Getting Started with Ethereum Blockchain Development

Blockchain Development Environment Installation

- Node Environment. Download node.js installer here https://nodejs.org/en/
- · Solc Compiler. npm install -g solc
- Go Ethereum. Download here https://geth.ethereum.org/ downloads/
- Truffle Framework. npm install -g truffle
- · Ganache. npm install -g ganache-cli
- truffle test

- npm install
- Unlock ganache-cli account truffle console web3.personal.unlockAccount(firstAccountAdress, firstPrivateKey, 15000)
- Run interaction layer
 node interaction/interaction.js

```
npm install original-require
npm install -g truffle-expect truffle-config web3
```

Commands:

```
Compile: truffle compile
Migrate: truffle migrate
Test contracts: truffle test
```

```
npm install --force -g truffle
$ truffle init
$ truffle migrate
```

Create truffle project

- initialize project: truffle init
- Following file and folders will be created:
 - contracts: Folder to keep solidity contracts
 - · migrations: JS scripts to deploy solidity contracts
 - test: Truffle test cases
 - · truffle.js: Truffle config file

1. Add truffle config file: Add below config to truffle.js. In below config, we are declaring development network, which will connect ethereum node running on localhost and port 8545.

```
module.exports = {
   networks: {
      development: {
        host: "127.0.0.1",
        port: 8545,
        network_id: "*" // Match any network id
      }
   }
};
```

2. **Creating a contract**: Lets create a simple contract 'counter.sol' file in contract folder. Counter contract defines following things:

I. Events:

What are events in Solidity: Events are dispatched signals that smart contracts can fire. DApps, or anything connected to Ethereum JSON-RPC API(like node js application), can listen to these events and act accordingly. Counter contract defines two events-

- CounterIncrementedEvent
- CounterDecrementedEvent
- II. **Variable**: Like other programming languages, variable is something that holds data.
- III. **Methods**: Counter contract defines three methods to increment, decrement and get counter value.

```
pragma solidity ^0.4.23;
contract Counter {
    event CounterIncrementedEvent(int count);
    event CounterDecrementedEvent(int count);
    int private count = 0;
    function incrementCounter() public {
        count += 1;
        emit CounterIncrementedEvent(count);
    function decrementCounter() public {
        count -= 1;
        emit CounterDecrementedEvent(count);
    function getCount() public constant returns (int) {
        return count;
```

3. **Deployment Script** — Add deployment script named as '2_initial_migration.js' for Counter.sol

```
var Counter = artifacts.require("./
Counter.sol");

module.exports = function(deployer) {
   deployer.deploy(Counter);
};
```

4. Write Truffle Test cases: Create test file named as counter_test.js for Counter contract in test folder.

```
const Counter = artifacts.require("Counter");
contract('Counter test', async (accounts) => {
  let instance;
  before(async () => {
    instance = await Counter.deployed();//deploy contract
  });
  it("Initial value of counter should be zero", async ()
=> {
    let count = await instance.getCount.call({from:
accounts[0]});
    assert.equal(count, 0);
 });
```

5. Running test cases

Run ganache-cli: Run below command to run ganache

ganache-cli

Run truffle tests: In separate Window, run truffle test cases using below command

truffle test

5. Add more tests

i. Add test for Increment Counter:

```
it("Should increment counter", async () => {
  await instance.incrementCounter({from: accounts[0]});
  let count = await instance.getCount.call({from: accounts[0]});
  assert.equal(count, 1);
});
```

ii. Add test to verify if event is emitted on Increment Counter:

```
it("Should emit event on increment counter", async () => {
  let reciept = await instance.incrementCounter({from: accounts[0]});
  assert.equal(reciept.logs.length, 1);
  assert.equal(reciept.logs[0].args.count, 2);
});
```