Student name: Orynbay Gani

Group: Csse-241M

Lab Report: Blockchain Marketplace Development

#### 9.1 Introduction

### 9.2 Methodology

#### **Environment Setup**

- Server: Running a node server on localhost.
- **Interface:** Using Metamask to interact with the test network.
- **Configurations:** Setting up a local server for deploying and testing smart contracts.

# **Smart Contract Development**

- Hello World in Solidity: Implementing basic contract logic to display a welcome message.
- Marketplace Contract Development: The contract manages tokens and provides the ability to update and retrieve messages.

# **API Implementation**

- Several API endpoints were implemented to interact with the contract:
  - o Creating a new message: Sending data to the contract.
  - **Retrieving messages:** Accessing information stored on the blockchain.

# **Testing Procedures**

- Smart Contract Tests: Using a local environment for unit tests.
- **API Tests:** Making requests through Postman and checking responses. Screenshots of the requests are provided below.

#### 9.3 Results

• **Testing with Postman:** All API requests were executed successfully.

• **Screenshots of Results:** Images of interactions with the contract and API requests are attached.

#### 9.4 Discussion

### **Challenges Faced**

- Setting up the local server and deploying the smart contract took time due to configuration errors.
- Metamask required manual configuration of the test network, which led to minor delays.

#### **Security Considerations**

- Basic security measures were implemented: input validation and access restrictions to critical contract functions.
- **9.5** Conclusion During the lab work, a platform for interacting with the blockchain contract was successfully created, and APIs for interaction with it were implemented. Testing demonstrated the correctness of the contracts and APIs.

#### 9.6 References

- Solidity Documentation
- Metamask Setup Guides
- Instructions for Working with Node.js and APIs

### Running node server on localhost

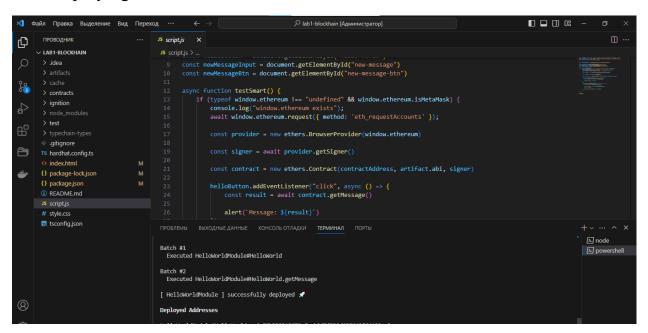
```
📢 Файл Правка Выделение Вид Переход
                                                JS script.js
Ð

✓ LAB1-BLOCKHAIN

                                                      const newMessageInput = document.getElementById("new-message")
const newMessageBtn = document.getElementById("new-message-btn")
        > .idea
        > cache
> contracts
                                                       async function testSmart() {
   if (typeof window.ethereum !== "undefined" && window.ethereum.isMetaMask) {
                                                               console.log("window.ethereum exists");
await window.ethereum.request({ method: 'eth_requestAccounts' });
                                                                const provider = new ethers.BrowserProvider(window.ethereum)
       TS hardhat.config.ts
                                                                const contract = new ethers.Contract(contractAddress, artifact.abi, signer)
       {} package.json
                                                                 helloButton.addEventListener("click", async () => {
    const result = await contract.getMessage()
        # style.css
        stsconfig.json
                                                                                                                                                                                  + ∨ № node 🖽 🏙 ··· ^ ×
                                               © PS C:\Users\Гани\Deskton\blockchain\lab1-blockhain> nom run node
                                                 WARNING: These accounts, and their private keys, are publicly known.

Any funds sent to them on Mainnet or any other live network WILL BE LOST.
     > временная шкала
Строка 1, столбец 1 Пробелов: 4 UTF-8 CRLF ( В JavaScript Ф Go Live Д
                                      1 0 = 1 0 w
                                                                                                                                                                               ^ ■ (6 Φ) ENG 10:20 □ 18:10:2024
₩ Р Поиск
```

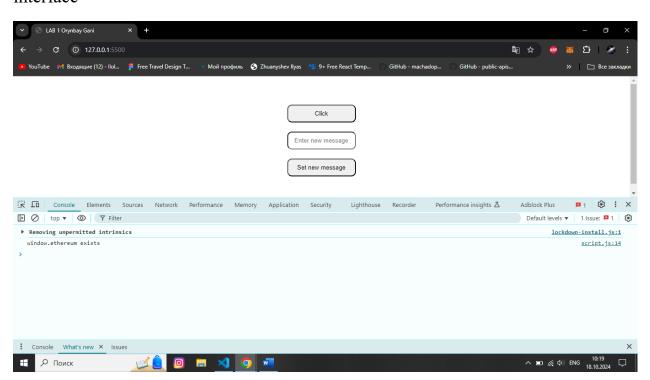
### Then deploying smart contracts for unit test



