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Final Project

## 1. Application Overview

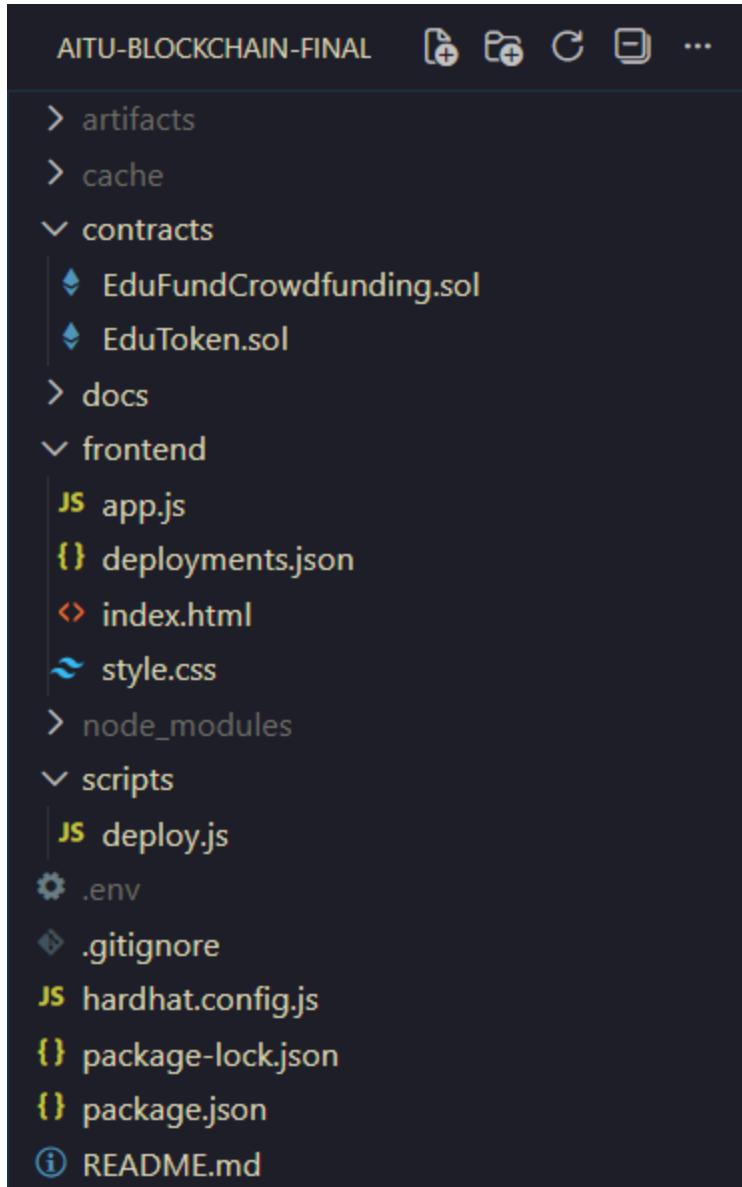
This project is a decentralized crowdfunding application developed as part of the Blockchain 1 final examination project. The application allows users to create crowdfunding campaigns, contribute test ETH, and receive internal ERC-20 reward tokens. The system operates exclusively on an Ethereum test network and uses MetaMask for secure wallet interaction. The project is open-source and can be accessed through this [github link](#).

## 2. Application Architecture

The application follows a standard decentralized application architecture.

Components:

- Smart contracts
  - Crowdfunding logic
  - ERC-20 reward token
- Frontend
  - User interface
  - Blockchain interaction
- Wallet integration
  - MetaMask
- Development Environment
  - Hardhat
  - Ethereum test network (sepolia)



Architecture Flow:

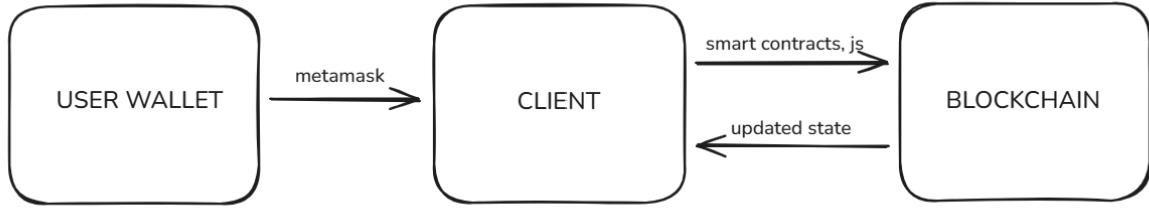
User connects MetaMask wallet

Frontend interacts with smart contracts via JavaScript

Transactions are signed and executed through MetaMask

Smart contracts update blockchain state

Frontend displays updated data (balances, campaigns)



### 3. Smart Contract Logic

#### 3.1 Crowdfunding Contract

The crowdfunding smart contract is responsible for creating campaigns (with title, funding goal, and deadline), accepting ETH contributions, tracking individual user contributions, finalizing campaigns after deadline, and issuing reward tokens based on contribution amount. Each campaign is stored on-chain and is publicly accessible.

```

EduFundCrowdfunding.sol
contracts > EduFundCrowdfunding.sol
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.20;
3
4 import "./EduToken.sol";
5
6 contract EduFundCrowdfunding {
7     struct Campaign {
8         address creator;
9         string title;
10        uint256 goal;
11        uint256 deadline;
12        uint256 raised;
13        bool finalized;
14    }
15
16    uint256 public campaignCount;
17
18    mapping(uint256 => Campaign) public campaigns;
19    mapping(uint256 => mapping(address => uint256)) public contributions;
20
21    EduToken public token;
22
23    constructor(address tokenAddress) {
24        token = EduToken(tokenAddress);
25    }
26
27    function createCampaign(
28        string memory title,
29        uint256 goal,
30        uint256 duration
31    ) external {
32        require(goal > 0, "Goal must be > 0");
33        require(duration > 0, "Duration must be > 0");
34
35        campaignCount++;
36
37        campaigns[campaignCount] = Campaign({
38            creator: msg.sender,
39            title: title,
40            goal: goal,
41            deadline: block.timestamp + duration,
42            raised: 0,
43            finalized: false
44        });
    }

EduFundCrowdfunding.sol
contracts > EduFundCrowdfunding.sol
6 contract EduFundCrowdfunding {
66
67    function contribute(uint256 campaignId) external payable {
68        Campaign storage campaign = campaigns[campaignId];
69
70        require(block.timestamp < campaign.deadline, "Campaign ended");
71        require(!campaign.finalized, "Already finalized");
72        require(msg.value > 0, "Send ETH");
73
74        campaign.raised += msg.value;
75        contributions[campaignId][msg.sender] += msg.value;
76
77        uint256 reward = msg.value * 100;
78        token.mint(msg.sender, reward);
79
80    }

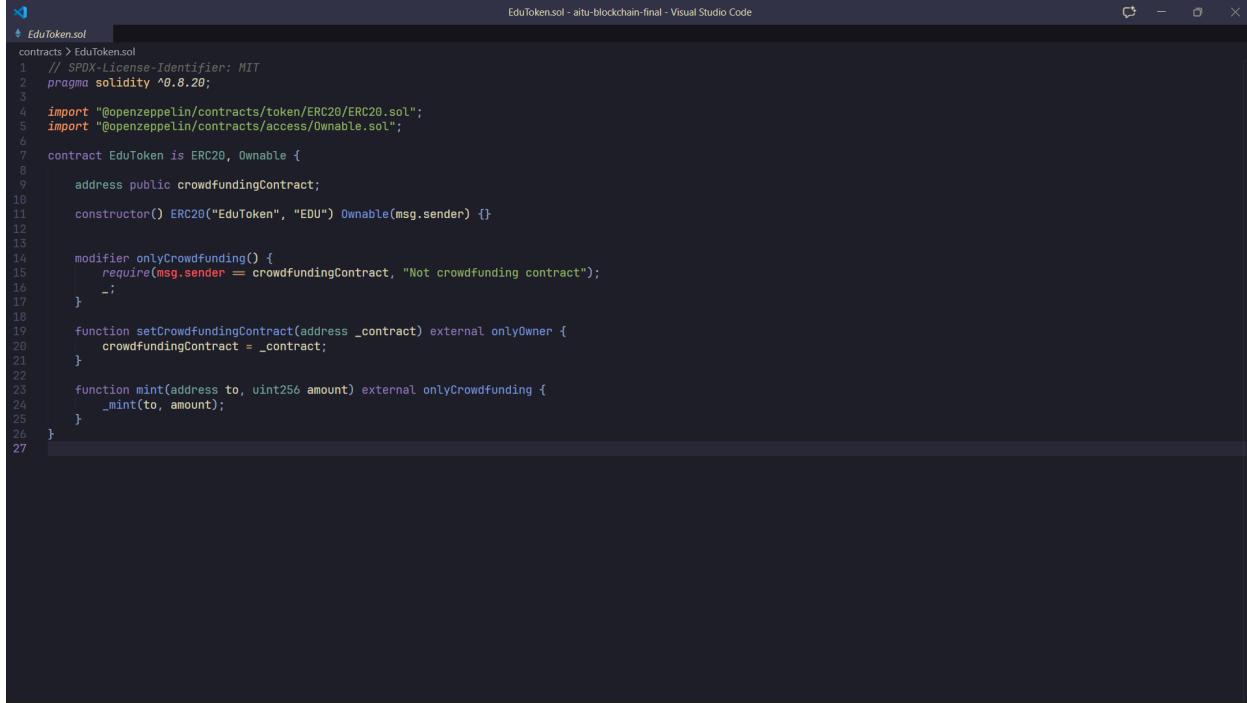
81    function finalizeCampaign(uint256 campaignId) external {
82        Campaign storage campaign = campaigns[campaignId];
83
84        require(block.timestamp >= campaign.deadline, "Not ended");
85        require(!campaign.finalized, "Already finalized");
86
87        campaign.finalized = true;
88    }

89    function faucet(uint256 amount) external {
90        EduToken(token).mint(msg.sender, amount);
91    }
92
93 }

