## Wir entwickeln den JavaLand Coin



## Michael Heinrichs Java Champion • Leader of JUG Freiburg Contractor for Swirlds Labs

Founder of Netopyr GmbH



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ABS



**Java Champions** 







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Java Champion

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- Eclipse Adoptium WG
- Contractor for Swirlds Labs
- Founder of Open Elements









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## What you will learn today

- What is a smart contract
- What is a token
- How to use public ledgers



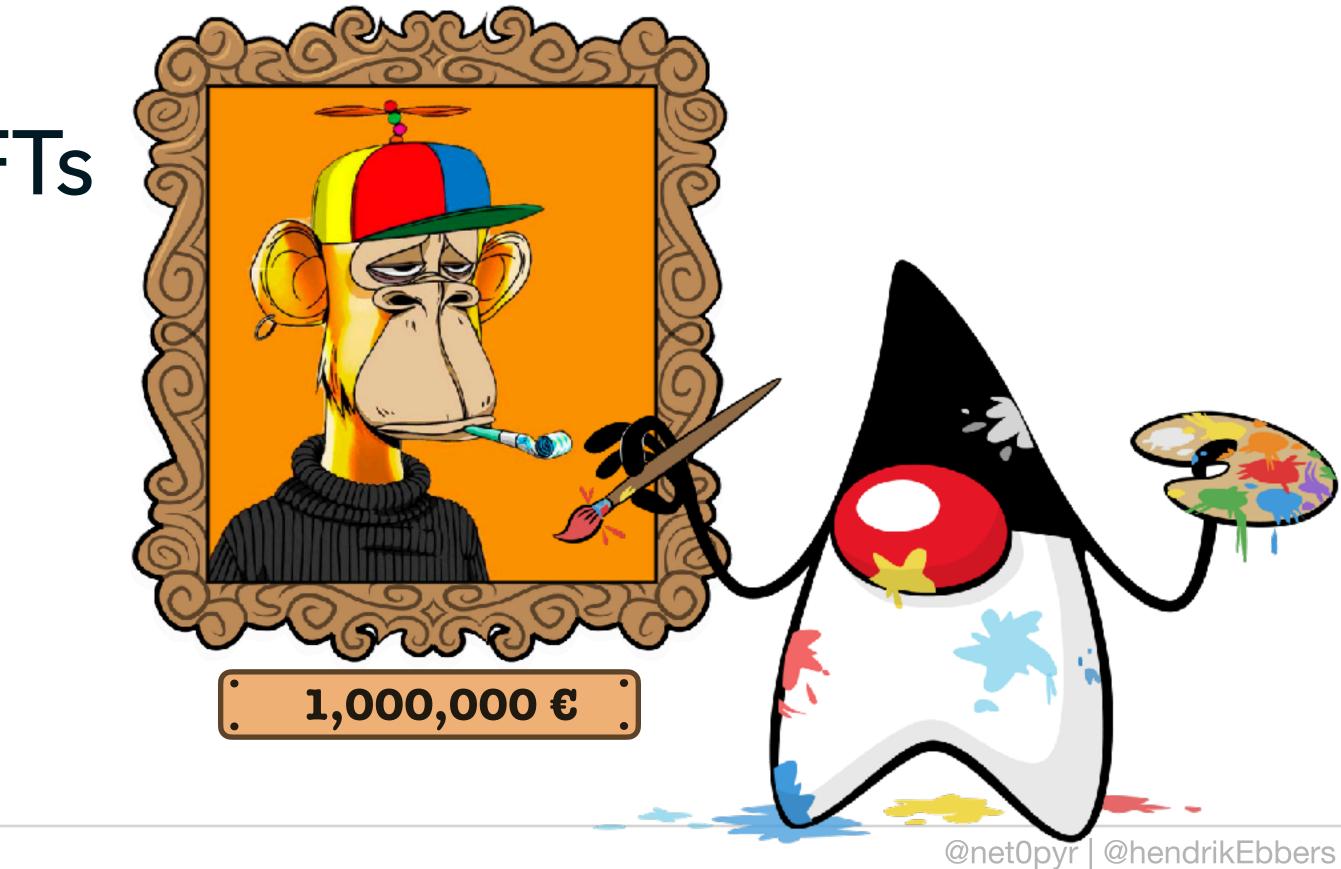


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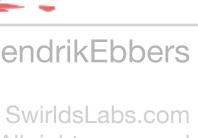
 How to trade Bitcoins • How to get rich with NFTs





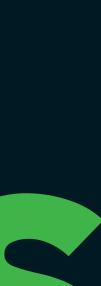


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## Let's concentrate on technologies



### **1st generation**



### 2nd generation

### **3rd generation**



## Let's concentrate on technologies



### Decentralized Blockchain







Carbon negative, faster & cheaper









## The Hedera Network

- The Hedera Network is a network that is based on several nodes
- Nodes running on machines of the Hedera Foundation council members



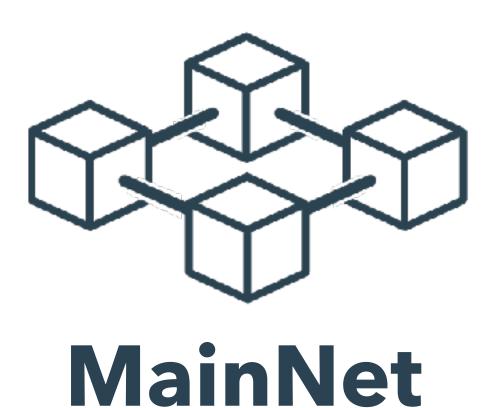




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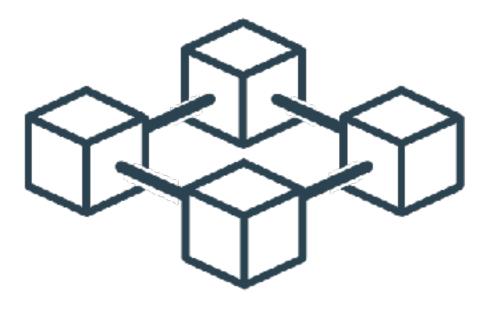
## The Hedera Network The productive network is called MainNet

 Hedera provides TestNet and PreviewNet networks for development and testing







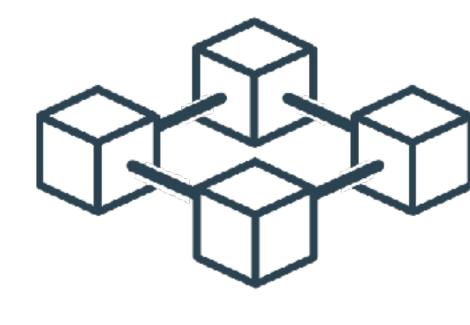


**PreviewNet** 

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# The Hedera Network A local network can be setup by using the open source local node project that is based on Docker http://bit.ly/3JqeMvz

