

Building a TicTacToe

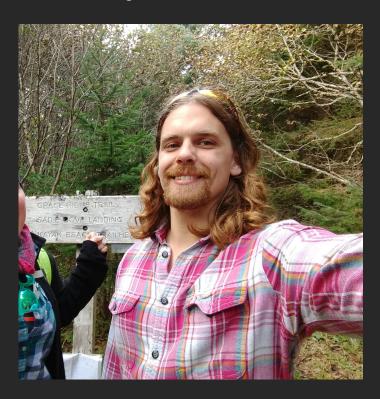
Parachain

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Joshy Orndorff - Parity Technologies

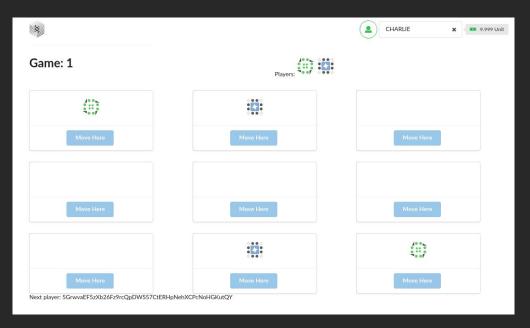


- Former Physicist
- Former High School Teacher
- Substrate DevHub Team
- Substrate Seminar
- I < 3 Presenting

Ask Questions!

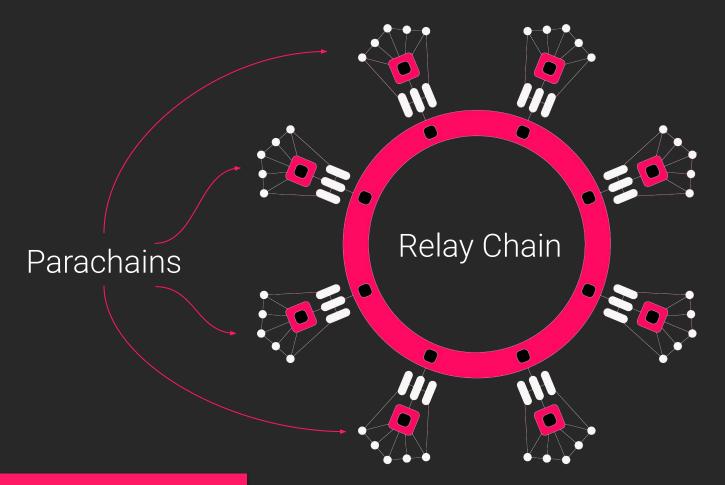


Tic Tac Toe Demonstration



- Node: https://github.com/JoshOrndorff/TicTacToe
- Frontend: https://github.com/JoshOrndorff/TicTacToe-frontend/











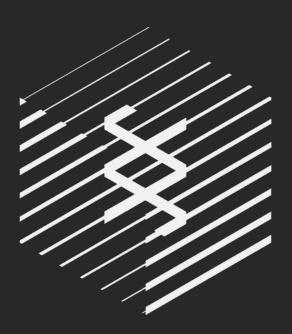




What is Substrate?

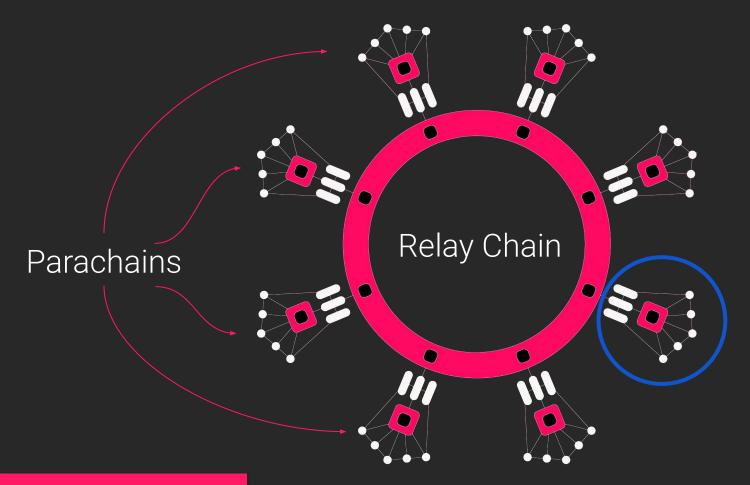
Substrate provides all the core components of a Blockchain:

- Database Layer
- Networking Layer
- Transaction Queue
- Consensus Engine
- Library of Runtime Modules

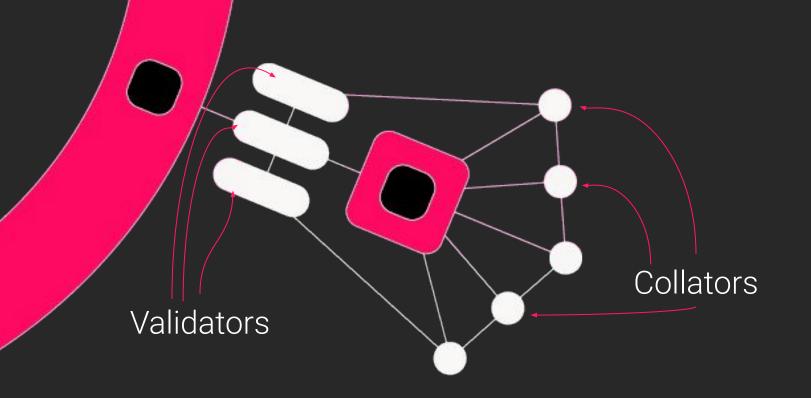


Each of which can be customized and extended.



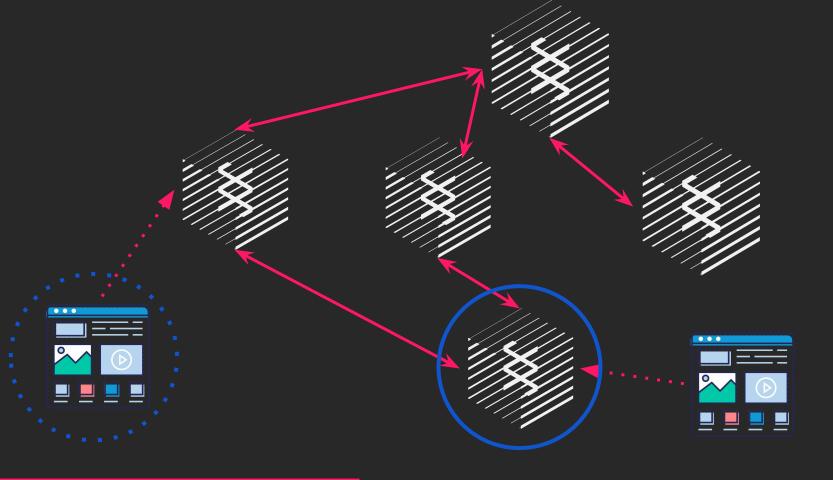








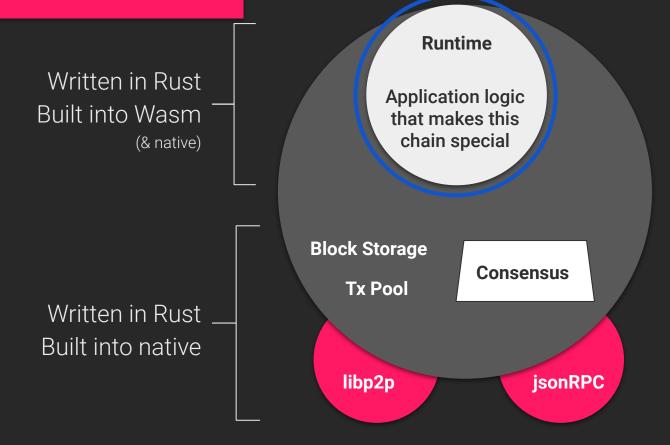








Architecture of a Substrate Node





The Substrate Runtime

The runtime is the application logic of the blockchain.