```

## 3.2 ERC-20 Reward Token

The project includes a custom ERC-20 token used as a reward mechanism. Token characteristics are based on OpenZeppelin ERC-20 standard. Tokens are minted automatically during participation. Importantly, they have no real monetary value and are used only for educational purposes. Tokens are distributed proportionally to the amount of ETH contributed.



A screenshot of Visual Studio Code showing the `EduToken.sol` file. The code is a Solidity smart contract for an ERC-20 token named "EDU". It imports the `ERC20` and `Ownable` contracts from OpenZeppelin. The contract has a public variable `crowdfundingContract` and a constructor that initializes it. It includes a modifier `onlyCrowdfunding()` that checks if the sender is the crowdfunding contract. It also has functions to set the crowdfunding contract and to mint tokens to a specified address.

```
contracts > EduToken.sol
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.20;
3
4 import "@openzeppelin/contracts/token/ERC20/ERC20.sol";
5 import "@openzeppelin/contracts/access/Ownable.sol";
6
7 contract EduToken is ERC20, Ownable {
8     address public crowdfundingContract;
9
10    constructor() ERC20("EduToken", "EDU") Ownable(msg.sender) {}
11
12
13    modifier onlyCrowdfunding() {
14        require(msg.sender == crowdfundingContract, "Not crowdfunding contract");
15    }
16
17
18    function setCrowdfundingContract(address _contract) external onlyOwner {
19        crowdfundingContract = _contract;
20    }
21
22
23    function mint(address to, uint256 amount) external onlyCrowdfunding {
24        _mint(to, amount);
25    }
26}
```

