External Practical Exam

Aim:

Develop a secure and decentralized land registration smart contract that allows:

- The government authority (land registrar) to register land properties.
- Owners to transfer land ownership to other individuals securely.
- LandRegistrar: The government authority that registers land and approves transfers.
- Owner (User): Person who owns a piece of land and can transfer it.
- Buyer/New Owner: A valid Ethereum address to whom land is transferred.

Functional requirements:

- Only the LandRegistrar (contract deployer) can register a new land property.
- Land properties must include: Land ID, Location (string), Current Owner, Area (in square meters),
- Owner of a land can initiate a transfer to another address.
- LandRegistrar must approve the transfer to finalize ownership change.
- System must prevent unauthorized land registration or transfer.

Code: (LandRegistry.sol)

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.17;

contract LandRegistry {
   address public landRegistrar;

   event LandRegistered(uint256 landId, string location, address indexed
owner, uint256 area);
   event TransferInitiated(uint256 landId, address indexed newOwner);
   event TransferApproved(uint256 landId, address indexed newOwner);

   constructor() {
      landRegistrar = msg.sender;
   }

   struct Land {
      uint256 landId;
      string location;
      address currentOwner;
      uint256 area;
      bool exists;
   }
```

```
struct PendingTransfer {
        address newOwner;
        bool exists;
    mapping(uint256 => Land) public lands;
    mapping(uint256 => PendingTransfer) public pendingTransfers;
    modifier onlyRegistrar() {
        require(msg.sender == landRegistrar, "Only registrar can perform
this action");
    modifier onlyOwner(uint256 landId) {
        require(lands[landId].exists, "Land not found");
        require(msg.sender == lands[landId].currentOwner, "Only the current
owner can perform this action");
    function registerLand(
       uint256 landId,
        string memory location,
       address owner,
        uint256 area
    ) public onlyRegistrar {
        require(!lands[landId].exists, "Land already registered");
        lands[landId] = Land({
           landId: landId,
           location: location,
            currentOwner: owner,
           area: area,
           exists: true
        });
        emit LandRegistered(landId, location, owner, area);
    function initiateTransfer(uint256 landId, address newOwner) public
onlyOwner(landId) {
        require(newOwner != address(0), "Invalid address");
        pendingTransfers[landId] = PendingTransfer({newOwner: newOwner,
exists: true});
```

```
emit TransferInitiated(landId, newOwner);
}

function approveTransfer(uint256 landId) public onlyRegistrar {
    require(pendingTransfers[landId].exists, "No transfer initiated");
    lands[landId].currentOwner = pendingTransfers[landId].newOwner;
    delete pendingTransfers[landId];
    emit TransferApproved(landId, lands[landId].currentOwner);
}