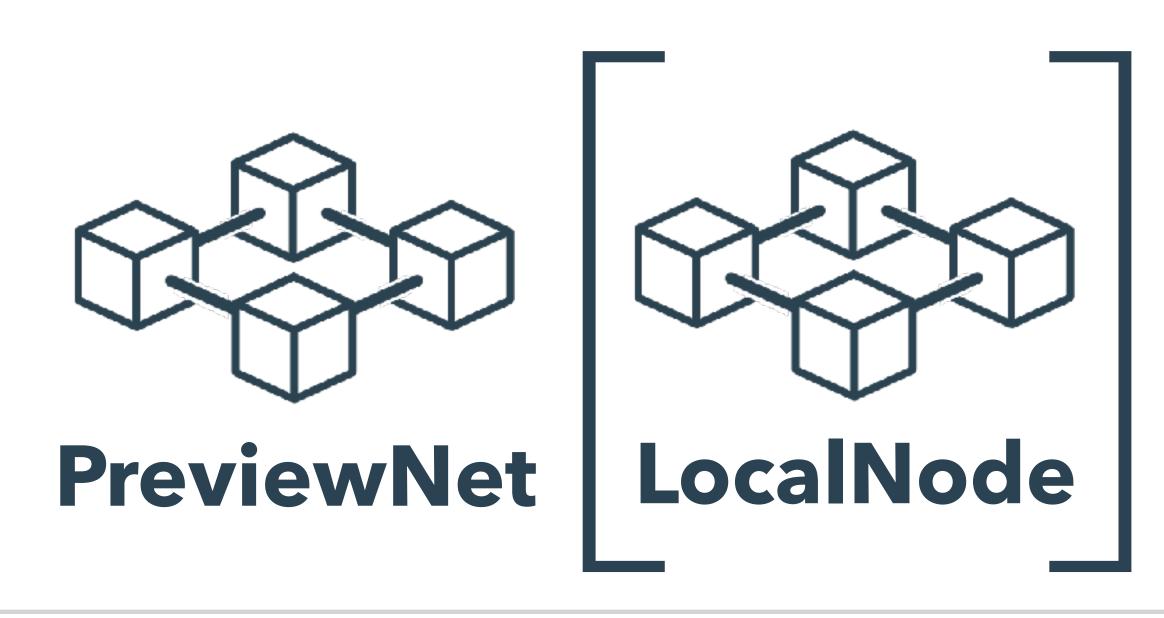




**TestNet** 

### MainNet





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## The Hedera Network

- MainNet can handle > 1.000 tps (transaction per second)
- Over 5.000.000.000 transactions have been handled in production
- In near future it will be > 10 Billion transactions



hederatxns

Hedera Mainnet

5.446.779.493

~1937 tps

Hedera Testnet

74.197.174

~13 tps

sponsored by

THE PIONEERING DEX ON HEDERA

built by @MrLemonBird

March 17, 2023

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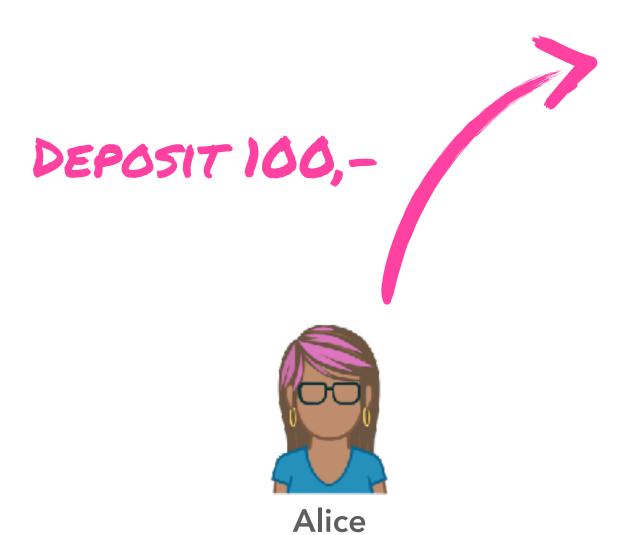


## Smart

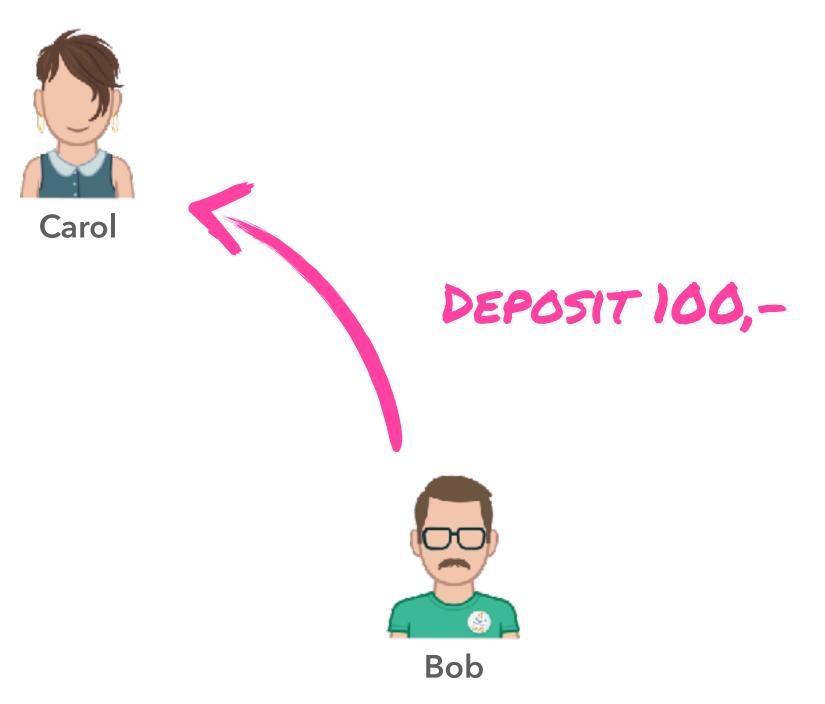




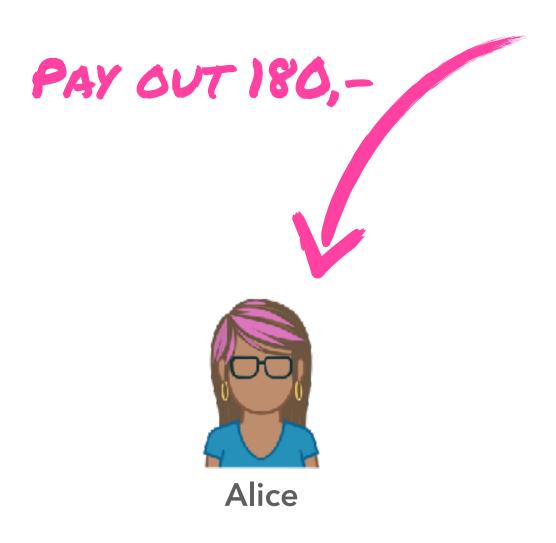








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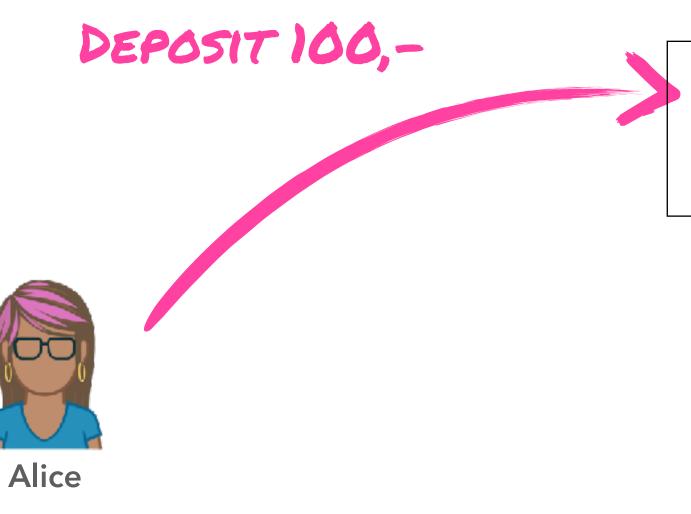








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### **Contract Gambling**

deposit(amount)
requestPayOut()