## 4. Frontend and Blockchain Interaction

The frontend is implemented using HTML, CSS, and JavaScript. Features include MetaMask wallet connection, wallet address display, network verification, campaign creation form, campaign contribution functionality, ETH balance display, ERC-20 token balance display, transaction status monitoring, and more. JavaScript uses the Ethereum provider injected by MetaMask to interact with deployed smart contracts.

```
index.html - aiu-blockchain-final - Visual Studio Code
frontend > index.html
1 <html lang="ru">
2   <body>
3     <div class="card">
4       <h1>EduFund Crowdfunding</h1>
5       <button id="connectButton">Connect MetaMask</button>
6       <p>Wallet: <span id="account">Not connected</span></p>
7       <p>Network: <span id="network">N/A</span></p>
8
9       <hr />
10      <h3>Balances</h3>
11      <p>ETH: <span id="ethBalance">0</span></p>
12      <p>EduTokens: <span id="tokenBalance">0</span></p>
13
14      <hr />
15      <h3>Create Campaign</h3>
16      <input
17        id="campaignTitle"
18        placeholder="Campaign title" />
19      <input
20        id="campaignGoal"
21        placeholder="Goal in ETH"
22        step="0.1"
23        type="number" />
24      <input
25        id="campaignDuration"
26        placeholder="Duration in days"
27        type="number" />
28      <button id="createButton">Create Campaign</button>
29
30      <hr />
31      <h3>Contribute</h3>
32      <input
33        type="number"
34        id="campaignId"
35        placeholder="Campaign ID (0, 1...)" value="0" />
36      <input
37        type="number"
38        id="amount"
39        placeholder="Amount in ETH"
40        step="0.01" />
41      <button id="sendButton">Send ETH</button>
```

```
app.js - aiu-blockchain-final - Visual Studio Code
frontend > app.js
1
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112
113
```

```

112  async function createCampaign() {
113    const title = document.getElementById('campaignTitle').value;
114    const goalEth = document.getElementById('campaignGoal').value;
115    const durationDays = document.getElementById('campaignDuration').value;
