

目录 Direction

01 要任务

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主要任务

• 基于区块链平台实现商品拍卖功能

- 在区块链平台上实现商品展示与商品文件存储,具有将商品图像和商品描述(大文本)上传至IPFS的功能。
- 具有用户可根据类别、拍卖时间等过滤和浏览商品的功能。
- 实现维克里密封拍卖。

主要任务

01

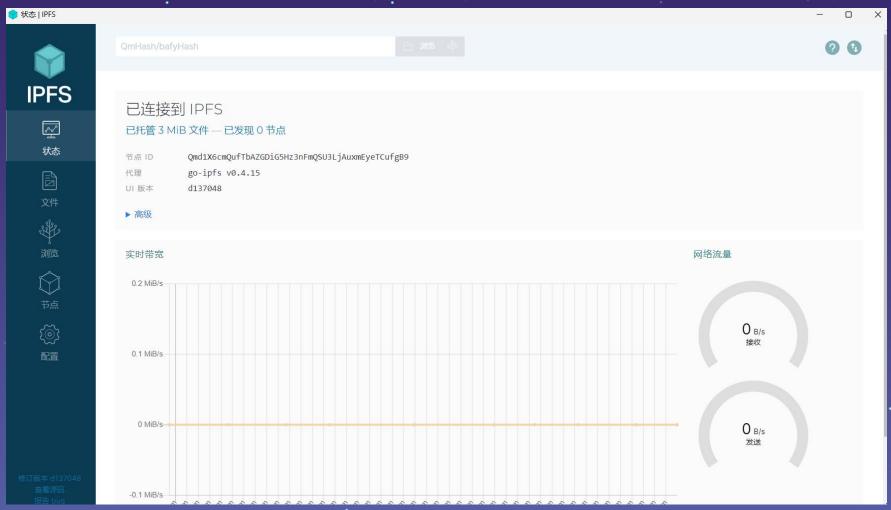
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IPFS Desktop

避免了中心节点失效,无审查和管控的完全去中心化的点到点传输网络



IPFS命令行

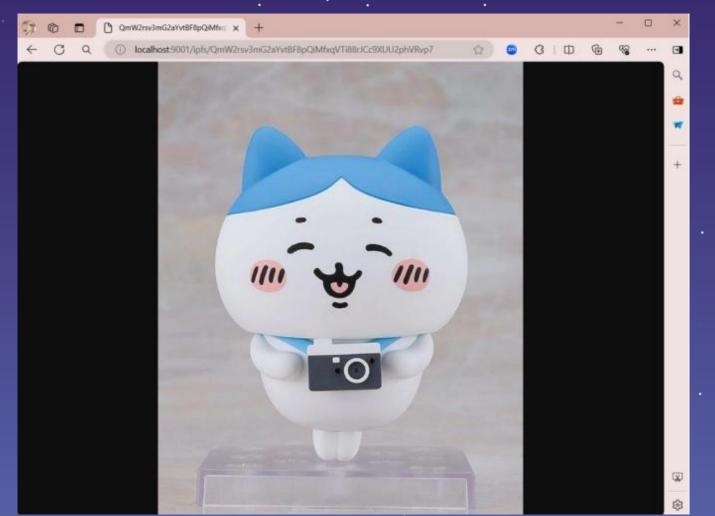
上传命令: ipfs add C:\Users\ASUS\Desktop\Recently\usagi.jpg 获得一串hash: QmdKEDNMPgZzZ1Bd3q6pf2gnEpyqRkEsP9dHLJCkXTxcCF

```
D:\IPFS\go-ipfs>ipfs.exe add C:\Users\ASUS\Desktop\综合课程设计: 区块链拍卖系统\商品
图片\jeans.jpg
added QmazhPWL7eECZv6wo3g1y7kSDezxnPt61NmsiR4WyoKJR5 jeans.jpg
D:\IPFS\go-ipfs>ipfs.exe add C:\Users\ASUS\Desktop\综合课程设计: 区块链拍卖系统\商品
chiikawa.txt
added OmUWUWo69j8umLaKmQ278rmUiDreKzTzoLGMwBaXhbaA1R chiikawa.txt
D:\IPFS\go-ipfs>ipfs.exe add C:\Users\ASUS\Desktop\综合课程设计: 区块链拍卖系统\商品
\iPhone5.txt
added QmVPnc1vJESqsnCsEuL6GndT2VSRQ7oTxSNcwKcJeaxQVY iPhone5.txt
D:\IPFS\go-ipfs>ipfs.exe add C:\Users\ASUS\Desktop\综合课程设计: 区块链拍卖系统\商品
\iPhone6.txt
added QmZU9sfWXPBqN8dEowhJjTiKRU7A2pkRAHH5GUFssj4MHe iPhone6.txt
D:\IPFS\go-ipfs>ipfs.exe add C:\Users\ASUS\Desktop\综合课程设计: 区块链拍卖系统\商品
\iPhone12.txt
added QmX7VfaTwKRQEGknzDyMwhJJpRWCzd7bDNKokd7tsc8tRU iPhone12.txt
```