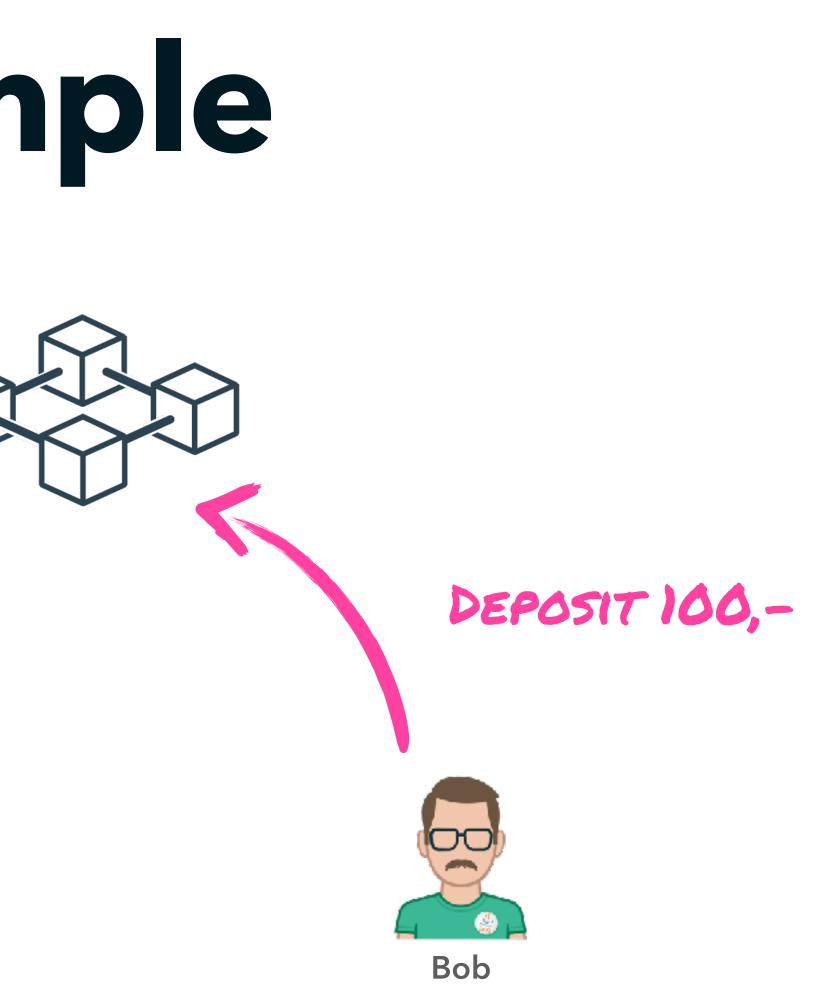


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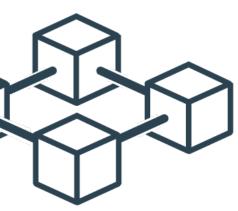


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### Use Cases

- Decentralized Finance (DeFi)
- Peer-to-peer markets
- Decentralized Autonomous Organization (DAO)





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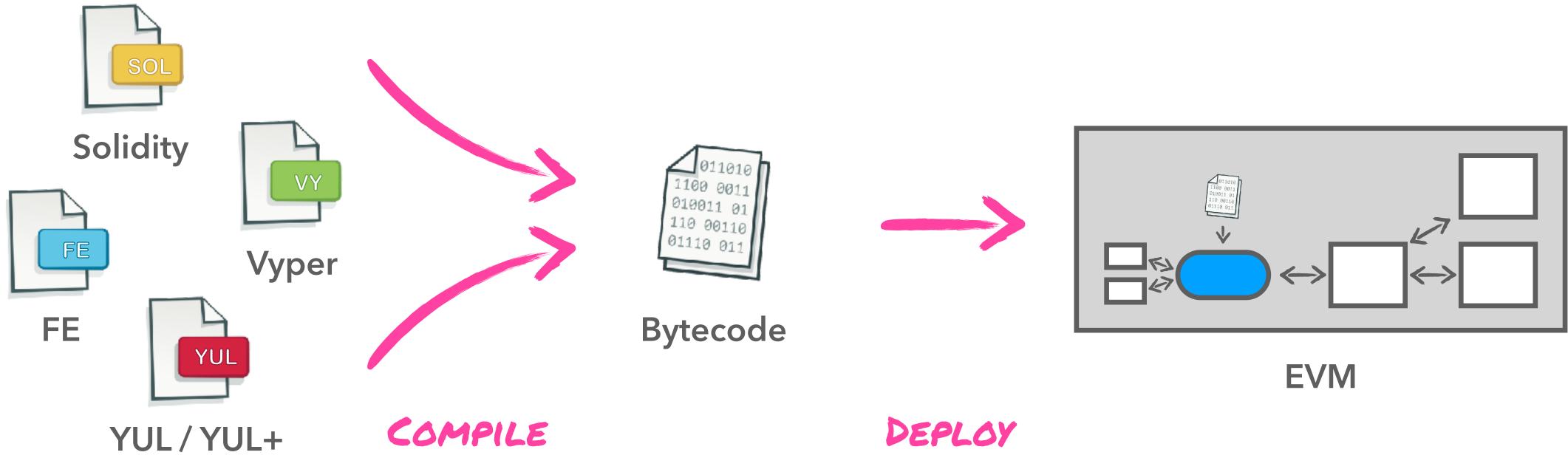