function getLandDetails(uint256 landId) public view returns (string
memory location, address currentOwner, uint256 area) {
    require(lands[landId].exists, "Land not found");
    Land memory land = lands[landId];
    return (land.location, land.currentOwner, land.area);
}
```

Output:

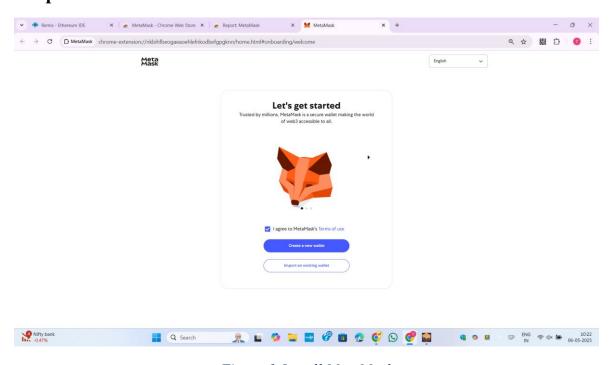


Figure 1:Install MetaMask

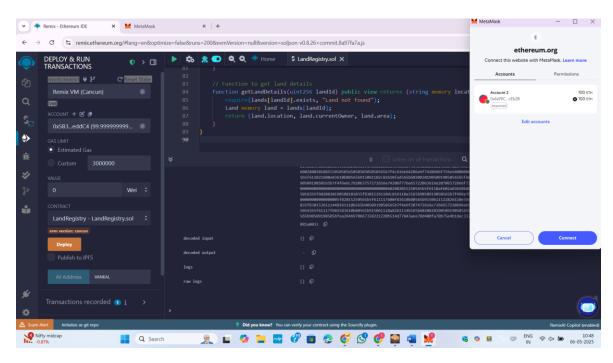


Figure 2: Connect REMIX IDE with MetaMask

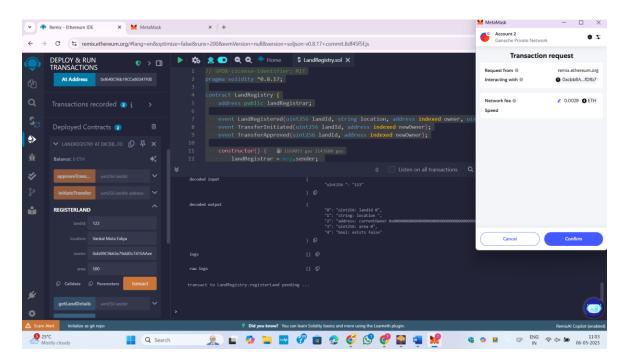


Figure 3:Register land with landid = 123

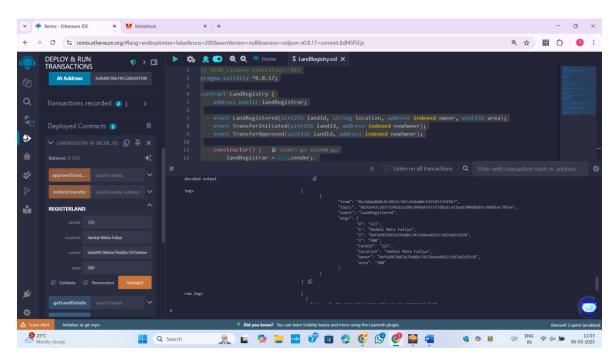


Figure 4:Log of Land Registration

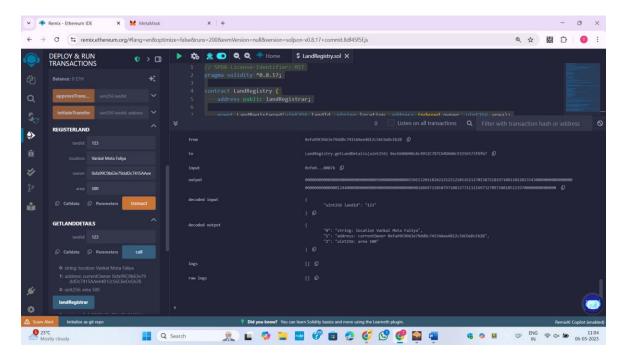


Figure 5:Fetch Land Details

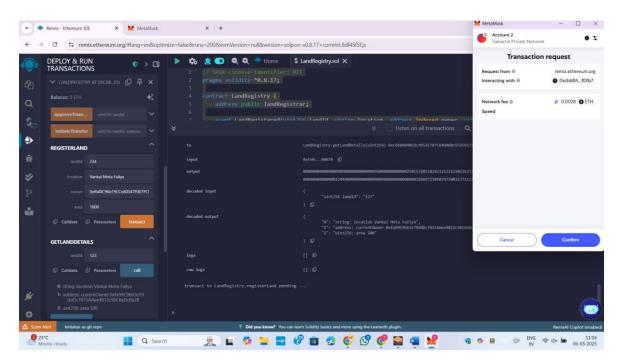


Figure 6:Add new Land Details

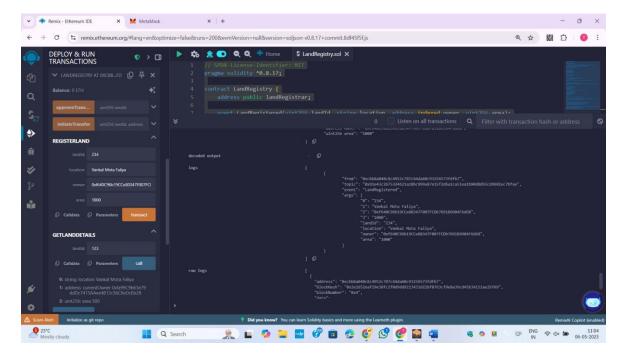


Figure 7:Land Details where landid=234

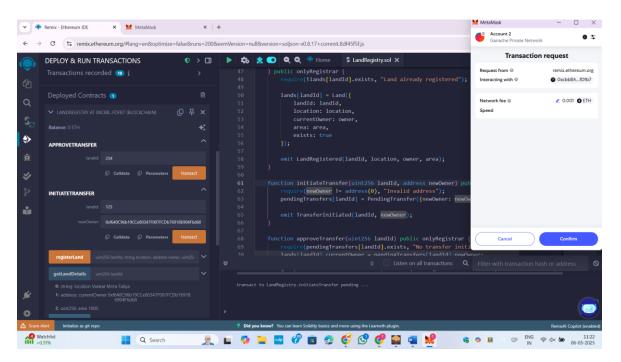


Figure 8: Ask metamak for transaction

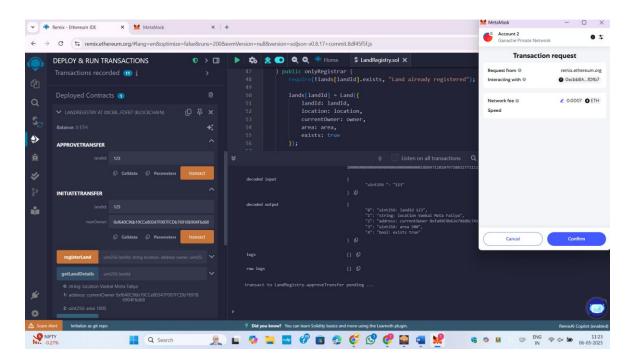


Figure 9:Approve the transaction for Land 123

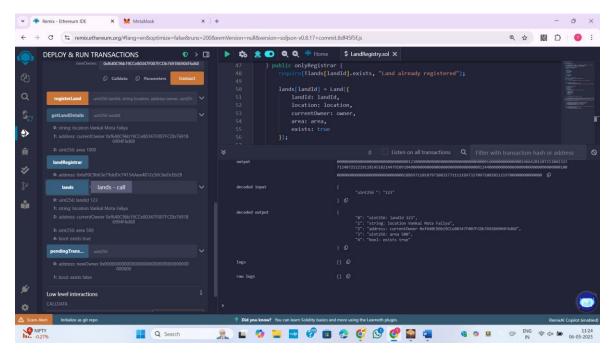


Figure 10:New Owner Change for landid 123