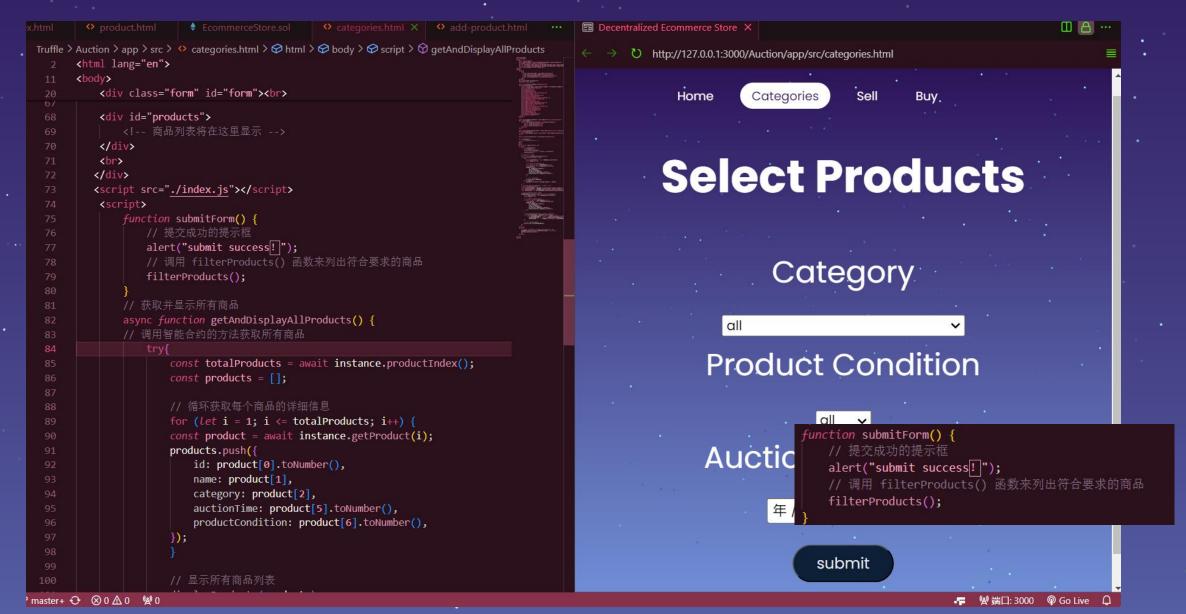
IPFS命令行

• 将文件上传到IPFS成功后会自动获得一个hash值,只需要保存下这个哈希值就可以访问 到文件了

访问:http://localhost:9001/ipfs/QmW2rsv3mG2aYvtBF8pQiMfxqVTi88rJCc9XUU2phVRvp7



过滤和浏览商品



功能实现

```
function filterProducts() {
const selectedCategory = document.getElementById('product-category').value;
const productCondition = document.getElementById('product-condition').value;
const auctionTime = new Date(document.getElementById('product-auction-start').value).getTime() / 1000;
// 调用智能合约的方法获取所有商品
EcommerceStore.deployed().then(async function(instance) {
   const totalProducts = await instance.productIndex();
   const products = [];
   // 循环获取每个商品的详细信息
   for (let i = 1; i <= totalProducts; i++) {
       const product = await instance.getProduct(i);
       products.push({
           id: product[0].toNumber(),
           name: product[1],
           category: product[2],
           auctionTime: product[5].toNumber(),
           productCondition: product[6].toNumber(),
       });
   // 根据选定的类别、商品状态和拍卖时间进行商品过滤