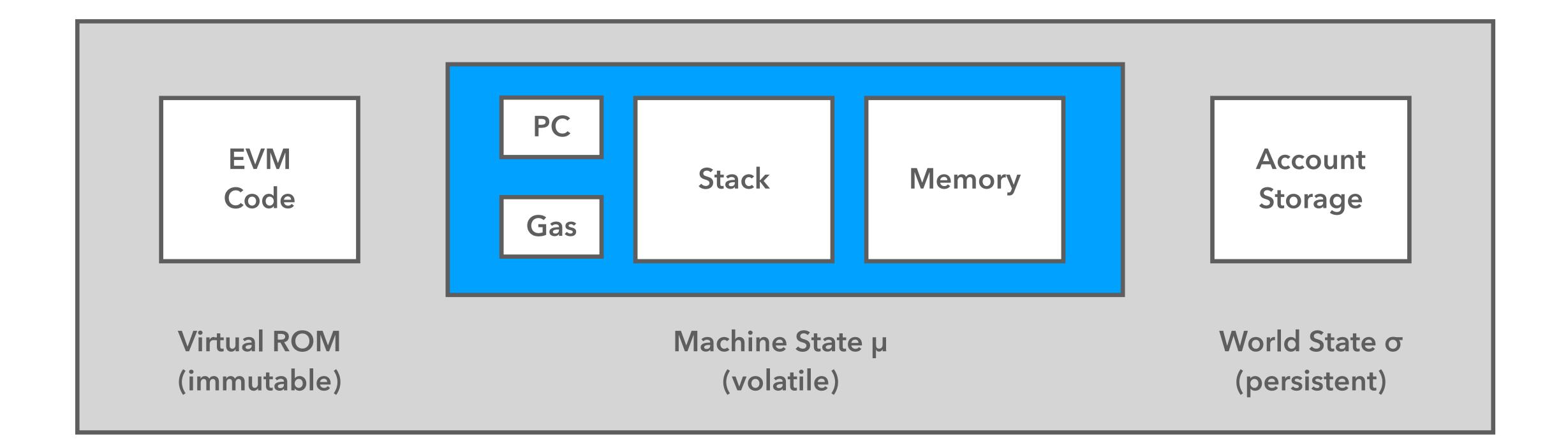
### EVM Code





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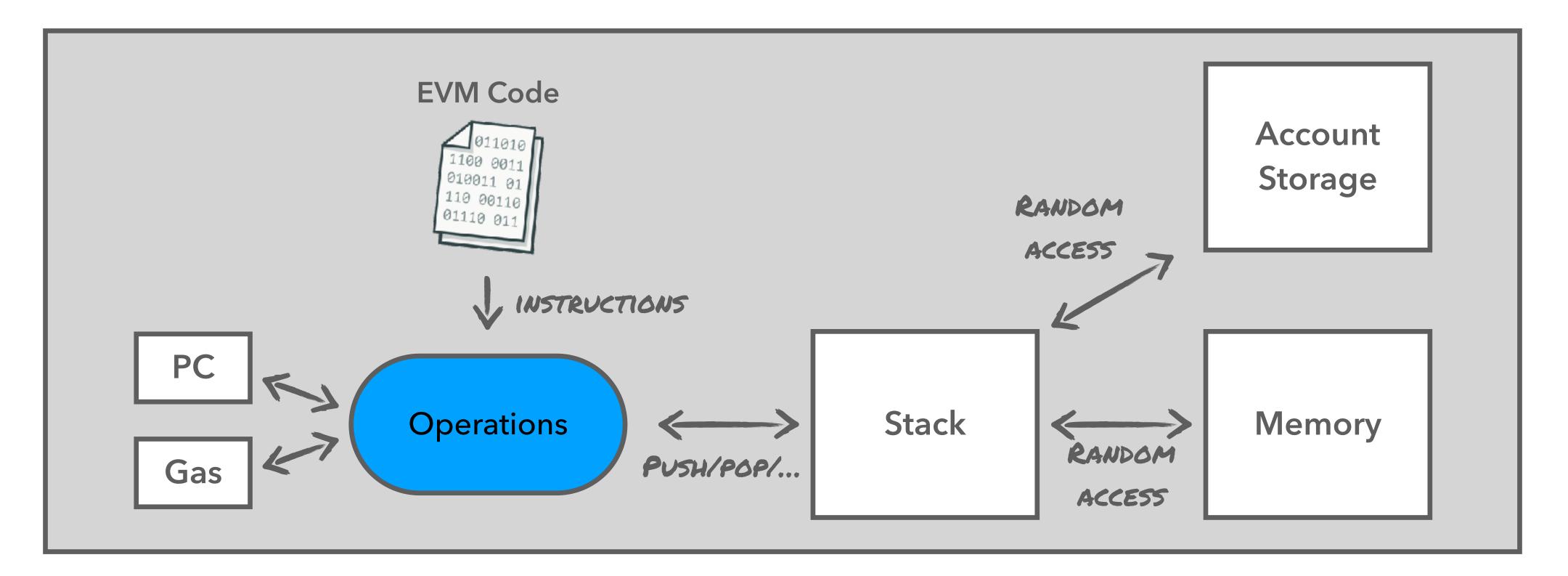
### **EVM States**





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## **Execution Model**





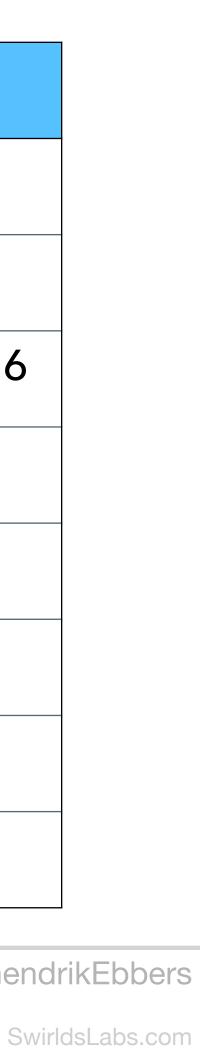
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## **OpCodes**

Stack	Name	Gas	Initial Stack	<b>Resulting Stack</b>	Notes
00	STOP	0			halt execution
01	ADD	3	a, b	a + b	(u)int256 addition modulo 2**256
02	MUL	5	a, b	a*b	(u)int256 multiplication modulo 2**256
03	SUB	3	a, b	a - b	(u)int256 addition modulo 2**256
04	DIV	5	a, b	a // b	uint256 division
05	SDIV	5	a, b	a // b	int256 division
06	MOD	5	a, b	a % b	uint256 modulus
07	SMOD	5	a, b	a % b	int256 modulus



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## 

## Languages





## Solidity

contract Coin {

}

}



```
pragma solidity >= 0.7.0;
    address public minter;
    mapping (address => uint) public balances;
    event Sent(address from, address to, uint amount);
    constructor() {
        minter = msg.sender;
    function mint(address receiver, uint amount) public {
        require(msg.sender == minter);
        balances[receiver] += amount;
    function send(address receiver, uint amount) public {
        require(amount <= balances[msg.sender]);</pre>
        balances[msg.sender] -= amount;
        balances[receiver] += amount;
        emit Sent(msg.sender, receiver, amount);
```

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### VERSION PRAGMA

contract Coin {



### pragma solidity >= 0.7.0;

```
address public minter;
mapping (address => uint) public balances;
event Sent(address from, address to, uint amount);
constructor() {
    minter = msg.sender;
function mint(address receiver, uint amount) public {
    require(msg.sender == minter);
    balances[receiver] += amount;
function send(address receiver, uint amount) public {
    require(amount <= balances[msg.sender]);</pre>
    balances[msg.sender] -= amount;
    balances[receiver] += amount;
    emit Sent(msg.sender, receiver, amount);
```

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pragma solidity >= 0.7.0;

contract Coin {



CONTRACT

```
address public minter;
mapping (address => uint) public balances;
event Sent(address from, address to, uint amount);
constructor() {
    minter = msg.sender;
function mint(address receiver, uint amount) public {
    require(msg.sender == minter);
    balances[receiver] += amount;
function send(address receiver, uint amount) public {
    require(amount <= balances[msg.sender]);</pre>
    balances[msg.sender] -= amount;
    balances[receiver] += amount;
    emit Sent(msg.sender, receiver, amount);
```

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pragma solidity >= 0.7.0;