116
117    if (!title || !goalEth || !durationDays) {
118      alert('Enter campaign title, goal, and duration');
119      return;
120    }
121
122    const goalWei = ethers.parseEther(goalEth);
123    const durationSec = parseInt(durationDays) * 24 * 60 * 60;
124
125    try {
126      const tx = await fundContract.createCampaign(title, goalWei, durationSec);
127      alert('Creating campaign... waiting for blockchain confirmation');
128      await tx.wait();
129      alert('Campaign successfully created!');
130    } catch (err) {
131      console.error('Create campaign error:', err);
132      alert('Error creating campaign. Check console.');
133    }
134  }
135
136  document.getElementById('connectButton').onclick = connect;
137  document.getElementById('sendButton').onclick = contribute;
138  document.getElementById('createButton').onclick = createCampaign;
139
140  if (window.ethereum) {
141    window.ethereum.on('chainChanged', () => window.location.reload());
142    window.ethereum.on('accountsChanged', () => window.location.reload());
143  }
144
145  async function faucetTokens() {
146    if (!fundContract) {
147      alert('Please connect your wallet first');
148      return;
149    }
150
151    const amount = document.getElementById('faucetAmount').value;
152    if (!amount || amount < 0) {
153      alert('Enter a valid amount');
154      return;
155    }
156
157    try {
158      const decimals = await tokenContract.decimals();
159      const amountParsed = ethers.parseUnits(amount, decimals);
160
161      const tx = await fundContract.faucet(amountParsed);
162      alert('Minting tokens via fund contract... waiting for confirmation');
163      await tx.wait();
164
165      alert('Tokens minted successfully!');
166      await updateBalances();
167    } catch (err) {
168      console.error('Faucet error:', err);
169      alert('Error minting tokens. Check console.');
170    }
171  }
172
173  document.getElementById('faucetButton').onclick = faucetTokens;
174

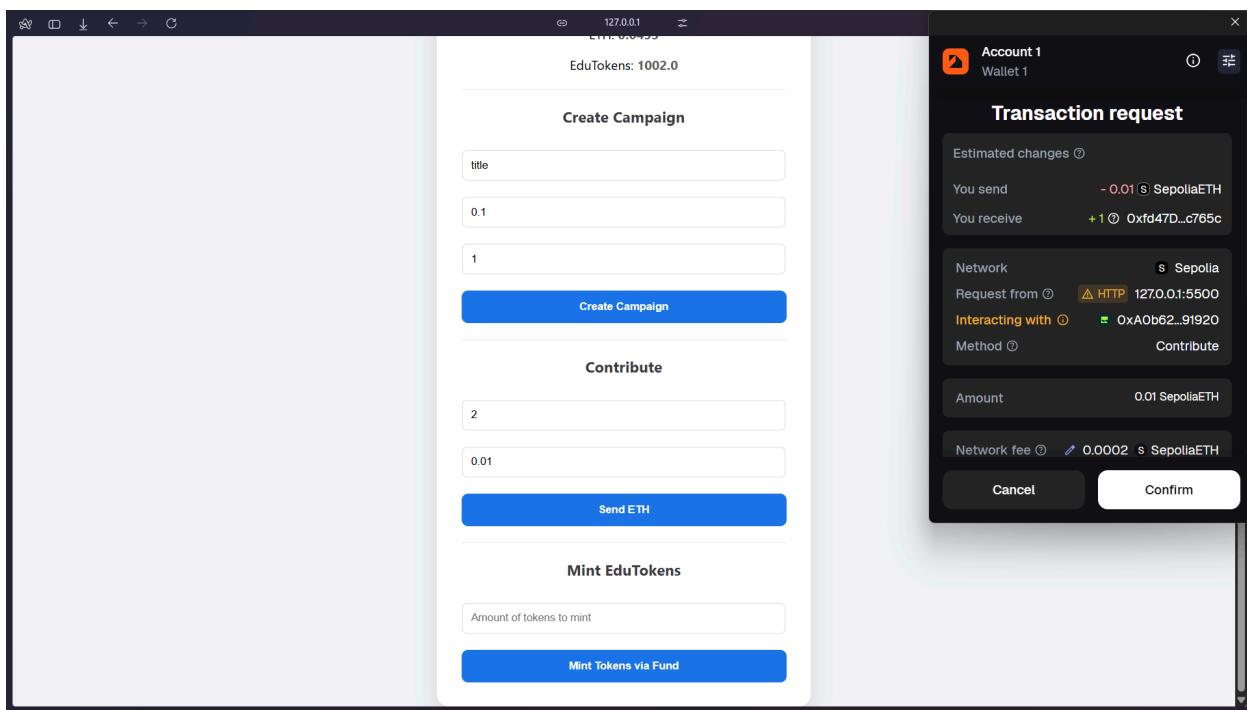
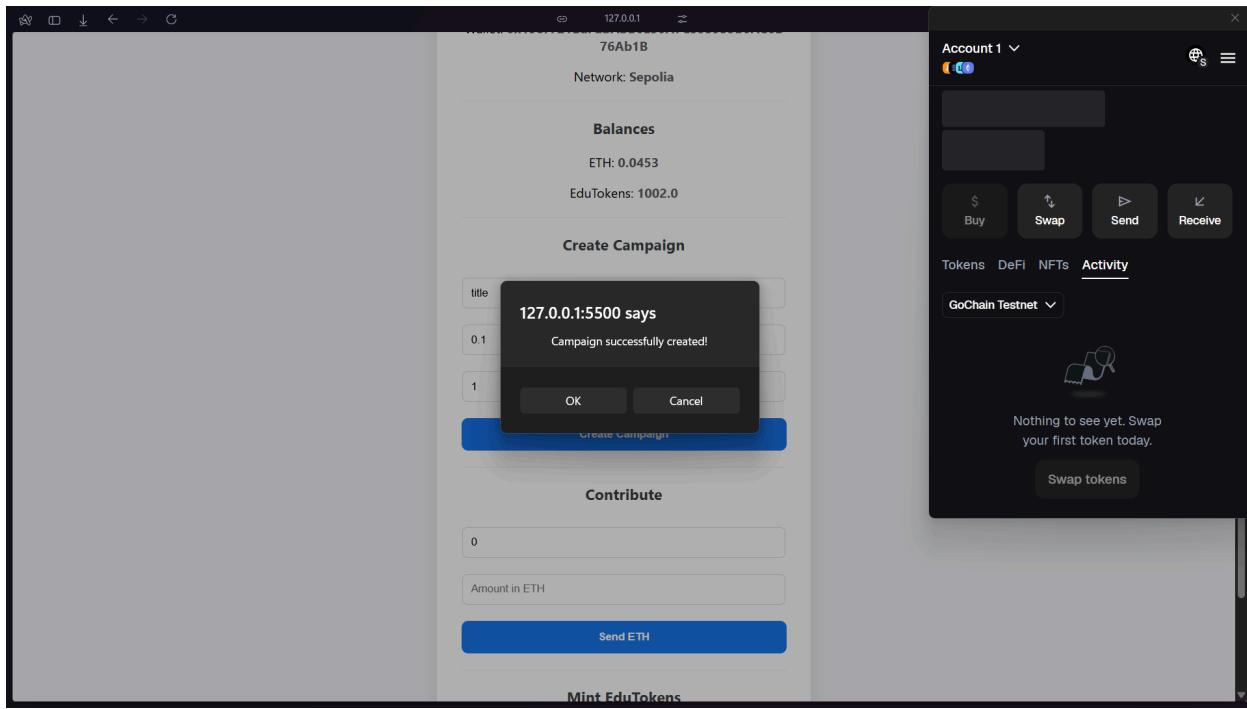
```