    const filteredProducts = products.filter(product => -
       return (selectedCategory === 'all' || product.category === selectedCategory) &&
           (productCondition === 'all' || product.productCondition.toString() === productCondition) &&
            (auctionTime === '' || product.auctionTime >= auctionTime);
   });
   // 显示过滤后的商品列表
   displayProducts(filteredProducts);
```

```
// 显示商品列表
function displayProducts(products) {
const productsDiv = document.getElementById('products');
productsDiv.innerHTML = ''; // 清空原有内容
products.forEach(product => {
   const productElement = document.createElement('div');
   productElement.innerHTML = `
       Product ID: ${product.id}
       Product Name: ${product.name}
       Category: ${product.category}
       Auction Start Time: ${new Date(product.auctionTime * 1000).toLocaleString()}
       <hr>>
   productsDiv.appendChild(productElement);
});
```

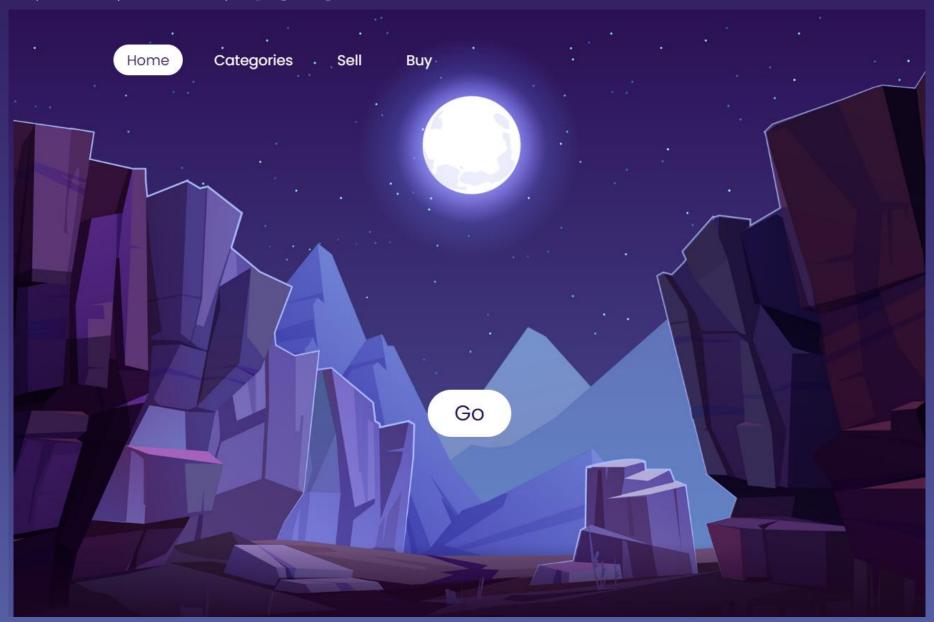
维克里密封拍卖

- 投标者在不知道其他人标价的情况下出价,且出价时必须同时支付ETH
- 标价最高者得标,且只需支付第二高的标价
- 所有输掉竞价的人将会收回各自出价的 ETH (扣除一些手续费)