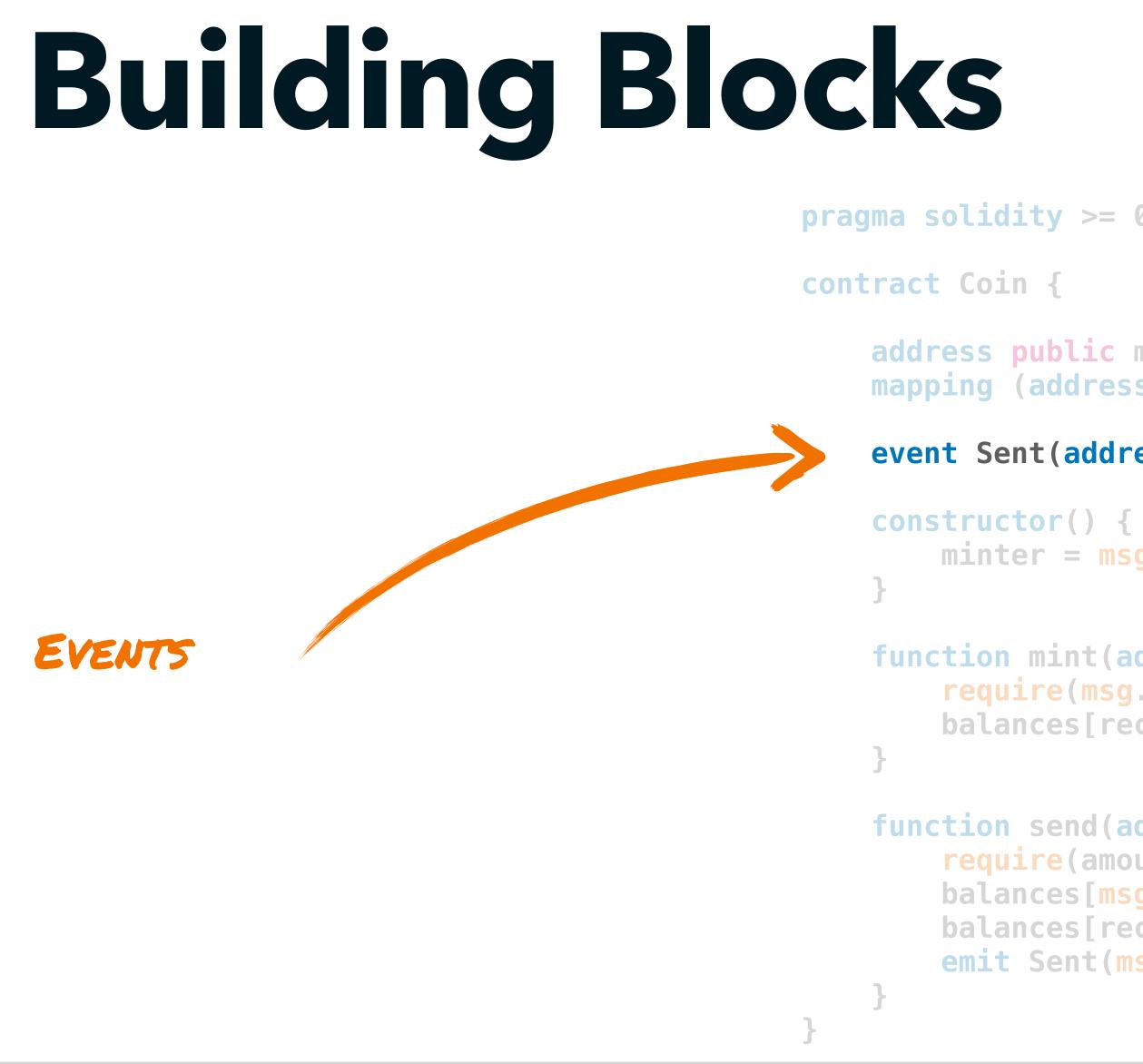
contract Coin {



### STATE VARIABLES

```
address public minter;
mapping (address => uint) public balances;
event Sent(address from, address to, uint amount);
constructor() {
    minter = msg.sender;
function mint(address receiver, uint amount) public {
    require(msg.sender == minter);
    balances[receiver] += amount;
function send(address receiver, uint amount) public {
    require(amount <= balances[msg.sender]);</pre>
    balances[msg.sender] -= amount;
    balances[receiver] += amount;
    emit Sent(msg.sender, receiver, amount);
```

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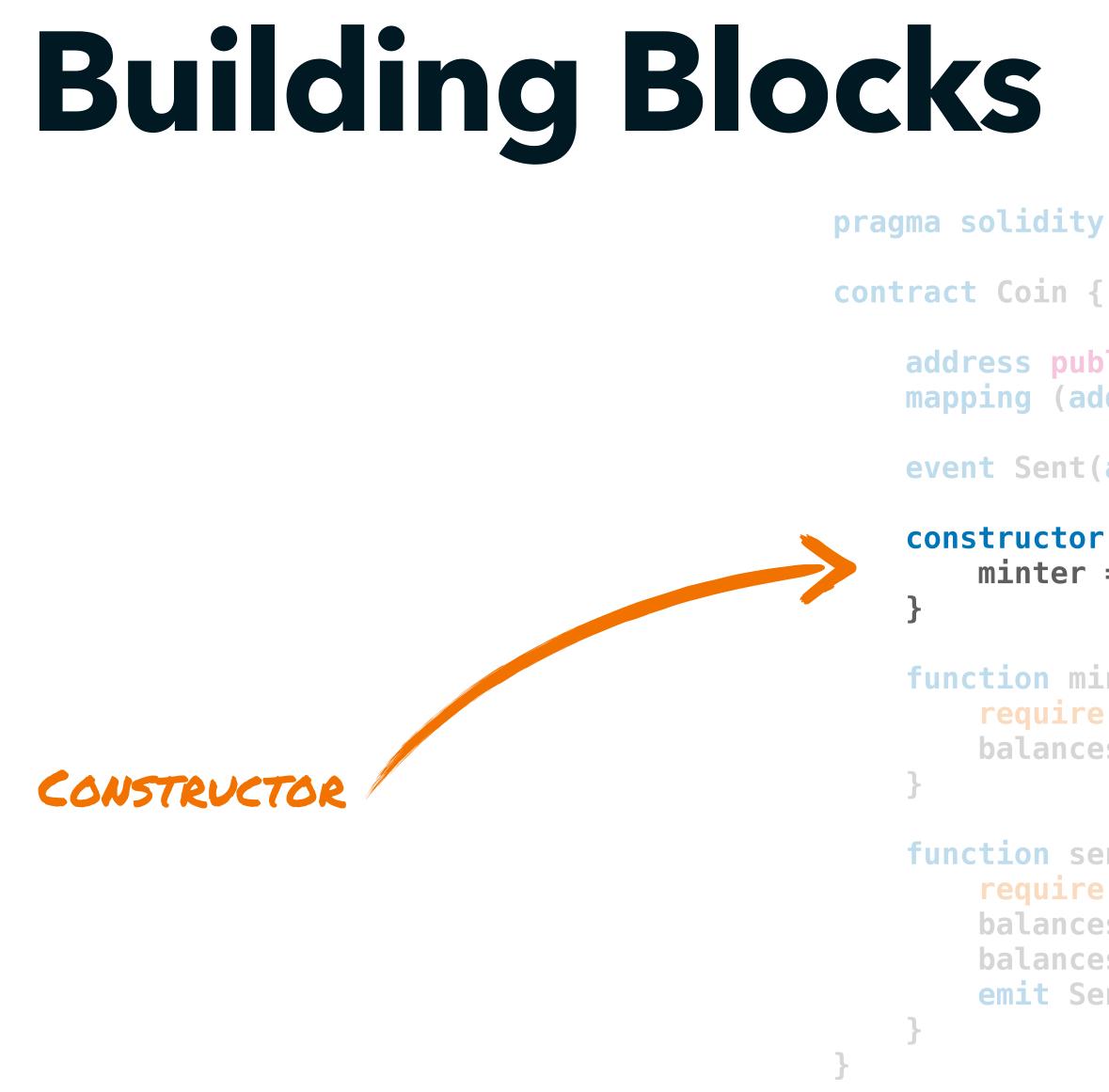


```
pragma solidity >= 0.7.0;
    address public minter;
    mapping (address => uint) public balances;
```

### event Sent(address from, address to, uint amount);

```
minter = msg.sender;
function mint(address receiver, uint amount) public {
    require(msg.sender == minter);
   balances[receiver] += amount;
function send(address receiver, uint amount) public {
    require(amount <= balances[msg.sender]);</pre>
   balances[msg.sender] -= amount;
   balances[receiver] += amount;
    emit Sent(msg.sender, receiver, amount);
```

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    address public minter;
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        balances[receiver] += amount;
        emit Sent(msg.sender, receiver, amount);
```

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contract Coin {





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pragma solidity >= 0.7.0;
    address public minter;
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    event Sent(address from, address to, uint amount);
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        minter = msg.sender;
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        balances[receiver] += amount;
        emit Sent(msg.sender, receiver, amount);
```

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## Solidity

contract Coin {

}

}



```
pragma solidity >= 0.7.0;
    address public minter;
    mapping (address => uint) public balances;
    event Sent(address from, address to, uint amount);
    constructor() {
        minter = msg.sender;
    function mint(address receiver, uint amount) public {
        require(msg.sender == minter);
        balances[receiver] += amount;
    function send(address receiver, uint amount) public {
        require(amount <= balances[msg.sender]);</pre>
        balances[msg.sender] -= amount;
        balances[receiver] += amount;
        emit Sent(msg.sender, receiver, amount);
```

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# Value Types

- Boolean
- Integers (int, int8, int16, ..., int256, uint, uint8, uint16, ..., uint256)
- Fixed Point Numbers ( 😰 )
- Address
- Byte Arrays (fixed and dynamically-sized)
- Enums



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# Reference Types

- Array
- Map
- Struct





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# **Control Structures**

- if, else
- while, do
- for
- break, continue
- return





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## Error Handling

- state-reverting
- try-catch
- require
- revert

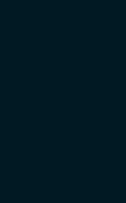


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# Compling







### Hello Smart Contract

// SPDX-License-Identifier: GPL-3.0 pragma solidity >=0.4.16 <0.9.0;</pre>

contract HelloWorld {

function greet() public pure returns (string memory) { return "Hello, world!"; }



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### **Compile Solidity** To execute the smart contract we need to compile it The compilation is normally stored in a binary BIN file



### Smart Contract





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# **Compile Solidity** The Solidity compiler solc can easy be installed locally

 The compiler provides different ways how it can be installed locally (brew, npm, ...)





