-		$\overline{}$
	School: Campus:	
Cons	Academic Year: Subject Name: Subject Code:	
C'en' UNIV Shaping Liv Empowering	Semester: Program: Branch: Specialization:	
	Date:	
	Classroom Learning  (Learning by Listening and Observations)	
	(Learning by Listening and Observations)	
Nan	of the ToPic: NFT: Non-Fungible Token	
Lea	ing Outcome:	
Con	pts learned (Mention 2/3 principles):	
	on the classwork, the principal concepts I have learned include:	
1.	e fundamental concept of a Non-Fungible Token (NFT) as a unique cryptographic asset on a ockchain with distinct identification codes and metadata.	
2.	e complete architecture of how NFTs operate using smart contracts, primarily on blockchain e Ethereum, which enforce ownership and manage transferability.	ıs
3.	e characteristics that differentiate NFTs from fungible cryptocurrencies, specifically their iqueness, indivisibility, and non-interchangeable nature.	
	-question, management, management growns and	
Now	echniques learned:	
4C VV	cimiques learned.	
\ddit	ally, I have acquired new knowledge in the following areas:	
	chniques for minting an NFT, which is the process of publishing a unique token on the blockchai	n
1.		
1.	rough a smart contract.	
	rough a smart contract. ocedures for understanding the ERC-721 and ERC-1155 token standards that define the structure octions required for creating NFTs on Ethereum.	e an
2.	ocedures for understanding the ERC-721 and ERC-1155 token standards that define the structure	

Page No.....

## \* Related Project/Practice work experienced and learned:

During the practice sessions of the lab work, I engaged in and developed proficiency with programs and simulations in the following areas:

- 1. Writing and deploying a basic ERC-721 smart contract using Solidity in the Remix IDE.
- 2. Simulating the minting process by calling the mint function to create a new NFT with a unique token ID.
- 3. Creating a simple script using Web3.js to query NFT metadata and verify ownership of a specific token ID for a given user address.
- 4. Simulating a transfer of an NFT from one Ethereum account to another by invoking the smart contract's transferFrom function.

## \* New Software/Machine/Tool/Equipment/Experiment learned:

During the lab session, I used the Remix IDE for writing smart contracts, MetaMask for interacting with the blockchain, and OpenZeppelin's library of secure, standard-compliant smart contracts to build our NFT functionality. IPFS (InterPlanetary File System) was used for decentralized metadata storage.

## \* Application of concept(s) (preferably real life scenario):

- 1. **Digital Art and Collectibles:** NFTs allow artists to tokenize their work, proving scarcity and ownership, and enabling them to earn royalties from secondary sales automatically.
- 2. **Gaming:** NFTs represent in-game assets like characters, skins, or virtual land, allowing players to have true ownership that can be traded outside the game's ecosystem.
- 3. **Real-World Assets:** NFTs can be used to represent ownership of physical assets, such as real estate deeds or luxury goods, linking them to a tamper-proof digital record on the blockchain.

## \* Case Studies/Examples:

- 1. **Digital Art Market:** The sale of Beeple's "Everydays: The First 5000 Days" for \$69 million at Christie's auction house demonstrated how NFTs can create a new market for digital artists.
- 2. **Music Industry:** Musicians like Kings of Leon released albums as NFTs, providing owners with special perks like limited edition vinyl and concert tickets, creating new fan engagement models.
- 3. **Membership and Identity:** Projects like Bored Ape Yacht Club (BAYC) use NFTs as access tokens to an exclusive online community, digital clubhouse, and real-world events, proving their utility beyond mere art.

Assessme
----------

Marks Obtained: ...... / 10

Signature of the Student:

Name: PN Archana

Regn. No.: 240720100147

Signature of the Faculty:

Page No.....

<sup>\*</sup>As applicable according to the topic.

One sheet per topic (10-20) to be used.