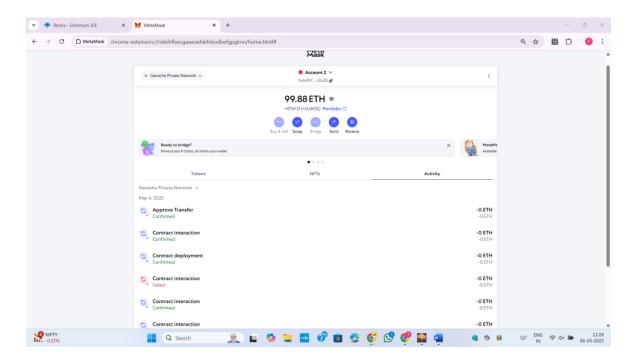


Figure 11:Transaction in MetaMask

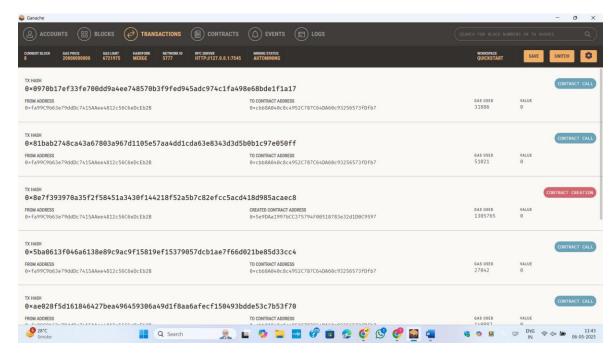


Figure 12:Transaction Ganache

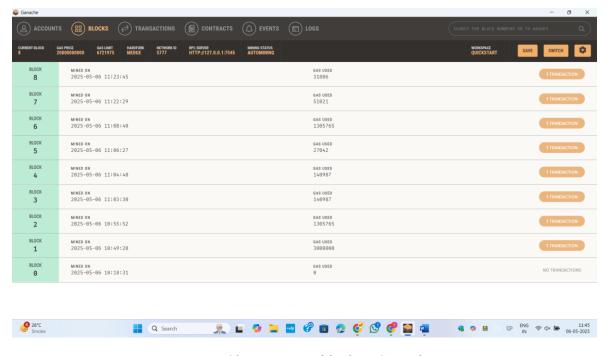


Figure 13:Trasaction block in Ganache

AIM:

Develop a decentralized smart contract system to manage patient medical records on the Ethereum blockchain. The contract should allow doctors to create records, patients to access them, and administrators to manage permissions.

- Admin (Hospital or Health Authority): Deployer of the contract, manages doctor and patient
- registration.
- Doctor: Authorized to create and update medical records.
- Patients: Can view their own medical records only.

Functional requirements:

- The admin can register new doctors and patients.
- Only authorized doctors can add or update a patient's medical record.
- Only registered patients can view their own records.
- A medical record should contain: Patient ID (address), Doctor ID (address), Diagnosis (string),
- Prescription (string), Timestamp
- Ensure access control so that no unauthorized access or modification occurs.

Code:

```
SPDX-License-Identifier: MIT
pragma solidity ^0.8.17;
contract MedicalRecordSystem {
    address public admin;
    struct MedicalRecord {
       address doctorId;
       string diagnosis;
       string prescription;
       uint256 timestamp;
    mapping(address => bool) public doctors;
    mapping(address => bool) public patients;
    mapping(address => MedicalRecord[]) public records;
    event DoctorRegistered(address indexed doctor);
    event PatientRegistered(address indexed patient);
    event MedicalRecordCreated(address indexed patient, address indexed
doctor, string diagnosis, string prescription, uint256 timestamp);
```

```
event MedicalRecordUpdated(address indexed patient, address indexed
doctor, string diagnosis, string prescription, uint256 timestamp);
    modifier onlyAdmin() {
       require(msg.sender == admin, "Only admin can perform this action");
    modifier onlyDoctor() {
       require(doctors[msg.sender] == true, "Only authorized doctors can
perform this action");
    modifier onlyPatient(address patient) {
       require(patients[patient] == true, "Only registered patients can
view records");
    constructor() {
        admin = msg.sender;
    function registerDoctor(address doctor) public onlyAdmin {
        require(doctors[doctor] == false, "Doctor already registered");
        doctors[doctor] = true;
        emit DoctorRegistered(doctor);
    function registerPatient(address patient) public onlyAdmin {
        require(patients[patient] == false, "Patient already registered");
        patients[patient] = true;
        emit PatientRegistered(patient);
    function createMedicalRecord(address patient, string memory diagnosis,
string memory prescription) public onlyDoctor {
        require(patients[patient] == true, "Patient not registered");
        MedicalRecord memory newRecord = MedicalRecord({
            doctorId: msg.sender,
            diagnosis: diagnosis,
            prescription: prescription,
           timestamp: block.timestamp
```

