CW2

PROGRAMMING AND ALGORITHMS 2

Toqa Mahmoud

CU1900305



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ABSTRACT

A blockchain is a growing list of records, called blocks, that are linked together using cryptography. Each block contains a cryptographic hash of the previous block, a timestamp, and transaction data. The timestamp proves that the transaction data existed when the block was published in order to get into its hash. As blocks each contain information about the block previous to it, they form a chain, with each additional block reinforcing the ones before it. Therefore, blockchains are resistant to modification of their data because once recorded, the data in any given block cannot be altered retroactively without altering all subsequent blocks. Blockchains are typically managed by a peer-to-peer network for use as a publicly distributed ledger, where nodes collectively adhere to a protocol to communicate and validate new blocks.

INTRODUCTION

In this coursework, I built my own cryptocurrency which is known as Arcave. I developed an Arcave transfer application using object oriented programming (OOP), in python. The program was precisely designed by optimal use of data types and data structures, proper use of control statements, efficient modular design using classes and methods, and coherent flow sequence. This report aims to provide detailed analysis of this program.

EXPLANATION OF THE CODE

A blockchain is essentially a series of blocks linked together. A block, on the other hand, is a data structure that stores information, in our case it is transactions. Each block contains its own hash, as well as the preceding block's hash. This is how the blockchain will be created and stored. So, in order to create a blockchain, I created a class for each of these: blockchain, chain, and transaction.

```
> class Block(): --
> class Blockchain(): --
> class Transactions(): --
```

Screenshot 1 Classes

BLOCK

In the block class, necessary information (block number, previous hash, transaction, nonce, timestamp) and a hashing mechanism was added. The hash is calculated using the SHA256 cryptographic hash technique, which is the same encoder used by Bitcoin. Because the hash is determined by all of the data in each block or transaction, if anything is tampered with or modified, such as the amount in a transaction, the hash will change as well, alerting us to the fact that something is wrong.

```
class Block():

    def __init__(self, number=0, prev_hash="0" * 64, transaction=None, nonce=0,
    timestamp=time.strftime('%Y-%m-%d %H:%M:%S')):-

# returns the hashed block
    def hash(self):-

# convert object to a string to make it readable
    def __str__(self):-
```

Screenshot 2 Block Class



BLOCKCHAIN

In the blockchain class, I created a function to add blocks to the Blockchain, keep in mind that if someone modifies data in the blockchain, the hash of the tampered block will change as well, causing the chain to break. As a result, if someone alters the value of a transaction to give them more money, the chain will be broken. However, if this individual recalculates the hashes of every block in the chain, they will be able to make it a genuine blockchain once more, one that includes their modified data. With a machine that can recalculate the hash values of the current and prior blocks in seconds, this is extremely plausible.

To prevent this from happening, blockchain technology employs a proof-of-work mechanism. Mining is the process of solving this proof-of-work in order to create a new block for our crypocurrency. I built a proof-of-work method for Arcave that solves for a variable nonce which makes the block hash begin with '000'.

The most significant feature of cryptocurrencies and blockchain technology is decentralisation. This means that it is controlled via a peer-to-peer network rather than a central point of control. When a new block has to be added to the blockchain, each participant double-checks that it's alright to do so before adding it to their own version. We have consensus, or majority agreement, if everything checks out and more than half of the network agrees on this new version of the blockchain. When a new version of the blockchain has gained widespread acceptance, it becomes the accepted blockchain. If someone modifies data on the blockchain, their version will differ from what the majority of the network accepts, and they will be unable to get the alteration onto the actual, accepted blockchain. To do this, we'll create a node for each user of our platform.

```
class Blockchain():
    # first 3 digits of the hash must be 0
    difficulty = 3

> def __init__(self): "

    # peer to peer function
def register_node(self, address): "

# adds blocks to the chain
def add(self, block): "

# mines blocks
> def mining(self, block): "

# adds transactions to the pending transaction list
def addTrans(self, sender, receiver, amt, keyString, senderKey): "

# generate keys
def generateKeys(self): "

# validates that prev hash and hash are equal and difficulty is implemented
> def valid(self): "
```

