

Lab: Starting, Pausing and Stopping Smart Contracts

Prerequisites

1. Chrome or Firefox browser.
2. An Internet connection

The Solidity code has been updated to be compatible to Solidity 0.6

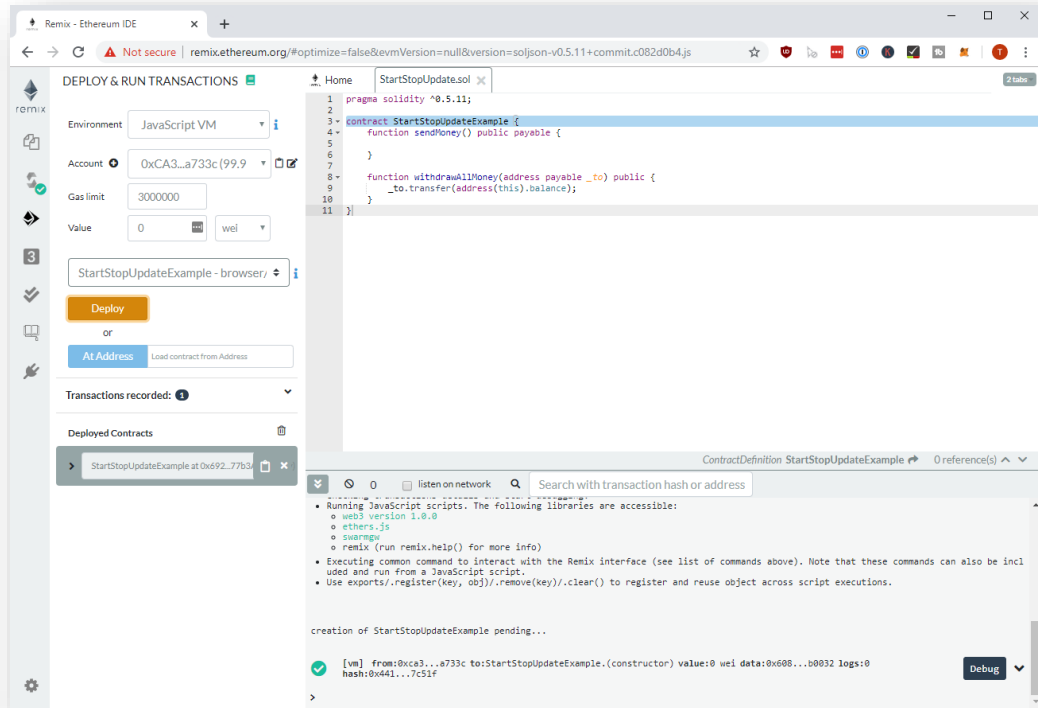
3. Open Remix with the following Smart Contract:

```
pragma solidity >=0.5.11 <0.7.0;  
  
contract StartStopUpdateExample {  
    function sendMoney() public payable {  
  
    }  
  
    function withdrawAllMoney(address payable _to) public {  
        _to.transfer(address(this).balance);  
    }  
}
```

