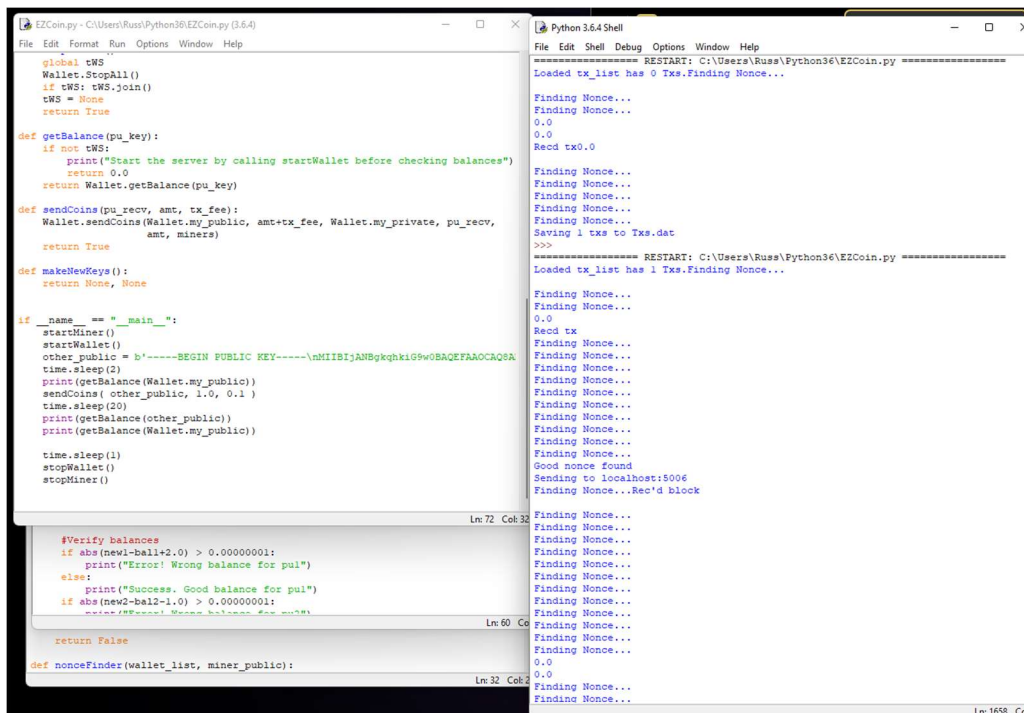
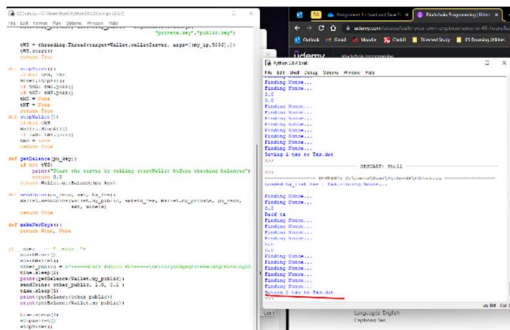


28:34 →



Added time.sleep(20) after 1st output, then cleared AllBlocks.dat and WalletBlocks.dat

```
===== RESTART: C:\Users\Russ\Python36\EZCoin.py =====
No previous blocks found. Starting fresh.Loaded tx_list has 0 Txs.WS:No previous
blocks found. Starting fresh.

Finding Nonce...
Finding Nonce...
Finding Nonce...
0.0
Rec'd tx
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Good nonce found
Sending to localhost:5006
Finding Nonce...Rec'd block

Added to head blocks
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Finding Nonce...
Good nonce found
Sending to localhost:5006
Rec'd_blockFinding Nonce...
```

[illegible]

Vid 71

3:02 → everything passes (added `check_size` fn, and called in `is_valid`)

4:55 → this block wasn't valid, so it didn't get added to the blockchain that the Wallet is keeping hence the wrong balances

5:30 → added check_size to nonceFinder, added removeTx to TxBlock, (7:21) added placeholder to nonceFinder