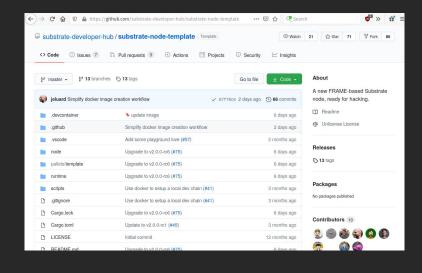
It is composed of **Pallets**.

Mix and Match Pallets			
assets	Tic Tac Toe	balances	collective
contracts	democracy	elections	grandpa
evm	nft	indices	membership
offences	session	staking	sudo
system	timestamp	treasury	and more



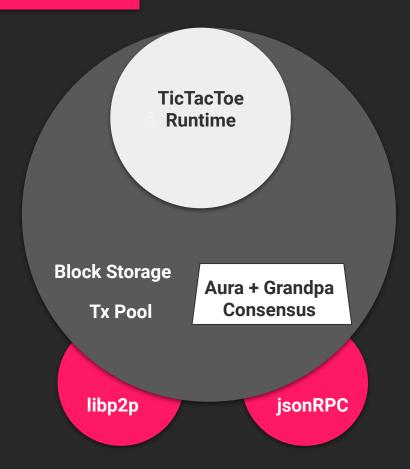
Pallet Development

- Substrate Node Template
 - Declaring Events
 - Declaring Errors
 - Declaring "Dispatchables" (aka transactions)
- Claiming wins is unique on the blockchain
- Adding the pallet to Runtime
- Learn a LOT more at <u>substrate.dev</u>