Screenshot 3 Blockchain Class



TRANSACTIONS

In the transactions class, we will validate the validity of each transaction that has been made. We'll do this in the same manner that individuals sign cheques to make them verified in real life. Crypocurrencies do this by assigning a set of unique keys to each "wallet" or user which are the private key and the public key. Users will be able to sign their transactions with these keys to ensure that they are legitimate. We're going to utilise PyCryptoDome, a Python library, for the encryption method that we'll employ to produce these keys, which is known as RSA. (Rivest–Shamir–Adleman).

```
class Transactions():

    def __init__(self, sender="", receiver="", amount=int,
        timestamp=time.strftime('%Y-%m-%d %H:%M:%S')): "

# validates transactions
def validTrans(self): "

# signs the transaction
def signTrans(self, key, senderKey): "

# returns the hashed transaction

def hash(self): "
```

Screenshot 4 Transactions Class

DATA STORAGE

SQL is Structured Query Language is a domain-specific language used in programming and designed for handling data in a database management system. I stored the databases in to SQL server. The blockchain data was stored in the blockchain database and the users data was stored in the users database, as shown in the screenshot below.



Screenshot 5 Data Storage

THREADING IN FLASK

Flask server is multi-threaded by default as of Flask 1.0. A new thread is created for each new request.



INSTRUCTIONS FOR USING THE CODE

REPISITORY'S LINK

https://github.com/Toqahassib/CW2 Blockchain.git

REPOSITORY'S ORGANIZATION

- 1. README.md
 - Contains information for the user about the code.
- 2. app.py
 - > this is the main front-end file, which contains all data that will be represented to the user
- 3. blockchain.py
 - This is the main Blockchain file, which contains all data about the blockchain
- 4. sql.py
 - > this is the main back-end file, which contains all data related to the database and how the user-interface functions
- 5. templates & static
 - these are the styles folder, which contains all data related to the styling of the user-interface.

PRE-REQUISITES

Programming Language: Python 3.9.7

Modules: flask, hashlib, Crypto, time, urllib, wtforms, passlib, flask mysqldb, functools.

HOW TO USE THE CODE

To start the program, open your terminal and change the current directory to where you want to clone the repository. Then clone it using the repository link and finally run the "app.py" file. After running the file, go to the following URL in your browser.

```
* Serving Flask app 'app' (lazy loading)

* Environment: production

WARNING: This is a development server. Do not use it in a production deployment.

Use a production WSGI server instead.

* Debug mode: on

* Running on http://127.0.0.1:5001/ (Press CTRL+C to quit)

* Restarting with stat

* Debugger is active!

* Debugger PIN: 858-309-157
```

Screenshot 6 running app.py



DISCUSSION OF THE CODE

At the beginning of implementing the code, I stored the block and transaction data in a list of dictionaries, which use *keys* to associate with each value, this means that the same keys will be stored for all blocks in the blockchain. Taking all this space for the same keys is extremely inefficient, so I decided to store it in a list of data objects in the blockchain class. Moreover, The nodes of the users where stored in a set because they're immutable.

CODING STYLE

The code is designed in a systemized way by conducting OOP. Working with OOP did not only give me the flexibility to clearly structure a clean code, but also eased its modification and maintenance. The Blockchain is made up of 3 main parts – the blockchain, the block, and the transaction. Therefore, my code is divided into these 3 main parts as classes. The following illustrates the 3 classes and objects used in the code:

- ❖ The Blockchain class contains 3 objects − 1 to store the blocks, 1 to store the pending transactions, and 1 to store the nodes.
- The Block class contains 5 objects 1 to store the number of the block, 1 to store the previous block's hash, 1 to store the transaction, 1 to store the nonce, and 1 to store the timestamp.
- The Transaction class contains 5 objects 1 to store the sender of the transaction, 1 to store the receiver of the transaction, 1 to store the amount sent, 1 to store the timestamp, and 1 to store the hash of the transaction.

I've styled my code in that particular way for various reasons including:

- **ORGANIZATION**: data and procedure were stored at varying levels storing blockchain data in the blockchain class, storing block data in the block class, and storing transaction data in the transaction class. Later, this will help me and others understand, edit, and use my code.
- **MAINTAINABILITY**: this approach made my code more maintainable. Identifying the source of errors was easier because each object is self-contained in its respective class.

SECURE PROGRAMMING PRINCIPLES

Writing secure code is an essential part of secure software development. The following points where implemented, taking in consideration the scale of the software.

- The system default is to deny access, not to grant it.
 - All users cannot access the web pages (except the index), if they are not registered.
- All access is controlled.
 - All users cannot access the web pages (except the index), if they are not registered.
 - Once the user logs out, the session gets cleared.
- Things are kept modular.
 - A wide range of modules have been used, check Pre-requisites section.
- Input Validation
 - o In all forms, maximum and minimum input validations were implemented.
- The security mechanisms do not disrupt the users' work of flow.