9:46 → after **Running** GOOD BALANCES (remember to clear .dat files)

```
===== RESTART: C:\Users\Russ\Python36\Wallet.py =====  
Loaded tx_list has 0 txs,new block has 0 txs.  
  
Finding Nonce...  
-1.0000000000000000  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
Rec'd tx  
new block has 7 txs.  
Finding Nonce...  
new block has 7 txs.  
Finding Nonce...  
new block has 7 txs.  
Finding Nonce...  
new block has 7 txs.  
Finding Nonce...  
new block has 7 txs.  
Finding Nonce...  
new block has 7 txs.  
Finding Nonce...  
Good nonce found  
Sending to localhost:8006  
New block has 7 txs, Rec'd block
```

**** See assignment 2 folder for Wallet, Miner and TxBlock re-calibrators ****

**** MinerRecalibrator2 just has verbosity added so we can watch transactions in real time**

Vid 72

0:28 → adding mining txs to the root block

```
File Edit Format Run Options Window Help
>>> import pickle

if Tx1.is_valid():
    print("Success! Tx is valid")

savefile = open("tx.dat", "wb")
pickle.dump(Tx1, savefile)
savefile.close()

loadfile = open("tx.dat", "rb")
newTx = pickle.load(loadfile)

if newTx.is_valid():
    print("Success! Loaded tx is valid")
loadfile.close()

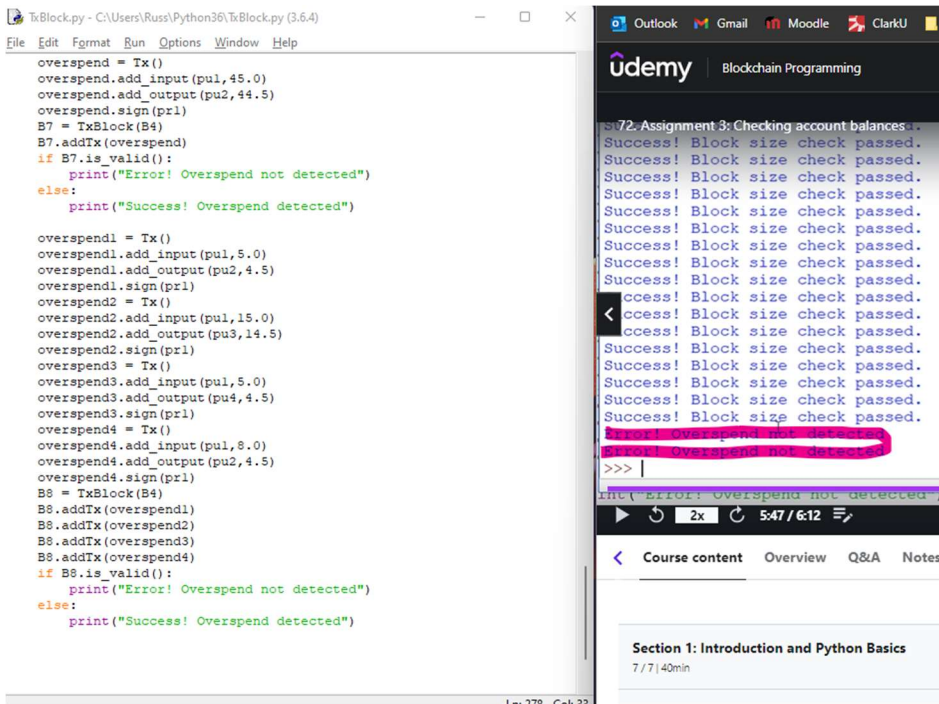
root = TxBlock(None)
tx = Tx()
miner.add_output(pu2,500)
miner.add_output(pu2,500)
miner.add_output(pu2,500)

root.addTx(tx)
root.addTx(miner)

Tx2 = Tx()
Tx2.add_input(pu2,1,1)
Tx2.add_output(pu3,1)
Tx2.sign(pr2)
root.addTx(Tx2)

Bl = TxBlock(root)
```