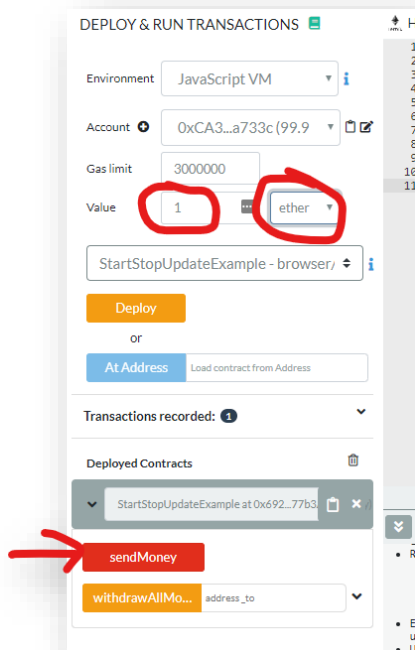
Step by Step Instruction

Deploy the Smart Contract in the JavaScript VM

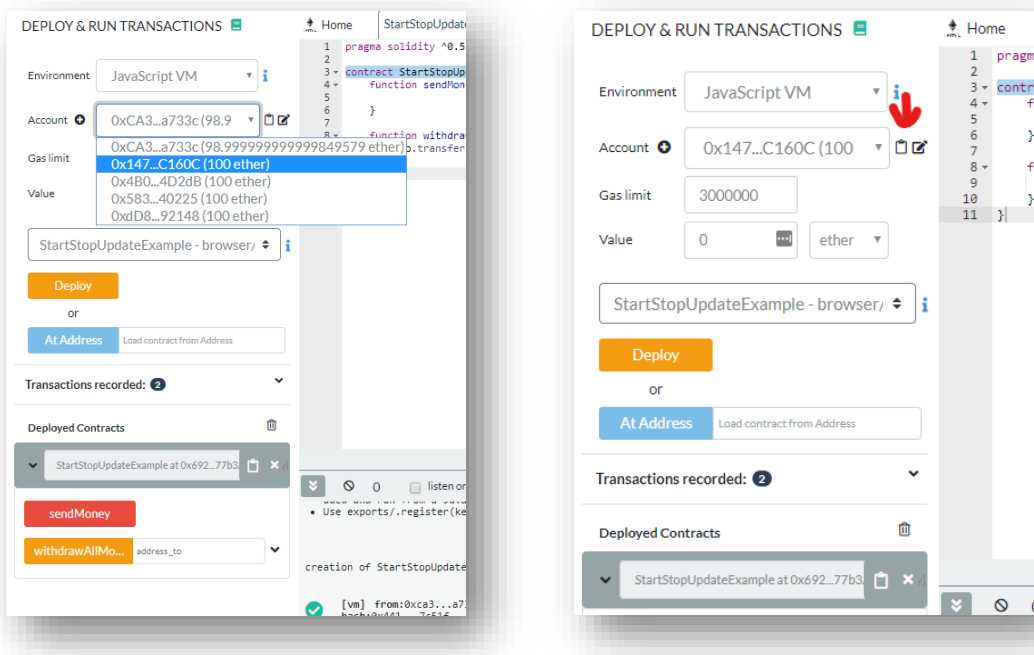
Open the “Deploy and Run Transactions” view in Remix with the smart contract



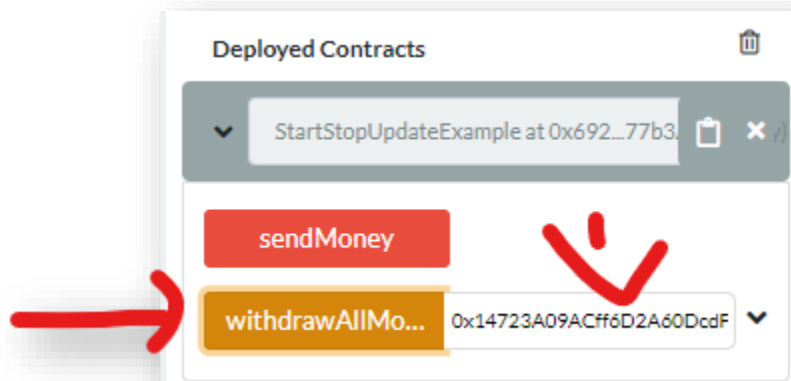
Send some money to the Smart Contract



Copy the address of the second account



Withdraw the Money



This isn't very *secure*, is it? Let's add some checks...

Update the Smart Contract

```
pragma solidity >=0.5.11 <0.7.0;

contract StartStopUpdateExample {
    address owner;

    constructor() public {
        owner = msg.sender;
    }

    function sendMoney() public payable {

    }

    function withdrawAllMoney(address payable _to) public {
        require(msg.sender == owner, "You cannot withdraw!");
        _to.transfer(address(this).balance);
    }
}
```

Try to send and withdraw money again

Note: Don't forget to re-deploy the smart contract.

1. Deploy the Smart Contract using **the first** account in your account list
2. Send 1 Ether to your smart contract
3. Select and Copy the **second account** from your account list
4. Try to use the withdraw method using **the second** account from your account list
5. Switch back to your first account
6. See if you can withdraw now.

This time you can see that you can send money from any account. But you can use the withdraw method only from the account which deployed the smart contract. Observe the Logs-Output:

The screenshot displays the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel shows the environment set to 'JavaScript VM', the account as '0x4B0...4D2dB (99.99999999%)', and the gas limit as '3000000'. The value is set to '0' in 'ether'. The contract 'StartStopUpdateExample' is selected for deployment. Below the deployment options, the 'Deployed Contracts' section shows the contract 'StartStopUpdateExample at 0x643...62E55 (memory)' with two functions: 'sendMoney' and 'withdrawAllMoney'. The 'Transactions recorded' section shows two transactions: a successful 'sendMoney' transaction and a failed 'withdrawAllMoney' transaction that reverted with the message 'You cannot withdraw, you are not the owner!'. The main editor shows the Solidity code for the 'StartStopUpdateExample' contract, which includes a constructor, a 'sendMoney' function, and a 'withdrawAllMoney' function. The bottom panel shows the transaction details for the failed 'withdrawAllMoney' transaction, including the VM error message and the reason provided by the contract.

```
pragma solidity ^0.5.11;

contract StartStopUpdateExample {
    address owner;

    constructor() public {
        owner = msg.sender;
    }

    function sendMoney() public payable {
    }

    function withdrawAllMoney(address payable _to) public {
        require(msg.sender == owner, "You cannot withdraw, you are not the owner!");
        _to.transfer(address(this).balance);
    }
}
```