CLASS DIAGRAM

Block Class + number: int + prev_hash: str + transaction: None + nonce: int + timestamp: str - __init__(self, number=int, prev_hash=int, transaction=None, nonce=int, timestamp=str) - hash() - __str__()

Transactions Class

+ sender: str + receiver: str + amount: int + timestamp: str

- __init__(self, sender=str, receiver=str, amount=int, timestamp=str)
- validTrans()
- signTrans(key:int, senderKey:int)
- hash()

Blockchain Class

- + chian: list
- + pendingTrans: list
- + nodes: set
- __init__(self)
- register_node(address:str)
- add()
- remove()
- mining()
- addTrans(sender:str, receiver:str, amt:int, keyString:str, senderKey:str)
- generateKeys()
- valid()



FUNCTIONS

Table 1 Functions

Class	Name	Arguments	Returns	Explanation
	new_hash()	*args	hash.hexdigest()	Hashes using sha256
Dia de/	hash()	none	new_hash()	Hashes the block
Block()	str()	none	str()	Converts objects to a string
	register_node()	address	None	Registers addresses as nodes to implement peer to peer
	add()	Block	None	Adds blocks to the blockchain
	mining()	block	none	Mines the blocks
Blockchain()	addTrans()	sender, receiver, amt, keyString, senderKey	len(self.chain) + 1	Adds transactions to the block
	generateKeys()	none	key.publickey().export_ key().decode('ASCII')	Generates private and publics keys
	valid()	none	True	validates that the previous block's hash is equal to the previous block's hash and ensures that difficulty is met
	validTrans()	none	True	Validates that transactions have been signed
Transactions()	signTrans()	key, senderKey	True	Signs the transactions
	hash()	none	new_hash()	Hashes the transaction

WEBAPP FUNCTIONALITIES

USER FUNCTIONALITIES

- The user can create an account by registering and inputting their data such as name, username, and password.
- After creating an account, the user can login the website.
- After logging in, the user can buy Arcave and mine transactions.
- The user can logout.

RESTRICTIONS

- Without logging in first, the user cannot access any website page other than the index.



USER INTERFACE

The web application was precisely designed to be as user friendly as possible for the users and to develop or improve the utility effectiveness and usability of the system. As a general rule of thumb, there are '4 E's' of good UI design that I made sure to accomplish:

- 1. Easy to use
- 2. Easy to understand
- 3. Error-free
- 4. Effective for end-goal

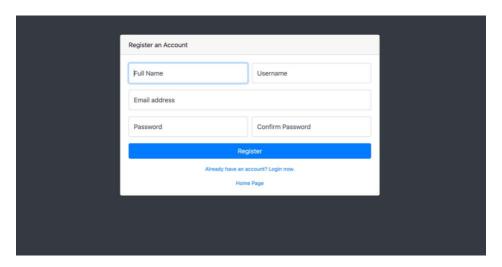
In the following screenshot, the website will be clearly explained.

Index page: calls the index page, which is shown in the screenshot below. In this section, the get started button will direct the user to the registration page. Moreover, The header includes the Login and register button.



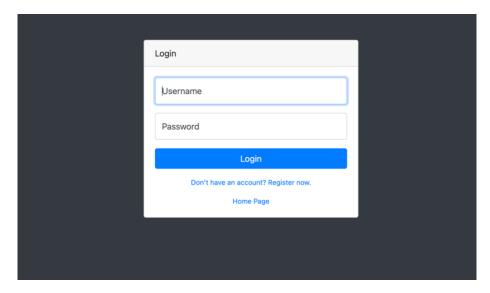
Screenshot 7 Index Page

Register page: when a client will click on the get started button, the register page will come up. If the user is new, they will have to fill the form in order to continue with the procedure. If the user is already registered they can click on the Already have an account link. The user should fill all the fields and make sure the confirmation password matches the password in order to complete the registration procedure. If the procedure is not carried out in the right way, the registration will not be completed. After that, by clicking the register button, your account will be registered and only then will you be able to login to the system. After the procedure is done, the user is logged in.



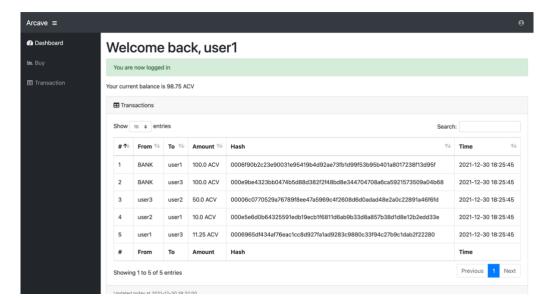
Screenshot 8 Register Page

Login page: In the login page, the user will simply enter the username and password they registered with. If the user is still not registered, they can click on the register button. After the completion of this step, the user will be allowed to access the rest of the website and a logout button in the header will be displayed for the user to log out anytime.