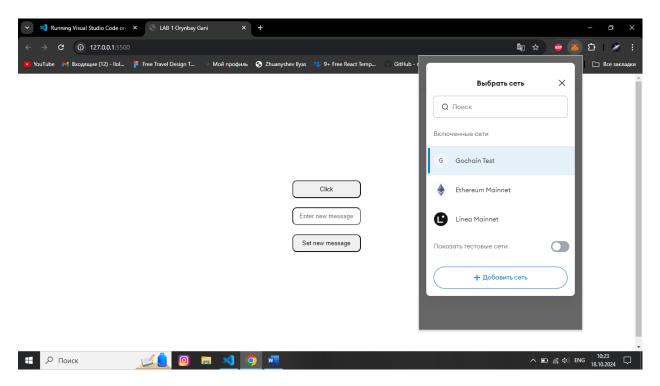
After that turning on local server

```
Файл Правка Выделение Вид Переход …
                                                                                             Ð
       проводник
                                             JS script.js X
                                                 oconst newMessageInput = document.getElementById("new-message")
const newMessageBtn = document.getElementById("new-message-btn")
                                                       async function testSmart() {
                                                           if (typeof window.ethereum !== "undefined" && window.ethereum.isMetaMask) {
  console.log("window.ethereum exists");
  await window.ethereum.request({ method: 'eth_requestAccounts' });
        > ignition
        gitignore
                                                               const signer = await provider.getSigner()
        index.html
       {} package-lock.json
                                                                helloButton.addEventListener("click", async () => {
    const result = await contract.getMessage()
       tsconfig.json
                                                                newMessageBtn.addEventListener("click", async () => {
   const newMsg = newMessageInput.value
                                                                    const tx = await contract.setMessage(newMsg)
await tx.wait()
                                                                                                                                                                                           Click to close server
Строка 1, столбец 1 Пробелов: 4 UTF-8 CRLF (ѝ JavaScript ⊘ Port : 5500 Д
₩ Д Поиск
                                     ^ ■ (€ Φ) ENG 10:23 □
```

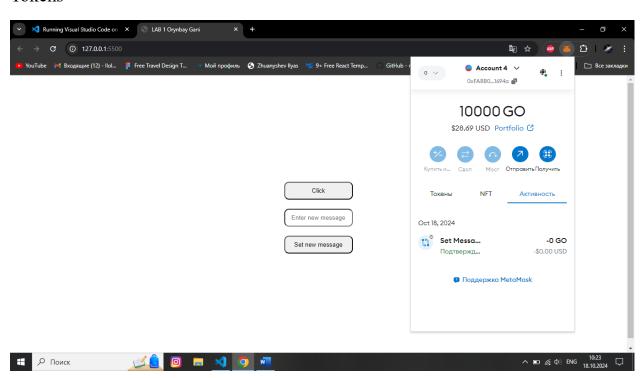
### interface



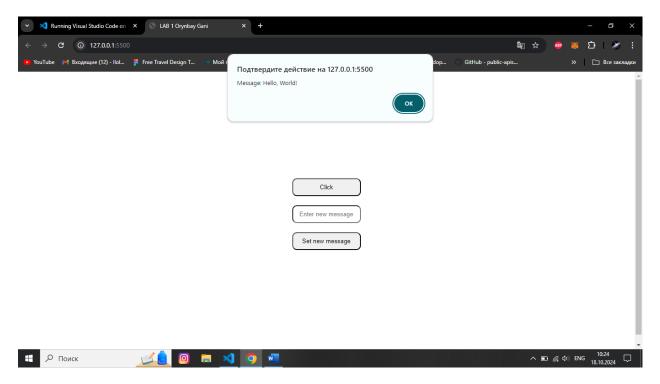
Metamask test server



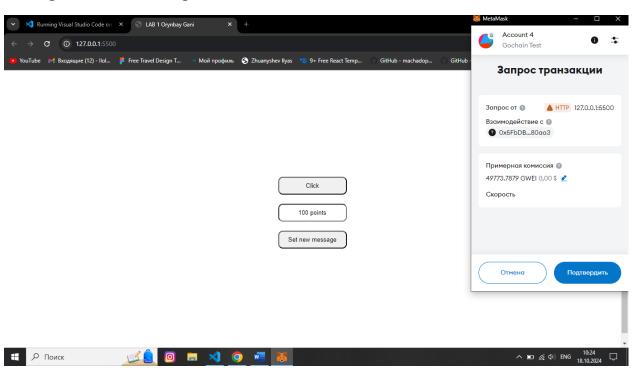
#### **Tokens**



Hello World on solidity



# Setting new alert message



Getting new message