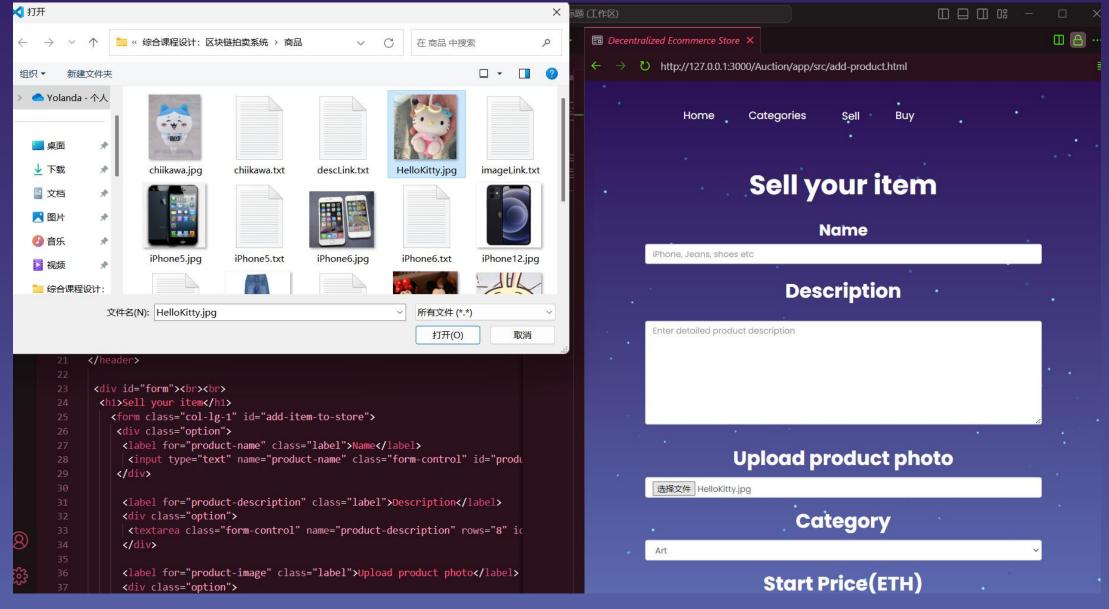
拓展功能:

美化html, 提升用户体验

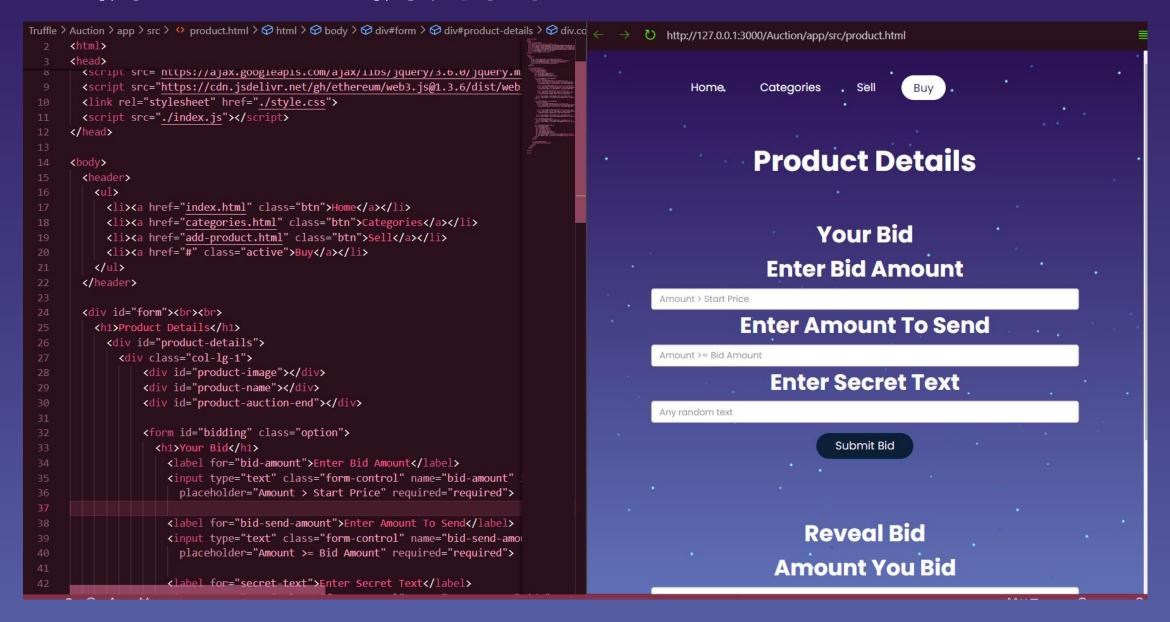
拍卖系统主界面



用户添加商品界面

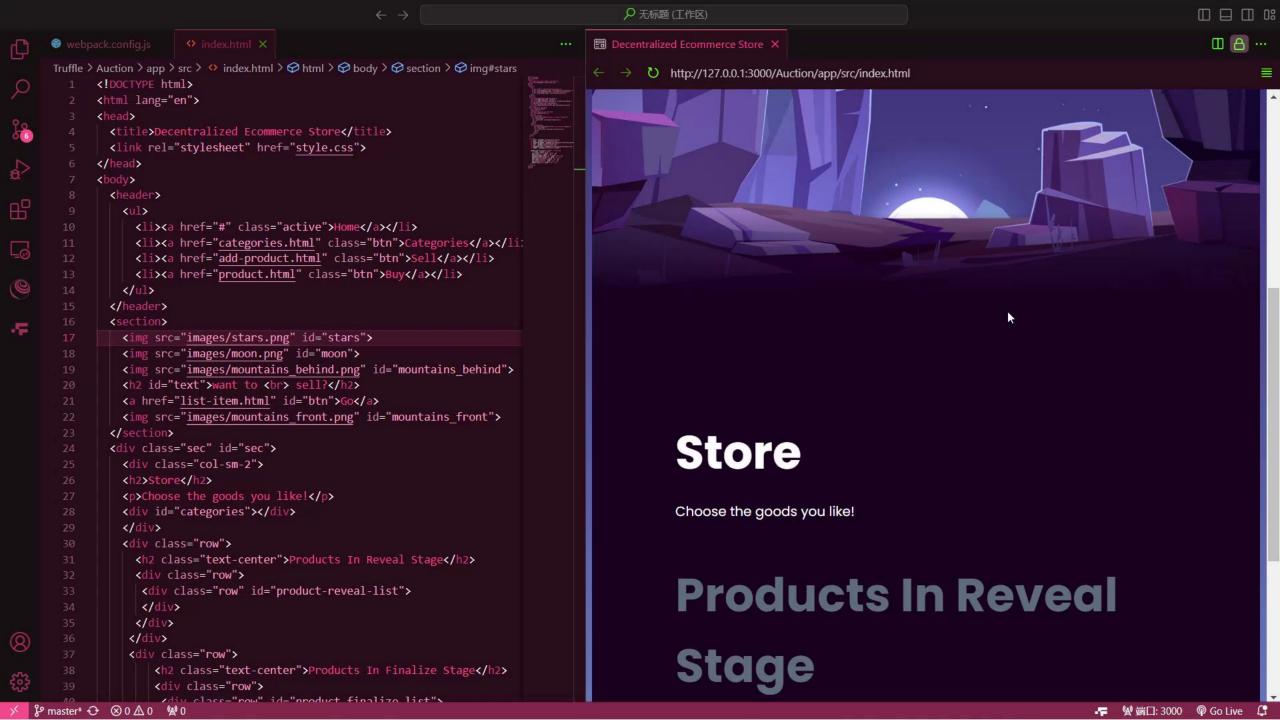


出价&揭示出价界面



出价&揭示出价界面

```
Truffle > Auction > app > src > ↔ product.html > � html > � body > � div#form > � div#product-details > � div.cd
                                                                                                U http://127.0.0.1:3000/Auction/app/src/product.html
      <html>
                                                                                                                   Enter Bid Amount
      <head>
        <script src= nttps://ajax.googleapis.com/ajax/iibs/jquery/3.6.0/jquery.m</pre>
        <script src="https://cdn.jsdelivr.net/gh/ethereum/web3.js@1.3.6/dist/web</pre>
                                                                                                   Amount > Start Price
        <link rel="stylesheet" href="./style.css">
                                                                                                               Enter Amount To Send
        <script src="./index.js"></script>
      </head>
                                                                                                   Amount >= Bid Amount
                                                                                                                   Enter Secret Text
        <header>
          <l
                                                                                                   Any random text
            <a href="index.html" class="btn">Home</a>
           <a href="categories.html" class="btn">Categories</a>
                                                                                                                              Submit Bid
           <a href="add-product.html" class="btn">Sell</a>
           <a href="#" class="active">Buy</a>
          </header>
        <div id="form"><br><br>
                                                                                                                         Reveal Bid
          <h1>Product Details</h1>
           <div id="product-details">
                                                                                                                    Amount You Bid
             <div class="col-lg-1">
                 <div id="product-image"></div>
                 <div id="product-name"></div>
                                                                                                   Amount > Start Price
                 <div id="product-auction-end"></div>
                                                                                                                   Enter Secret Text
                 <form id="bidding" class="option">
                                                                                                   Any random text
                   <h1>Your Bid</h1>
                     <label for="bid-amount">Enter Bid Amount</label>
                     <input type="text" class="form-control" name="bid-amount"</pre>
                                                                                                                    Reveal Bid
                                                                                                                                    Finalize Auction
                       placeholder="Amount > Start Price" required="required">
                     <label for="bid-send-amount">Enter Amount To Send</label>
                                                                                                    Release Amount to Seller
                                                                                                                                       Refund Amount to Buyer
                     <input type="text" class="form-control" name="bid-send-amount</pre>
                       placeholder="Amount >= Bid Amount" required="required">
                                                                                                                Product Description
                     <label for="secret-text">Enter Secret Text</label>
```