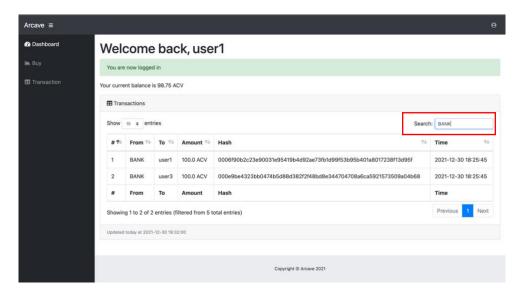
Screenshot 9 Login Page

Dashboard page: After the user logins successfully, they will be directed to the dashboard page, where all transactions are recorded and presented in a table.



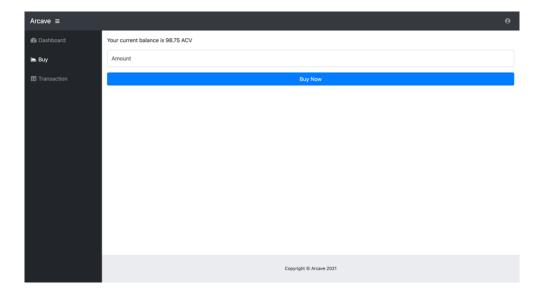
Screenshot 10 Dashboard Page

The search section: In this section the user will be able to search for transaction data. When the user searches for anything such as the name of the sender, the table will filter out what was searched for, as shown below.



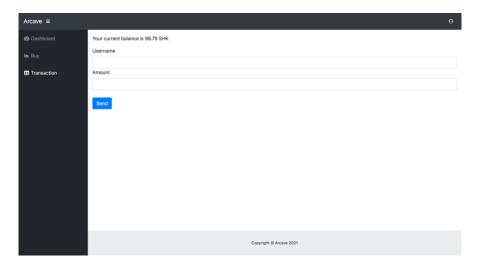
Screenshot 11 Search Section

Buy page: this is where the user can buy Arcave, it is as simple as entering the desired amount and clicking on the buy now button.



Screenshot 12 Buy Page

Transaction page: This is where the user can send any amount of Arcave, as long as it is equal or less to the user's balance.



Screenshot 13 Transaction Page

To conclude, it is safe to say that all the followings were met regarding the user interface:

- Simple
- Use the user language
- clearly marked exit
- Good error messages
- Documentation



TESTING

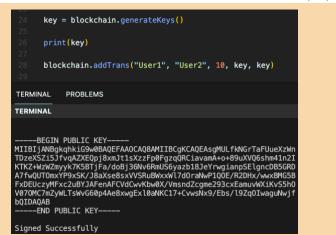
Table 2 Functions Testing

Functions Testing

Testing the mining and validation functions, the screenshot shows the blocks as well as true indicating that the blockchain has NOT been tampered.

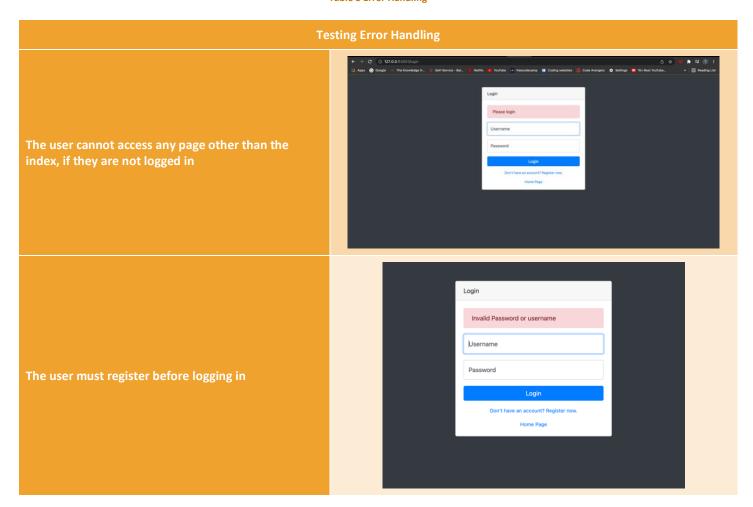
Testing the mining and validation functions, however in this scenario I edited the blockchain. The screenshot shows the blocks as well as false indicating that the blockchain has been tampered.