### https://docs.soliditylang.org/

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### **Compile Solidity** • We can easily compile our smart contract by using solc from the commandline: solc --bin -o build/contracts contracts/hello\_world.sol WE WANT TO CREATE THE BIN FILE

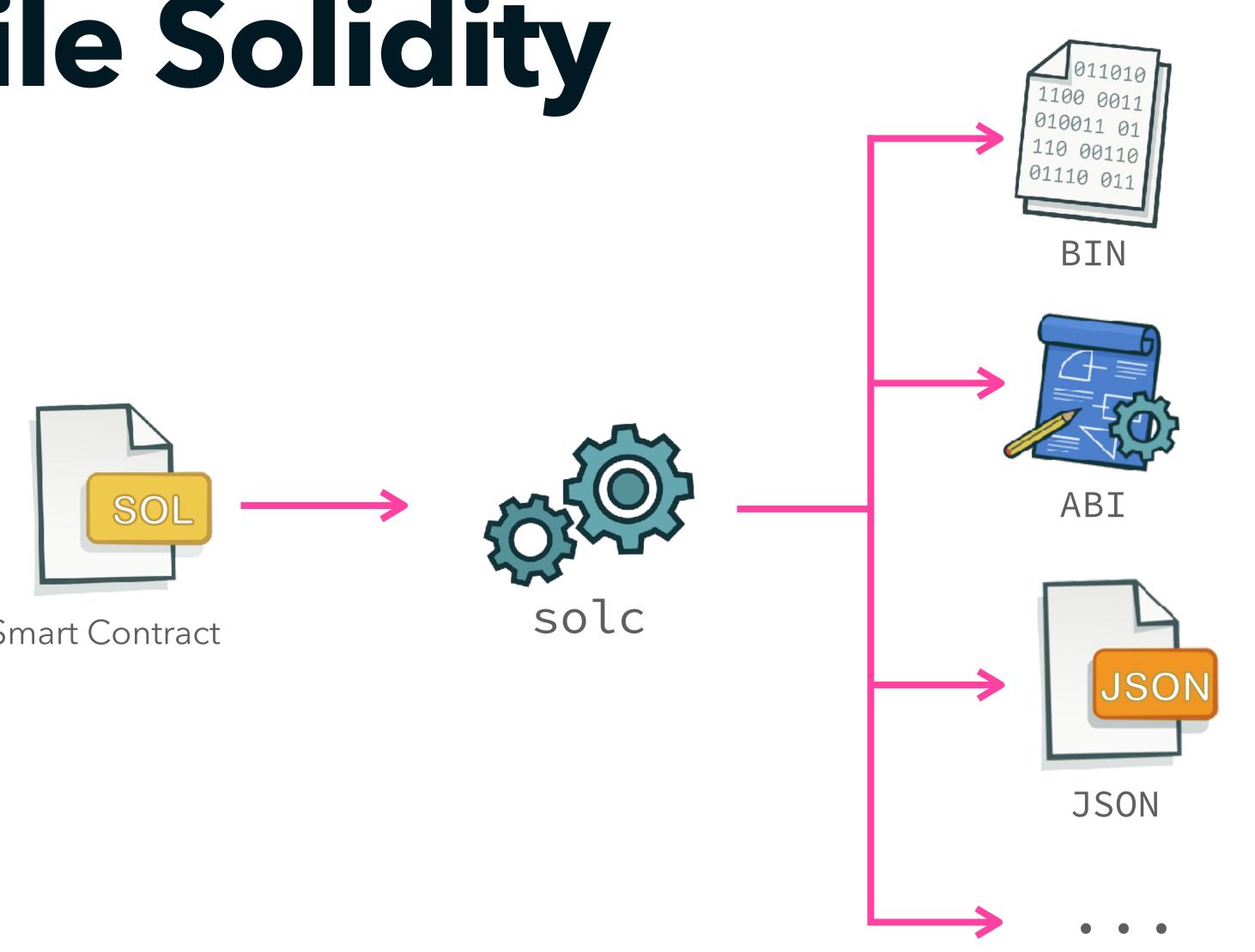








# **Compile Solidity**







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### **Compile Solidity** Instead of installing the compiler locally you can use it wrapped in a docker container

docker run -v \$(pwd)/contracts:/contracts ethereum/solc:stable -o /contracts/output --abi --bin

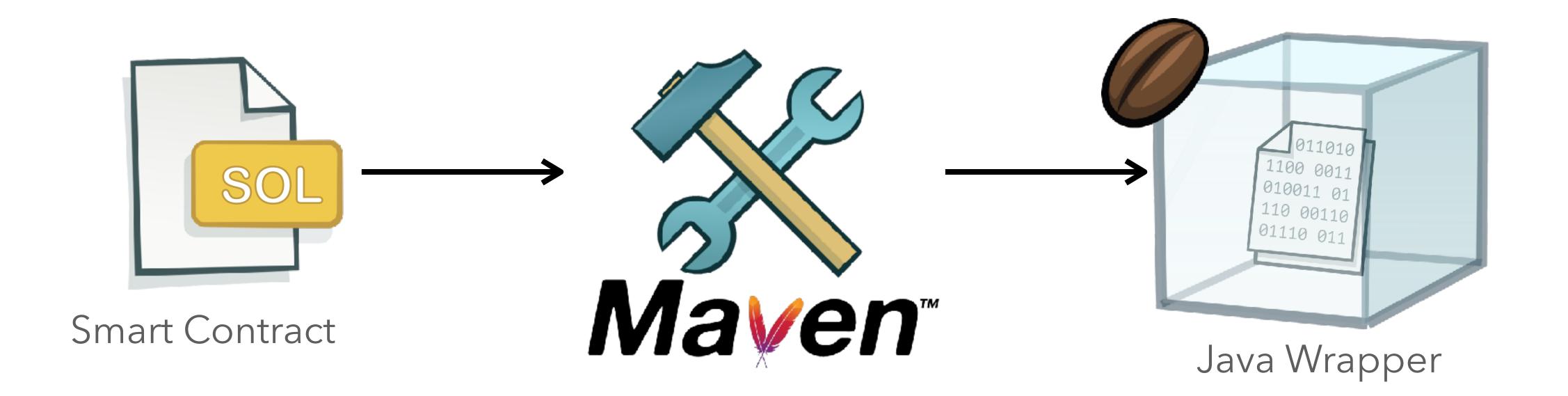






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# Compile Solidity with Maven As a Java developer I want to integrate the compilation in my build