目录 Direction

主要任务

01

功能实现分析

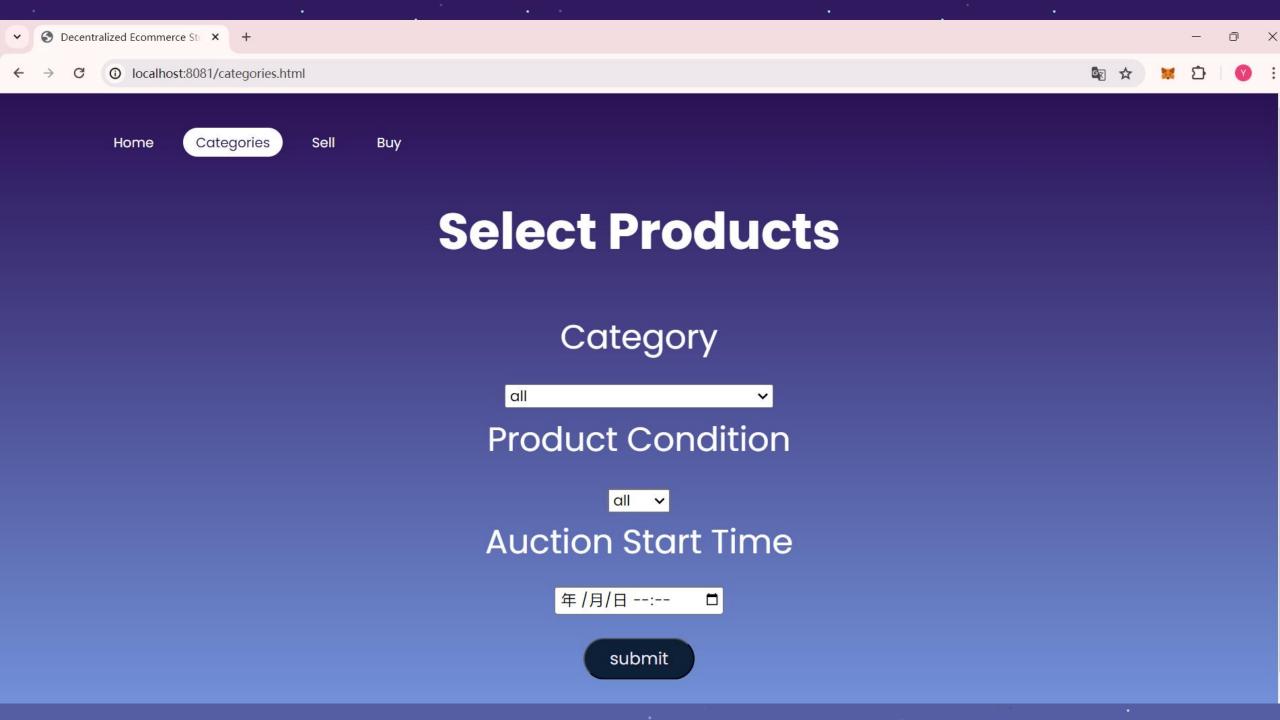
02

03 关代码展示

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环境启动

```
PS D:\Truffle\Auction\app> npm run dev
 > app@1.0.0 dev
 > webpack-dev-server
 <i> [webpack-dev-server] [HPM] Proxy created: () => true -> localhost:8081
 <i> [webpack-dev-server] Project is running at:
 <i> [webpack-dev-server] Loopback: http://localhost:8081/
 <i> [webpack-dev-server] On Your Network (IPv4): http://218.194.39.122:8081/
 <i> [webpack-dev-server] On Your Network (IPv6): http://[fe80::e0e1:4d4c:7669:3c25]:8081/
 <i><ip [webpack-dev-server] Content not from webpack is served from 'D:\Truffle\Auction\app\dist' directory</p>
 assets by path *.html 17.1 KiB
   asset categories.html 6.35 KiB [emitted] [from: src/categories.html] [copied]
   asset add-product.html 4.21 KiB [emitted] [from: src/add-product.html] [copied]
   asset product.html 3.76 KiB [emitted] [from: src/product.html] [copied]
   asset index.html 2.82 KiB [emitted] [from: src/index.html] [copied]
 assets by info 106 KiB [immutable]
   asset images/fb95e3d1302794752cfa5094b3b79876.png 106 KiB [emitted] [immutable] [from: src/style/stars.png] (auxiliary name: main)
   asset 8313c8bd7c568b332e34.png 87 bytes [emitted] [immutable] [from: src/style/stars.png] (auxiliary name: main)
 asset index.js 3.99 MiB [emitted] (name: main)
 runtime modules 27.5 KiB 14 modules
 modules by path ./node_modules/ 2.42 MiB 639 modules
 modules by path ./src/ 19.3 KiB (javascript) 87 bytes (asset)
   modules by path ./src/*.css 7.69 KiB
     ./src/style.css 2.23 KiB [built] [code generated]
     ./node modules/css-loader/dist/cjs.js!./src/style.css 5.46 KiB [built] [code generated]
   ./src/index.js 11.6 KiB [built] [code generated]
   ./src/style/stars.png 42 bytes (javascript) 87 bytes (asset) [built] [code generated]
```



智能合约Ecommerce.sol

```
contract EcommerceStore {
    enum ProductStatus{ Open, Sold, Unsold}//商品状态:可竞拍,已卖出,未卖出
    enum ProductCondition{ New, Used}//商品状况: 全新, 二手
    uint public productIndex;//商品计数器
    mapping(address => mapping(uint256 => Product)) stores;//创建者关联他发布的所有商品
    mapping(uint256 => address) productIdInStore;//商品关联创建者
    mapping(uint256 => address) productEscrow; //商品关联Escrow合约地址
    //商品数据结构
    struct Product{
       uint id;//商品唯一编号
       string name;//商品名称
        string category;//商品类别
       string imageLink;//商品图片
        string descLink;//商品描述文本
       uint auctionStartTime;//开始拍卖时间
       uint auctionEndTime;//结束拍卖时间
       uint startPrice;//起拍价
        address highestBidder;//最高出价者
       uint highestBid;//最高价
       uint secondHighestBid;//次高价
       uint totalBids;//总竞拍人数
       ProductStatus status;
       ProductCondition condition;
        mapping (address => mapping(bytes32 => Bid)) bids;//用存储的出价hash值来mapping到出价者
```