Testing the generateKeys and addTrans functions, the screenshot shows the generated key as well as signed successfully indicating that the transaction has been signed.



All inputs handle errors to avoid the program from crashing. The table below shows how these errors are handled.

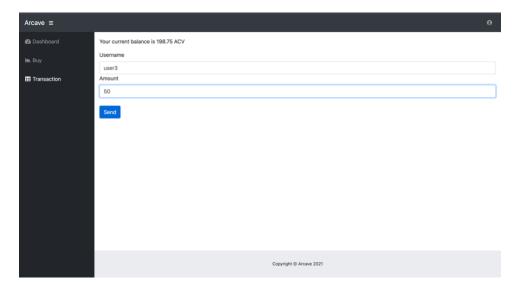
Table 3 Error Handling





TEST CASE SCENARIO

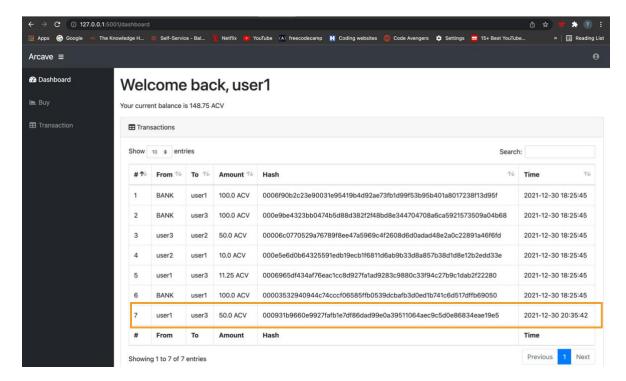
Sending 50 ACV from user1's account to user3 should show on all user's side.



Screenshot 14 50 ACV Transaction

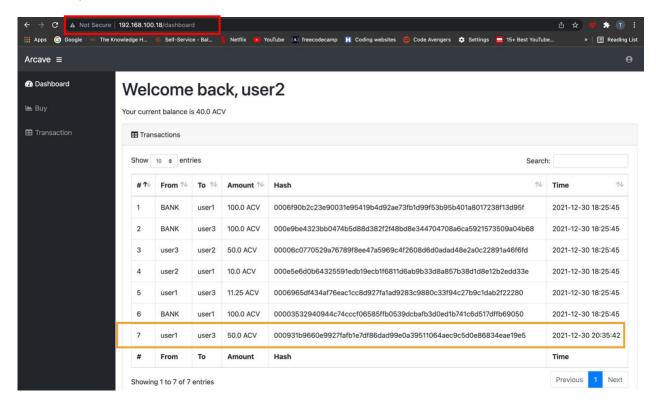


Below is user1's dashboard, which successfully shows the transaction made.



Screenshot 15 User1's Dashboard

Below is user2's dashboard, which successfully shows the transaction made, even though user2 was not a part of it. (notice that the host is a different IP)



Screenshot 16 User2's Dashboard



It was also recorded successfully in the blockchain database.

number	hash	previous	transaction	nonce	timestamp
1	0006f90b2c23e90031e95419b4d92ae73fb1d99f53b95b401a8017238f13d95f		BANK>user1>100.0	12411	2021-12-30 18:25:45
2	000e9be4323bb0474b5d88d382f2f48bd8e344704708a6ca5921573509a04b68	0006f90b2c23e90031e95419b4d92ae73fb1d99f53b95b401a8017238f13d95f	BANK>user3>100.0	6589	2021-12-30 18:25:45
3	00006c0770529a76789f8ee47a5969c4f2608d6d0adad48e2a0c22891a46f6fd	000e9be4323bb0474b5d88d382f2f48bd8e344704708a6ca5921573509a04b68	user3>user2>50.0	3670	2021-12-30 18:25:45
4	000e5e6d0b64325591edb19ecb1f6811d6ab9b33d8a857b38d1d8e12b2edd33e	00006c0770529a76789f8ee47a5969c4f2608d6d0adad48e2a0c22891a46f6fd	user2>user1>10.0	8312	2021-12-30 18:25:45
5	0006965df434af76eac1cc8d927fa1ad9283c9880c33f94c27b9c1dab2f22280	000e5e6d0b64325591edb19ecb1f6811d6ab9b33d8a857b38d1d8e12b2edd33e	user1>user3>11.25	9244	2021-12-30 18:25:45
6	00003532940944c74cccf06585ffb0539dcbafb3d0ed1b741c6d517dffb69050	0006965df434af76eac1cc8d927fa1ad9283c9880c33f94c27b9c1dab2f22280	BANK>user1>100.0	13936	2021-12-30 18:25:45
	000931b9660e9927fafb1e7df86dad99e0a39511064aec9c5d0e86834eae19e5	00003532940944c74cccf06585ffb0539dcbafb3d0ed1b741c6d517dffb69050	user1>user3>50.0	908	2021-12-30 20:35:42