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# For Java Devs





### Deploying a smart contract To execute a smart contract we need to deploy it on a

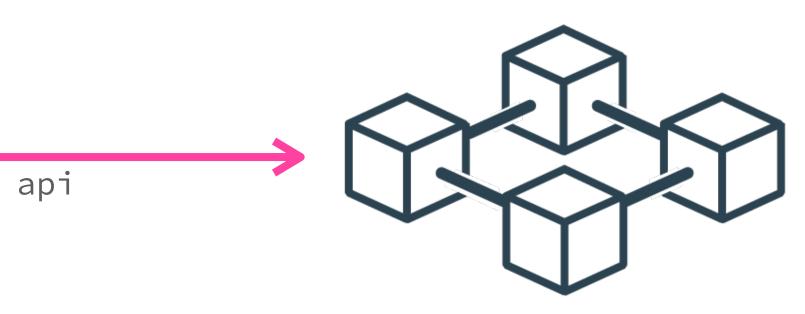
- ledger
- APIs to interact with the ledger



public api



# Public ledgers like Ethereum or Hedera provide public



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### HAPI - Hedera API

- Rich documentation available online
- API libraries available for several languages







https://docs.hedera.com/guides/docs/hedera-api

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### HAPI - Hedera API

### • We will concentrate on Java

<dependency>

<groupId>com.hedera.hashgraph</groupId>

<artifactId>sdk</artifactId>

<version>2.17.0</version>

</dependency>

### • All Hedera sources can be found at GitHub

https://github.com/hashgraph/hedera-sdk-java





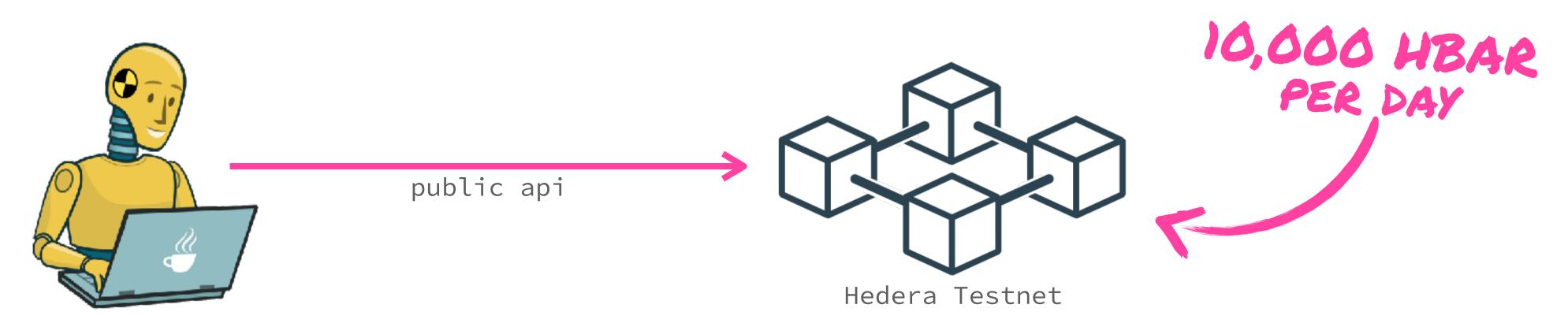


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### Hedera Testnet

- We do not want to execute our contracts on the real Hedera ledger at devolpment time
- Hedera provides a test instance Hedera Testnet

https://docs.hedera.com/guides/testnet/testnet-access





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🗧 😑 📵 Hedera Portal	×	+
$\leftrightarrow$ $\rightarrow$ C $$ portal.hedera.com/r	register	
H Hedera		



### Create a Mainnet account

Choose an HBAR supported wallet to instantly create a mainnet account.

### B L 🛦 D E

than just a wallet.

Blade is more

It's a portal to

DOWNLOAD

Web3.

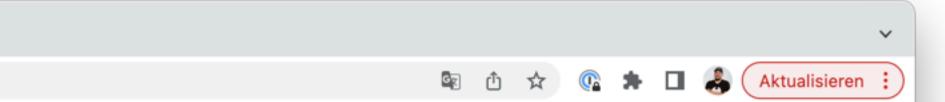
₩ HashPack

HashPack is the gateway for Hedera dApps, DeFi and NFTs.

DOWNLOAD

MORE WALLETS







### Create a Testnet account

Create a developer portal profile to start building decentralized applications.

Email

By creating a Hedera profile you agree to the Terms Of Service and Privacy Policy.

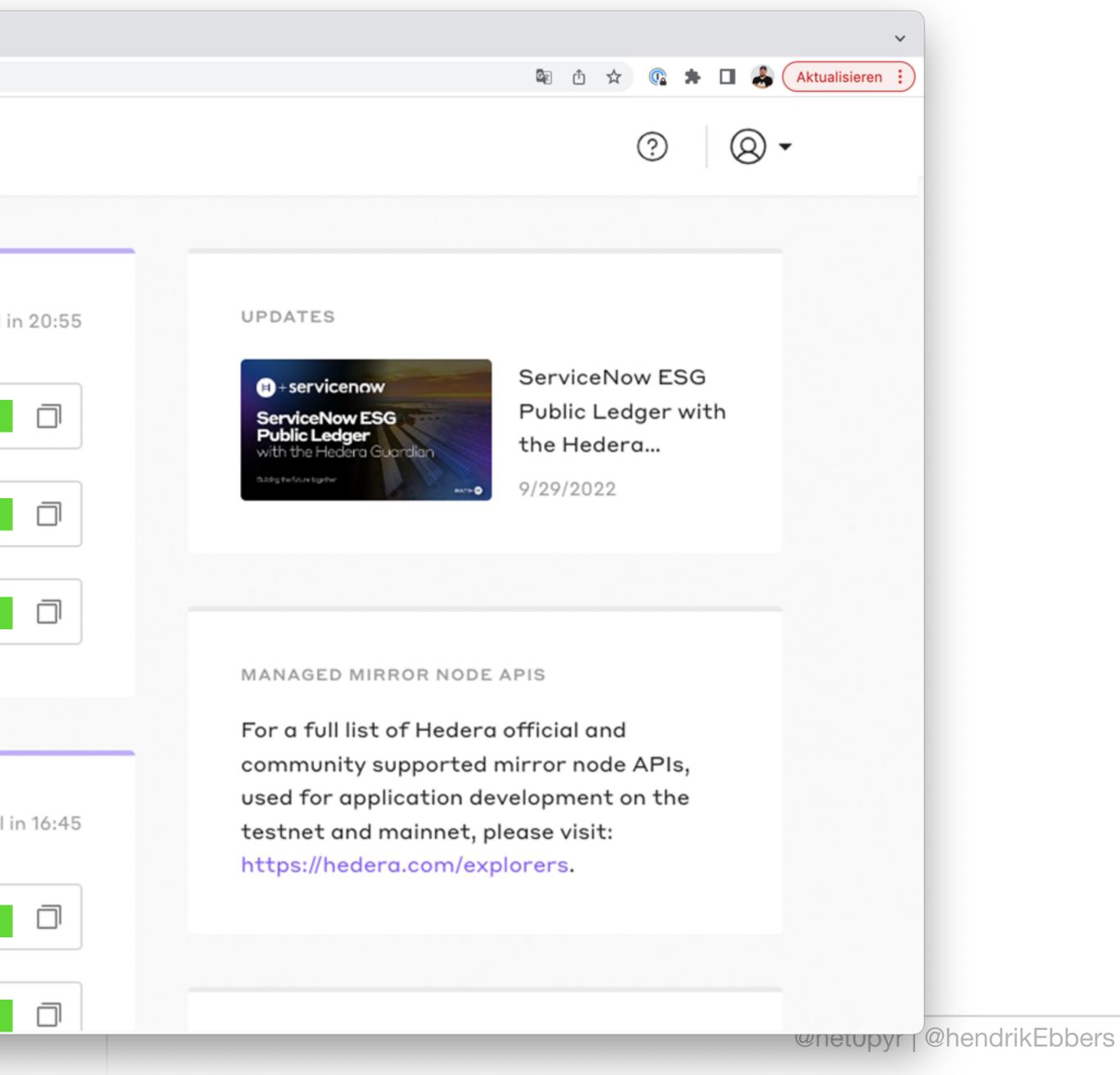


Already have an account? Sign In

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📙 Hedera 🛛 🖧 Testnet 🕞	
ACCOUNT ECDSA	🕒 Refill i
Private Key	
Public Key	
Account ID	
ACCOUNT ED25519	🕒 Refill
Private Key	
- Public Key	