```
});
        records[patient].push(newRecord);
        emit MedicalRecordCreated(patient, msg.sender, diagnosis,
prescription, block.timestamp);
    }
    function updateMedicalRecord(address patient, uint256 recordIndex,
string memory diagnosis, string memory prescription) public onlyDoctor {
        require(patients[patient] == true, "Patient not registered");
        require(records[patient].length > recordIndex, "Invalid record
index");
        MedicalRecord storage record = records[patient][recordIndex];
        record.diagnosis = diagnosis;
        record.prescription = prescription;
        record.timestamp = block.timestamp;
        emit MedicalRecordUpdated(patient, msg.sender, diagnosis,
prescription, block.timestamp);
    function viewMedicalRecords() public view onlyPatient(msg.sender)
returns (MedicalRecord[] memory) {
        return records[msg.sender];
    function isDoctor(address doctor) public view returns (bool) {
        return doctors[doctor];
    function isPatient(address patient) public view returns (bool) {
        return patients[patient];
    }
```

Output:

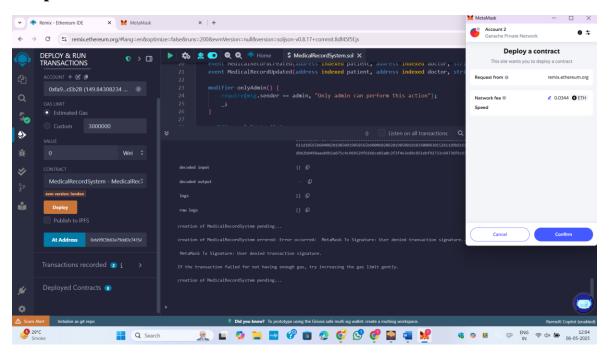


Figure 14:Deploy the contract

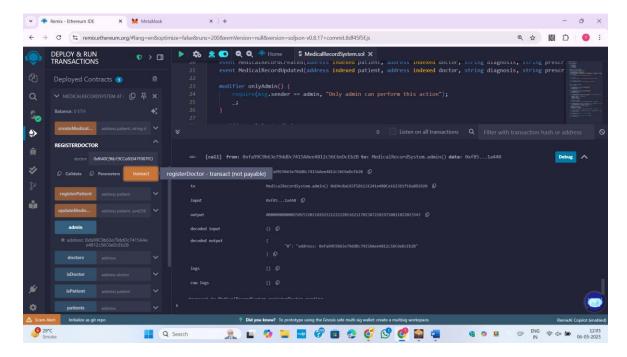


Figure 15:Get Admin details

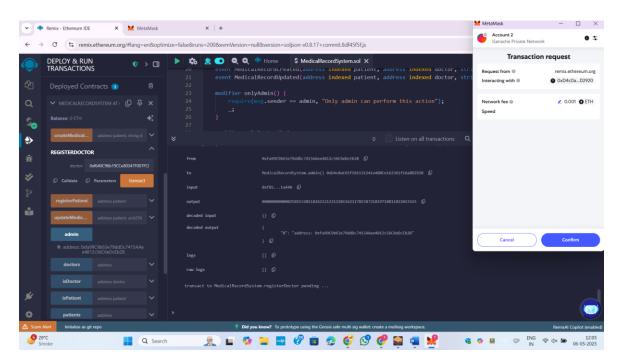


Figure 16:Admin register the Docter

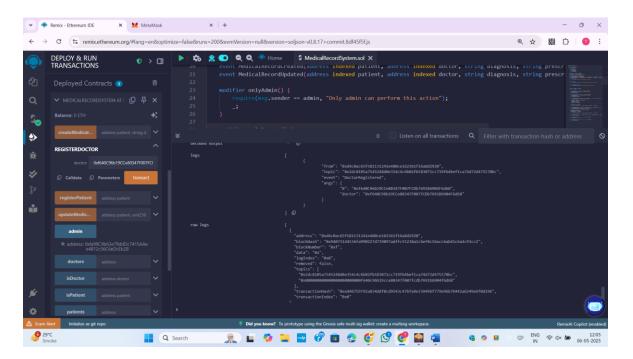


Figure 17:Registration of Docter successfully completed

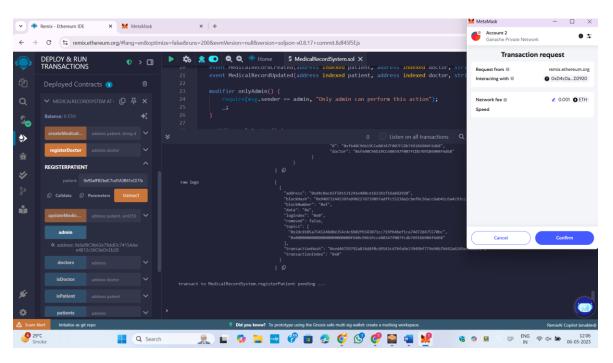


Figure 18:Registration of patient

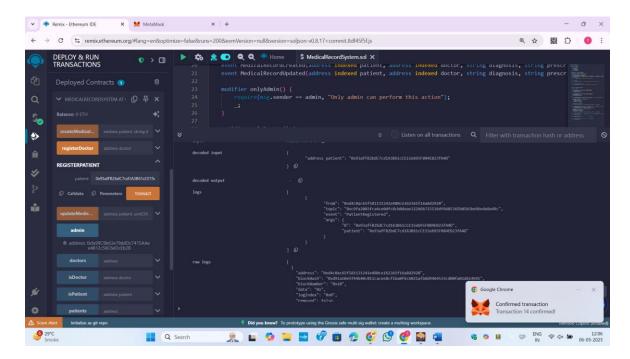


Figure 19:Transaction completed for Registration of patient

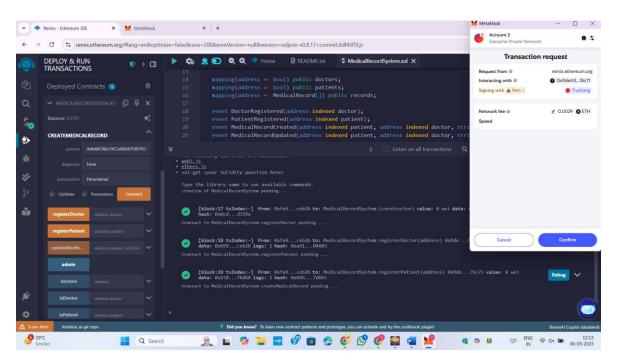


Figure 20:Docter Adding patient details

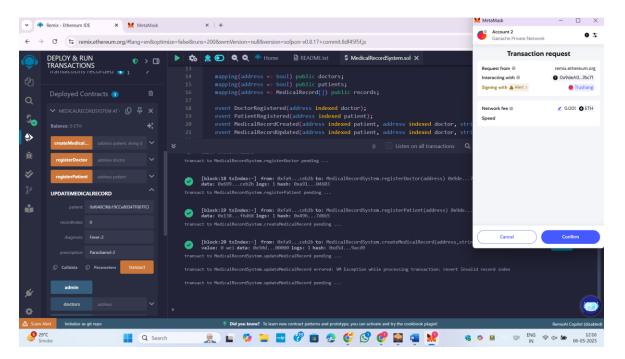


Figure 21:Update patient details

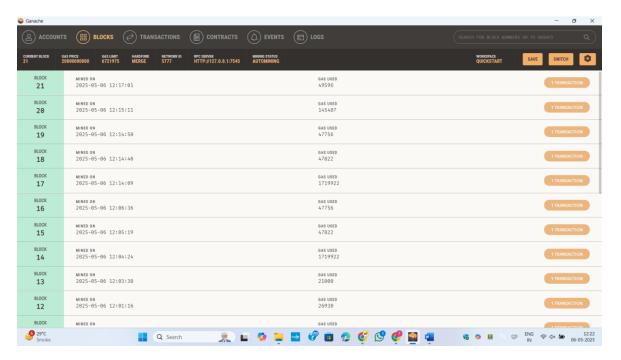


Figure 22: Ganache blocks

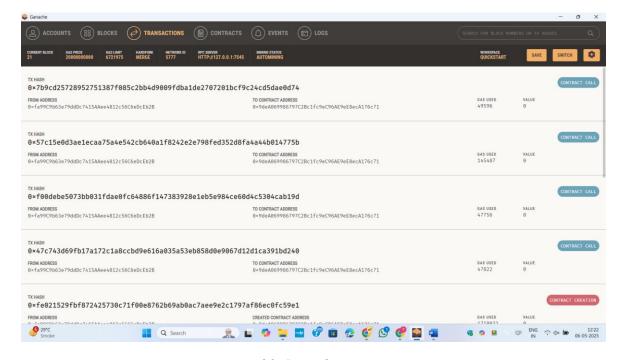


Figure 23:Ganache transaction

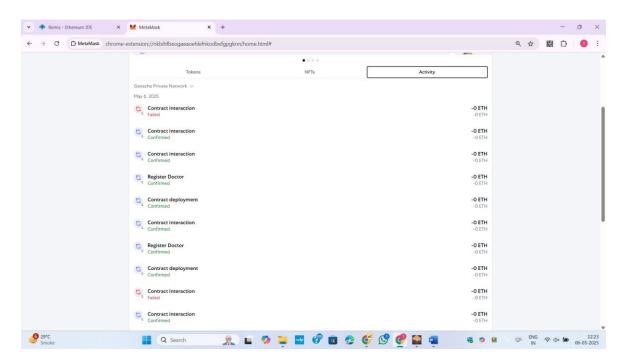


Figure 24:MetaMask Transaction