5:37 → Creating and Running overspend test cases SHOULD NOT DETECT OVERSPEND yet



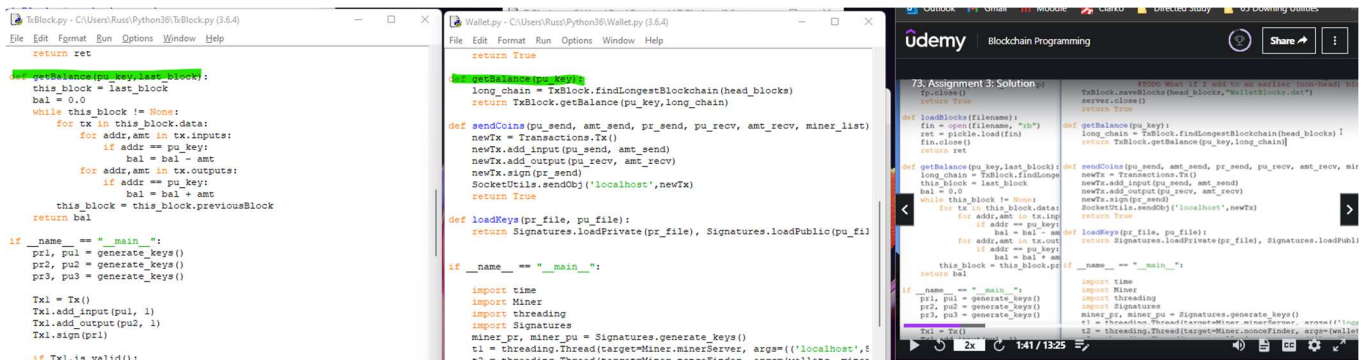
**** See assignment 3 for Overspend code that doesn't work yet**

Vid 73

implement a check so that that **no pu** block spends its entire balance

0:26 → moving getBalance into TxBlock

Editing getBalance in Wallet



2:21 → **Running** Wallet, still working correctly and we are getting valid blocks so the balances are still good

[illegible]

2:38 → for TxBlock when we ask if something is `_valid`, need to be checking the spending that happens in there.

Making a Dict out of the addresses and the this that users have spent.

6:26 → after **Running** detected overspend

Change B3 inheritance to B1 because B2 is a bad block

```
File Edit Format Run Options Window Help
class
    print ("ERROR! Bad block")

if B1.good_nonce():
    print ("Success! Nonce is good after save and load!")
else:
    print ("ERROR! Bad nonce after load")
B2 = TxBlock(B1)
Tx5 = Tx()
Tx5.add_input(pu3, 1)
Tx5.add_output(pu1, 100)
Tx5.sign(pr3)
B2.addTx(Tx5)

load_B1.previousBlock.addTx(Tx4)
for B in [B2, load_B1]:
    if B.is_valid():
        print ("ERROR! Bad block verified.")
    else:
        print ("Success! Bad blocks detected")

# Test mining rewards and tx fees
pu4, pu4 = generate_keys()
B3 = TxBlock(B2)
B3.addTx(Tx2)
B3.addTx(Tx3)
B3.addTx(Tx4)
Tx6 = Tx()
Tx6.add_output(pu4,25)
B3.addTx(Tx6)
if B3.is_valid():
    print ("Success! Block reward succeeds")
else:
    print ("ERROR! Block reward fail")
```

```
newTx = Transactions.Tx()
newTx.add_input(pu_send, amt_send)
newTx.add_output(pu_recv, amt_recv)
newTx.sign(pr_send)
for ip,port in miners:
    SocketUtils.sendObj(ip,newTx,port)
return True

def loadKeys(pr_file, pu_file):
    return Signatures.loadPrivate(pr_file), Signatures.loadPublic(pu_file)

if __name__ == "__main__":
    import time
    import Miner
    import threading
    import Signatures
    Miner.saveTxList([], "TxList.txt")

    miner_pr, miner_pu = Signatures.generate_keys()
    t1 = threading.Thread(target=Miner.minerServer, args= (('localhost',5005),))
    t2 = threading.Thread(target=Miner.nonceFinder, args=(wallets, miner_pu))
    t3 = threading.Thread(target=walletServer, args= (('localhost',5006),))
    t1.start()
    t2.start()
    t3.start()

    pr1,pu1 = loadKeys("private.key","public.key")
    pr2,pu2 = Signatures.generate_keys()
    pr3,pu3 = Signatures.generate_keys()

    #Query balances
    bal1 = getBalance(pu1)
    print(bal1)
    bal2 = getBalance(pu2)
    bal3 = getBalance(pu3)

    sendCoins(pu1, 0.1, pr1, pu2, 0.1, miners)
    sendCoins(pu1, 0.1, pr1, pu2, 0.1, miners)
```