Pause a Smart Contract

With these new powers we got, it is easy to add a “pause” functionality. Let’s take the following code:

```
pragma solidity >=0.5.11 <0.7.0;

contract StartStopUpdateExample {

    address owner;
    bool public paused;

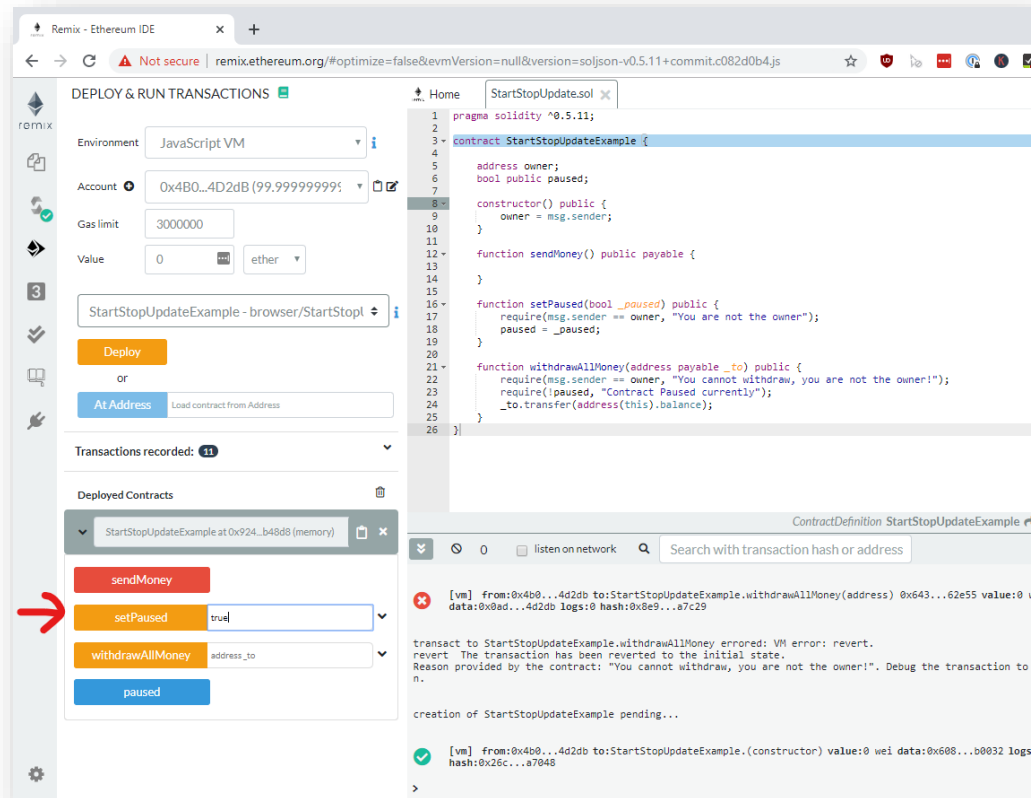
    constructor() public {
        owner = msg.sender;
    }

    function sendMoney() public payable {

    }

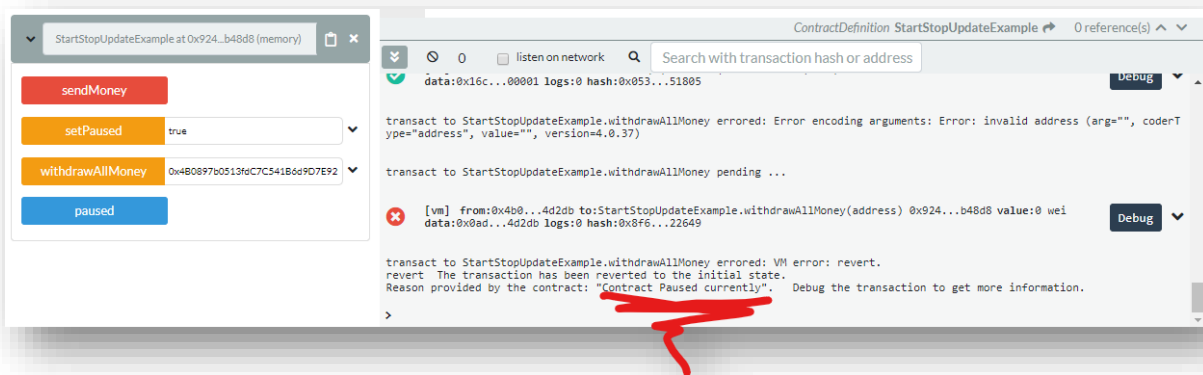
    function setPaused(bool _paused) public {
        require(msg.sender == owner, "You are not the owner");
        paused = _paused;
    }

    function withdrawAllMoney(address payable _to) public {
        require(msg.sender == owner, "You cannot withdraw");
        require(!paused, "Contract Paused currently");
        _to.transfer(address(this).balance);
    }
}
```