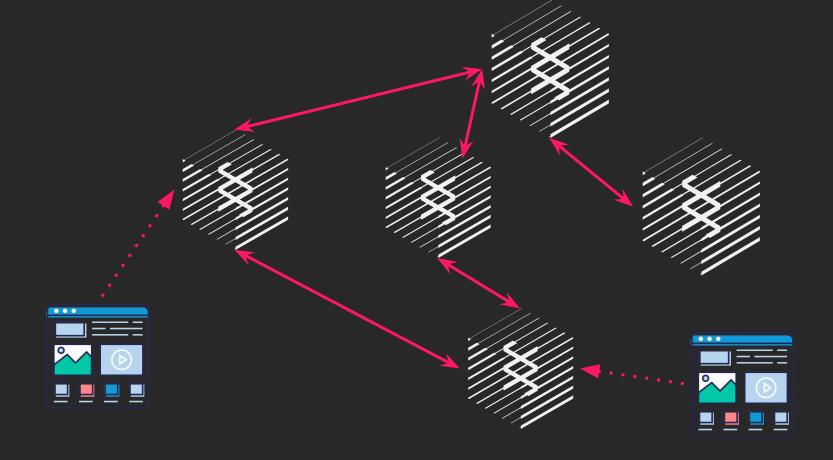


Architecture of the TicTacToe Node





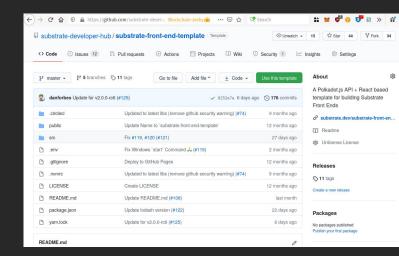






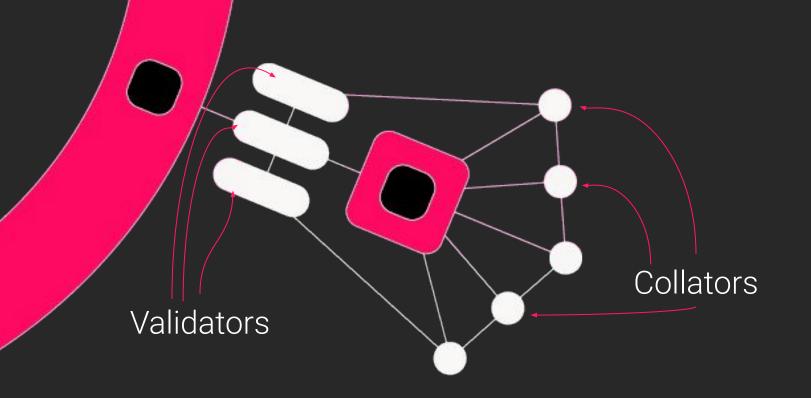
Front End Development

- Front End Template
 - Write react components
 - Automated win-checking logic
 - Automatically claim win for user
 - Don't let user go out of turn
- Learn a LOT more at <u>substrate.dev</u>













Cumulus: Write Parachains with Substrate

Cumulus turns your Substrate runtime into a Parachain.

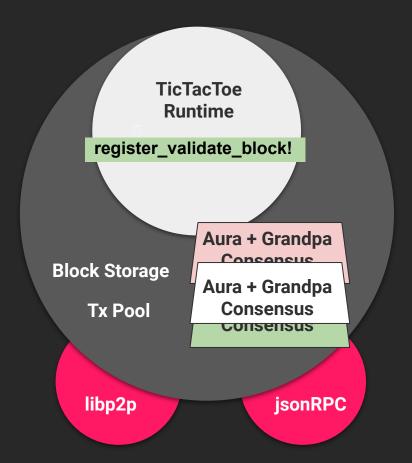
- Tracks relay chain's finality
- Add one line to your runtime
- Built-in block authoring logic





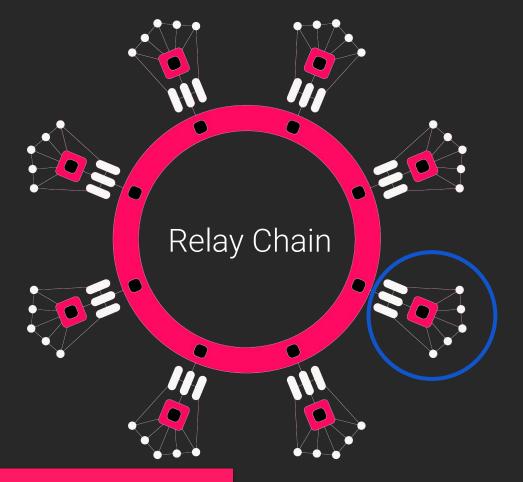
Parachain Conversion

```
initial_authorities: Vec<(AuraId, GrandpaId)>,
             root_key: AccountId,
              endowed_accounts: Vec<AccountId>,
              enable println; bool,
              id: ParaId.
       ) -> GenesisConfig {
             GenesisConfig {
                      frame_system: Some(SystemConfig {
                             // Add Wasm runtime to storage
                             code: wasm_binary.to_vec(),
                             changes_trie_config: Default::default(),
                      pallet_balances: Some(BalancesConfig {
                             // Configure endowed accounts with initial balance of 1 << 60.
                             balances: endowed_accounts.iter().cloned().map(|k|(k, 1 << 60)).collect(),
                     }),
                      pallet_aura: Some(AuraConfig {
                             authorities: initial_authorities.iter().map(|x| (x.0.clone())).collect(),
                     }),
                      pallet_grandpa: Some(GrandpaConfig {
                              authorities: initial_authorities.iter().map(|x| (x.1.clone(), 1)).collect(),
                     }),
                      pallet_sudo: Some(SudoConfig {
                             // Assign network admin rights.
                             key: root_key,
                             balances: endowed accounts
                                      .iter()
                                      .cloned()
135 +
                                      .map(|k| (k, 1 << 60))
136 +
                                      .collect(),
138 +
                      pallet_sudo: Some(SudoConfig { key: root_key }),
                      parachain_info: Some(ParachainInfoConfig { parachain_id: id }),
```









Learn to register your parachain with our Cumulus Tutorial

substrate.dev/cumulus-workshop/

Multichain Architecture