Screenshot 17 Blockchain Database

SOURCE CODE

```
from hashlib import sha256
import time
from Crypto.Signature import pkcs1_15
from Crypto.PublicKey import RSA
from urllib.parse import urlparse
    def __init__(self, number=0, prev_hash="0" * 64, transaction=None, nonce=0, timestamp=time.strftime('%Y-%m-%d %H:\M':\S')):
    self.transaction = transaction
         self.number = number
self.nonce = nonce
         self.prev_hash = prev_hash
         self.timestamp = timestamp
         return new_hash(self.number, self.prev_hash, self.transaction, self.nonce, self.timestamp)
    def __str__(self):
    return str("Block: {}\nPrevious: {}\nTransaction: {}\nNonce: {}\nTime: {}\n".format(self.number, self.hash(), self.prev_hash, self.transaction, self.nonce, self.timestamp)
class Blockchain():
    difficulty = 3
         self.chain = []
         self.pendingTrans = []
     def register_node(self, address):
         parsedUrl = urlparse(address)
self.nodes.add(parsedUrl.netloc)
    def add(self, block):
    self.chain.append(block)
     def remove(self, block):
         self.chain.remove(block)
     def mining(self, block):
         try:
    block.prev_hash = self.chain[-1].hash()
         except IndexError:
         while True:
    if block.hash()[:self.difficulty] == "0" * self.difficulty:
                self.add(block)
                  break
                  block.nonce += 1
```



```
addTrans(self, sender, receiver, amt, keyString, senderKey):
keyByte = keyString.encode("ASCII")
senderKeyByte = senderKey.encode('ASCII')
          key = RSA.import_key(keyByte)
senderKey = RSA.import_key(senderKeyByte)
          if not sender or not receiver or not amt:
          transaction = Transactions(sender, receiver, amt)
          transaction.signTrans(key, senderKey)
          if not transaction.validTrans():
          self.pendingTrans.append(transaction)
     def generateKeys(self):
    key = RSA.generate(2048)
    private_key = key.export_key()
           file_out = open("private.pem", "wb")
file_out.write(private_key)
          public_key = key.publickey().export_key()
file_out = open("receiver.pem", "wb")
file_out.write(public_key)
           return key.publickey().export_key().decode('ASCII')
          for i in range(1, len(self.chain)):
    previous = self.chain[i].prev_has
    current = self.chain[i-1].hash()
                if previous != current or current[:self.difficulty] != "0"*self.difficulty:
    return False
      def __init__(self, sender="", receiver="", amount=int, timestamp=time.strftime('%Y-%m-%d %H:%M':%S')):
          self.sender = sender
self.receiver = receiver
          self.amount = amount
self.timestamp = timestamp
self.hashed = self.hash()
     def validTrans(self):
    if self.hashed != self.hash():
          return False
if self.sender == self.receiver:
          return False
if not self.signature or len(self.signature) == 0:
          return False
return True
     def signTrans(self, key, senderKey):
           if self.hashed != self.hash():
           if str(key.publickey().export_key()) != str(senderKey.publickey().export_key()):
           pkcs1_15.new(key)
           self.signature = "made"
           return True
     def hash(self):
          return new_hash(self.sender, self.receiver, self.amount, self.timestamp)
def new_hash(*args):
    text = ""
    hash = sha256()
      for i in args:
           text += str(i)
     hash.update(text.encode('utf-8'))
      return hash.hexdigest()
```

Screenshot 18 Source Code

CONCLUSION

To conclude, this coursework implemented the a cryptocurrency transfer application. Working with classes/OOP made the program very organized which makes it reusable. This program is tremendously user-friendly, not only is the blockchain resistant to modification of the transaction but also is managed by a peer-to-peer network for use as a publicly distributed ledger, where nodes collectively adhere to a protocol to communicate and validate new blocks.

A large portion of time was dedicated to research, understanding and testing, as well as looking at alternative implementations to figure out what was most efficient way. Finally, this made me improve my coding/programming skills and it also enhanced my problem solving skills.



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