Try to withdraw money

It won't work and show you an error message. The contract is paused.



Add a destroy functionality to the Smart Contract

Consider the following source code:

```
pragma solidity >=0.5.11 <0.7.0;

contract StartStopUpdateExample {

    address owner;
    bool public paused;

    constructor() public {
        owner = msg.sender;
    }

    function sendMoney() public payable {

    }

    function setPaused(bool _paused) public {
        require(msg.sender == owner, "You are not the owner");
        paused = _paused;
    }

    function withdrawAllMoney(address payable _to) public {
        require(msg.sender == owner, "You cannot withdraw!");
        require(!paused, "Contract Paused currently");
        _to.transfer(address(this).balance);
    }

    function destroySmartContract(address payable _to) public {
        require(msg.sender == owner, "You are not the owner");
        selfdestruct(_to);
    }
}
```

Stop the Smart Contract

Now deploy the new smart contract. Then copy your account address. Paste it into the “destroySmartContract” Input field. Hit the button, and then try to interact with the smart contract. It won’t work.

The screenshot displays the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar shows the account '0x4B0...4D2dB (99.99999995)', gas limit '3000000', and value '0 ether'. The 'Deploy' button is highlighted. Below it, the 'Transactions recorded' section shows 15 transactions. The 'Deployed Contracts' section lists 'StartStopUpdateExample at 0xe46...E7A28 (memory)'. A red arrow points to the 'destroySmartContr...' button, and another red arrow points to the 'paused' button. A red circle highlights an error message: 'error: Failed to decode output: TypeError: Cannot read property 'length' of undefined'.

The central editor shows the Solidity code for 'StartStopUpdate.sol':

```
1 pragma solidity ^0.5.11;
2
3 contract StartStopUpdateExample {
4     address owner;
5     bool public paused;
6
7     constructor() public {
8         owner = msg.sender;
9     }
10
11     function sendMoney() public payable {
12
13     }
14
15     function setPaused(bool _paused) public {
16         require(msg.sender == owner, "You are not the owner");
17         paused = _paused;
18     }
19
20     function withdrawAllMoney(address payable _to) public {
21         require(msg.sender == owner, "You cannot withdraw, you are not the owner!");
22         require(!paused, "Contract Paused currently");
23         _to.transfer(address(this).balance);
24     }
25
26     function destroySmartContract(address payable _to) public {
27         require(msg.sender == owner, "You are not the owner");
28         selfdestruct(_to);
29     }
30 }
31
```

The bottom console shows the following transaction logs:

- [vm] from:0x4b0...4d2db to:StartStopUpdateExample.(constructor) value:0 wei data:0x608...b0032 logs:0 hash:0x953...042b1
- transact to StartStopUpdateExample.destroySmartContract pending ...
- [vm] from:0x4b0...4d2db to:StartStopUpdateExample.destroySmartContract(address) 0xe46...e7a28 value:0 wei data:0x39d...4d2db logs:0 hash:0x64c...eff37
- call to StartStopUpdateExample.paused
- [vm] from:0x4b0...4d2db to:0xe46b20883a5ccf2d628468de2f3ec1e85e7a28 0xe46...E7A28 value:0 wei data:0x5c9...75abb logs:0 hash:0x235...0657e

Congratulations, LAB is completed



From the Course “Ethereum Blockchain Developer – Build Projects in Solidity”



FULL COURSE:

<https://www.udemy.com/course/blockchain-developer/?referralCode=E8611DF99D7E491DFD96>