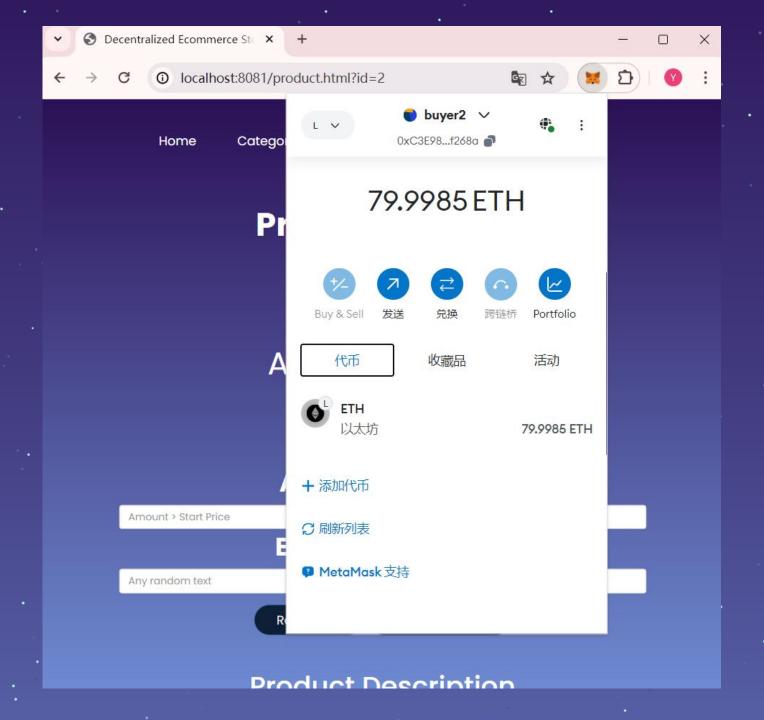
智能合约 Ecommerce.sol

```
contract EcommerceStore {
   // 出价
   function bid(uint256 productId, bytes32 bid)public payable returns(bool){
      Product storage product = stores[productIdInStore[ productId]][ productId];
      require(block.timestamp >= product.auctionStartTime);//当前出价时间不早于开始拍卖时间
      require(block.timestamp <= product.auctionEndTime);//当前出价时间不晚于结束拍卖时间
      require(msg.value >= product.startPrice, "=");//出价要大于起拍价
      product.bids[msg.sender][ bid] = Bid(msg.sender, productId, msg.value, false);
      product.totalBids += 1;//竞拍人数加1
      return true;
   function revealBid(
      uint256 productId,
      string memory amount,
      string memory secret
   ) public {
      Product storage product = stores[productIdInStore[ productId]][ productId];
      require(block.timestamp > product.auctionStartTime);//揭示时间大于结束拍卖时间
      // 进行加密后的出价的keccak256哈希值
      bytes32 sealedBid = keccak256(abi.encode( amount, secret));//hash
      Bid memory bidInfo = product.bids[msg.sender][sealedBid];//得到出价者信息
      require(bidInfo.revealed == false);//出价还未揭示
      uint256 refund;// 需要回退的金额
      uint256 amount = stringToUint( amount);//出价数量,转换 amount类型方便计算
      uint256 bidInfov = bidInfo.value;
      if (bidInfov < amount) {//提交价小于起拍价无效出价
         refund = bidInfov;//返回提交金额(不是出价)
      else
         // 第一次出价的人
```

智能合约 Escrow.sol

```
//释放资金给卖家
function releaseAmountToSeller(address caller) public {
   require(!fundsDisbursed);//判断是否已经释放资金
   require(caller == buyer || caller == seller || caller == arbiter);
   if (!releaseAmount[caller]) {//判断是否已经同意释放资金,防止多次同意
       releaseAmount[caller] = true;
       releaseCount += 1;
       emit UnlockAmount(productId, "release", caller);
   if (releaseCount == 2) {//判断同意人数达到2/3
       payable(seller).transfer(amount);//转给卖家
       fundsDisbursed = true;//修改状态
       emit DisburseAmount(productId, amount, seller);
//退还资金给买家
function refundAmountToBuyer(address caller) public {
   require(!fundsDisbursed);
   require(caller == buyer || caller == seller || caller == arbiter);
   if (!refundAmount[caller]) {
       refundAmount[caller] = true;
       refundCount += 1;
       emit UnlockAmount(productId, "refund", caller);
   if (refundCount == 2) {
       payable(buyer).transfer(amount);
       fundsDisbursed = true;
       emit DisburseAmount(productId, amount, buyer);
```

用MetaMask支付



目录 Direction 主要任务

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功能实现分析

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相关代码展示

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04 行展示