### HAPI - Smart contracts

- For executing a smart contract we need do the following steps:
  - 1. Connect to the ledger
  - 2. Upload the compiled contract to the ledger
  - 3. Create a smart contract out of the binary
  - 4. Call a function of the smart contract



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# HAPI - Deploy a smart contract

final ContractCreateFlow flow = new ContractCreateFlow() .setBytecode(bytecodeInHex) .setGas(1\_000\_000);

final TransactionResponse transactionResponse = flow.execute(client); final TransactionReceipt receipt = transactionResponse.getReceipt(client); return receipt.contractId;



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### HAPI - Gas definition

- When creating a transaction a gas value needs to be defined
- The value defines the maximum of gas that the transaction can cost
- Transaction will be aborted if the cost is too high
  - transaction failed pre-check with the status `INSUFFICIENT\_GAS`



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### HAPI - call contract function

- final ContractCallQuery contractQuery = new ContractCallQuery()
  - .setGas(100000)
  - .setContractId(contractId)
  - .setFunction("greet");

ContractFunctionResult result = contractQuery.execute(client);



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## web3j

- Next to the Hedera SDK the web3j lib can be used
- web3j has been created for Ethereum
- can be used for Hedera



Based on standards or widely adapted functionality it

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## web3j

- web3j provides API to interact with smart contracts
- web3j provides functionality to create Java wrappers for smart contracts
- web3j provides wrapper for smart contract compilation
- web3j provides Maven plugin



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# Fungible Interchangable

Divisible

### • Uniform



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# Non-Interchangable

### Non-Divisible

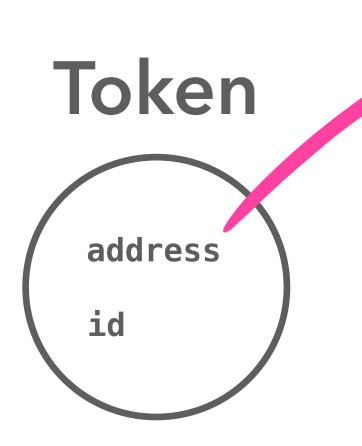
### Unique



"Pokemon Cards" by Steven Groves is licensed under CC BY 2.0

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# What is a fungible token?







totalSupply(): uint256

balanceOf(address): uint256

transfer(address, uint256): bool

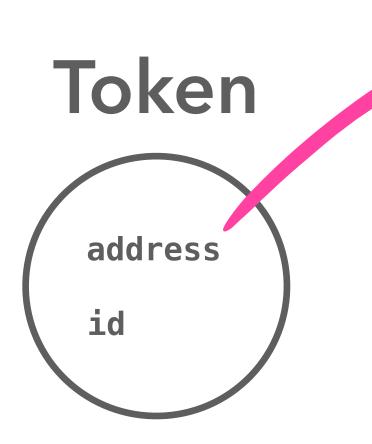
allowance(address, address): uint256

approve(address, uint256): bool

transferFrom(address, address, uint256): bool

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# What is a non-fungible token?







### Contract (ERC-721)

```
balanceOf(owner): balance
ownerOf(tokenId): owner
safeTransferFrom(from, to, tokenId, data)
transferFrom(from, to, tokenId)
approve(to, tokenId)
setApprovalForAll(operator, approved)
getApproved(tokenId): operator
isApprovedForAll(owner, operator): bool
```

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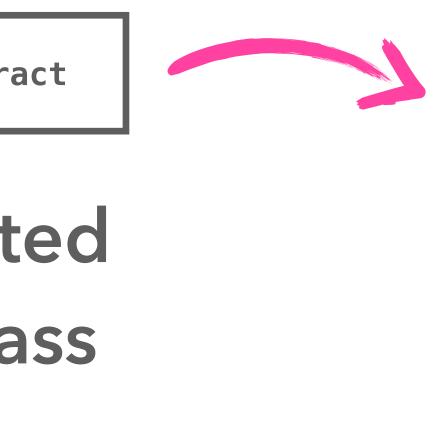
**JavaCoinContract** 

JavaCoinService

Service

### Generated Java Class

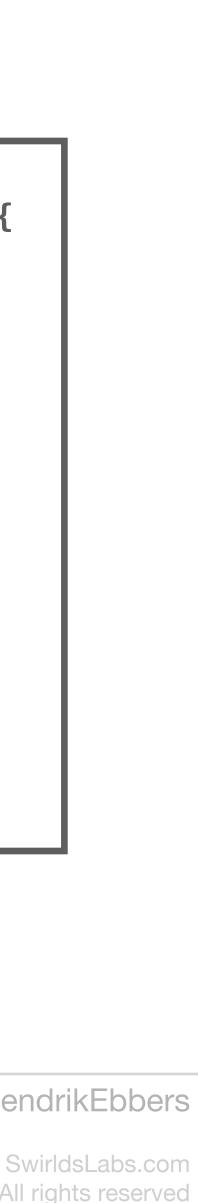




contract JavaCoinContract is ERC20 {
 // ...
 getCoinPrice() returns uint
 buyCoins(uint) payable
 sellCoins(uint)
 withdrawHbars(uint)
 mintCoins(uint)
 burnCoins(uint)
}

### SmartContract

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### JavaCoinContract

```
address payable _owner;
address payable _treasury;
uint256 _coinScale;
uint256 constant _hBarScale = 10 ** 8;
uint256 _price;
constructor(uint256 initialSupply) ERC20("JavaLand Coin", "JC") {
    _owner = payable(msg.sender);
    _treasury = payable(address(this));
    _coinScale = 10 ** decimals();
    _mint(address(this), initialSupply);
    _recalculatePrice(0);
// ...
```

```
import "./contracts/token/ERC20/ERC20.sol";
contract JavaCoinContract is ERC20 {
```

```
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ABS
```

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### JavaCoinContract cont'd

```
import "./contracts/token/ERC20/ERC20.sol";
contract JavaCoinContract is ERC20 {
    // ...
    function _recalculatePrice(int delta) private { /* ... */ }
    function getCoinPrice() public view returns (uint) {
        return _price;
    }
    function getCoinsForAccount() public view returns (uint) {
        return balanceOf(msg.sender);
```



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# Buy Coins

function buyCoins(uint count) public payable { // check input parameters (count > 0 and count < 10% of total supply)</pre> // **TODO** uint total = count \* \_price / \_coinScale; // check that user has enough HBars // **TODO** // check that pool contains enough JavaLandCoins // **TODO** // recalculate price \_recalculatePrice(); // transfer HBars to contract // **TODO** // transfer JavaLandCoins to user // **TODO** }



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```
// Check conditions
require(bool condition, string message);
// Address of the sender
msg.address
// Get the Hbar balance of an account
address.balance
// Transfer Hbars
(bool success, ) = address.call{value: amount}("");
require(success, "Transfer failed.");
// Get the total amount of JavaLandCoins
totalSupply();
// Get balance of JavaLandCoins
balanceOf(address account);
// Transfer JavaLandCoins
 _transfer(address from, address to, uint amount)
```

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## **Buy Coins - Solution**

function buyCoins(uint count) public payable { // check input parameters (count > 0 and count < 10% of total supply)</pre> require(count > 0, "Count must be greater than 0");

uint total = count \* \_price / \_coinScale;

// check that user has enough HBars require(msg.sender.balance >= total, "Not enough HBars");

// check that pool contains enough JavaLandCoins require(balanceOf(\_treasury) >= count, "Not enough JavaLandCoins in pool");

// recalculate price \_recalculatePrice(-int(count));

// transfer HBars to contract (bool success, ) = \_treasury.call{value: total}(""); require(success, "Transfer failed.");

// transfer JavaLandCoins to user \_transfer(\_treasury, msg.sender, count);



```
require(count <= totalSupply() / 10, "Not possible to buy more than 10% of total supply");</pre>
```

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### Michael Heinrichs @net0pyr









### Hendrik Ebbers @hendrikEbers

