



# پروژه ی نرم افزار دوره کارشناسی

گزارش شماره ۴ - نقشه راه پیاده سازی

آریا رادمهر - ۹۷۴۶۳۱۲۵

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# Roadmap for creating and implementing Final Project:

## **Part 1:** *Blocks*

- 1.1. Set up the whole application.
- 1.2. Create block
- 1.3. Create the genesis block.
- 1.4. Mine blocks.
- 1.5. Config crypto hash and SHA-256.
- 1.6. Hash in mineBlock.
- 1.7. Pass tests.

## **Part 2:** *Blockchain*

- 1.1. Create Blockchain class.
- 1.2. Make blockchain a real chain connected to each other.
- 1.3. Ensure about chain validation.
- 1.4. Ensure about chain replacement.
- 1.5. Pass tests.
- 1.6. Stub console output after running each test.

### **Part 3:** *Proof-of-work*

- 3.1. Create difficulty and nonce for a block.
- 3.2. Create Proof-of-work structure and architecture.
- 3.3. Make sure if proof-of-work is the best way for Tyche or other options.
- 3.4. Set difficulty and nonce value.
- 3.5. Dynamic difficulty and mine rate.
- 3.6. Adjust the difficulty in mineBlock.
- 3.7. Config average work script and binary hashes.
- 3.8. Prevent difficulty jumps.
- 3.9. Pass tests.

## **Part 4:** *API and networks*

- 4.1. Setup API and express API.
- 4.2. Post requests to mine a block.
- 4.3. PubSub \_still no idea what it is, i should read more letters.\_
- 4.4. Setup a mini database.
- 4.5. Broadcasting chain on API.
- 4.6. Make peers and start broadcasting chain.
- 4.7. Sync chain on connect.
- 4.8. Avoid redundant interactions.
- 4.9. Pass tests.

## **Part 5:** *Wallet, Keys and Transactions*

- 5.1. Create wallet class.
- 5.2. Create key pair and public key.
- 5.3. Assigning data and verifying signatures.
- 5.4. Make transaction objects and the output map.
- 5.5. Make transaction inputs.
- 5.6. Validate transactions.
- 5.7. Create wallets and wallet transactions.
- 5.8. Handling transactions with multiple outputs.
- 5.9. Handling transaction cases.
- 5.10. Pass tests.

## **Part 6:** *Transaction Pool*

- 6.1. Create transaction pool class and set transactions.
- 6.2. API transactions and mine them.
- 6.3. Handling invalid transactions.
- 6.4. Transaction updates in real-time.
- 6.5. Getting transaction pool map.
- 6.6. Broadcasting transactions.
- 6.7. Sync transaction pool map on connect.
- 6.8. Pass tests.



## **Part 7: *Mining Transactions***

- 7.1. Create Transaction miner class.
- 7.2. Grab valid transactions.
- 7.3. Configuring about reward transactions.
- 7.4. Mine transactions endpoint.
- 7.5. Clear recorded transactions on successful replace.
- 7.6. Make sure about blockchain balance.
- 7.7. Calculating the balance before each transaction.
- 7.8. Create wallet-info request.
- 7.9. Validating transaction data.
- 7.10. Validating input balances.
- 7.11. Prevent duplicate transactions in block.
- 7.12. Validating transaction chain.
- 7.13. Pass tests.

## **Part 8:** *Blockchain Front-End*

8.1. Create all front-end with React.

[ ] ...

## **Part 9:** *Cryptocurrency Front-End*

9.1. Create all front-end with React.

[ ] ...

## **Part 10:** *Other and Non-categorized ones*

- 10.1. Set new ideas and features for Tyche.
- 10.2. Make implementations and discuss about private or public architecture.
- 10.3. Make GUI for blockchain.
- 10.4. Make GUI for Tyche coin.
- 10.5. Change proof-of-work to proof-of-stake.
- 10.6. Collecting libraries and data for installation guide.
- 10.7. Write Tyche White-paper.
- 10.8. Publish Tyche Blockchain in papers and Iran blockchain organization.
- 10.9. Publish documents and White-paper in linkedIn.
- 10.10. Collect all documents for Tyche essay.