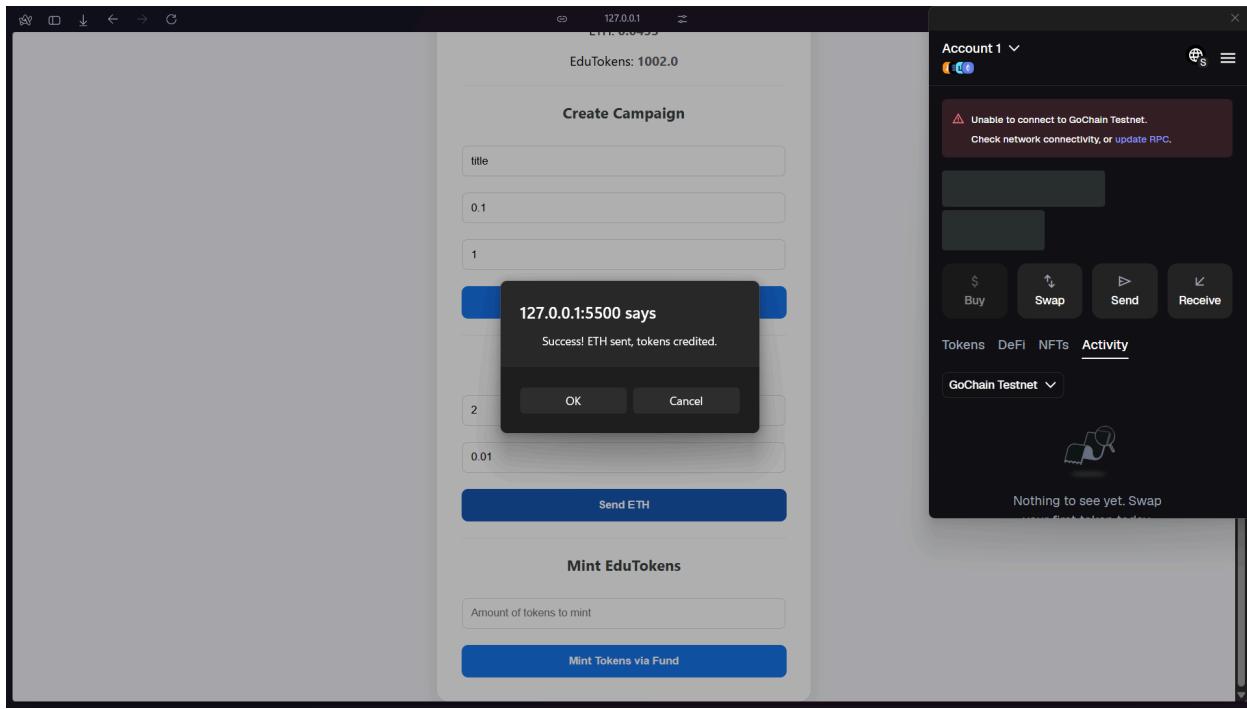
## 5. MetaMask Integration

MetaMask integration is mandatory and fully implemented. The application requests permission to access user accounts, verifies the selected Ethereum test network, sends transactions through MetaMask, and requires user confirmation for each blockchain action. This ensures secure and transparent interaction with the blockchain.

The screenshot shows two windows side-by-side. On the left is the 'EduFund Crowdfunding' application. It has a 'Connect MetaMask' button at the top. Below it, the wallet address is listed as 0x198FF21BaFdbAbB6E30A7C393939b0AC6B76Ab1B, and the network is set to Sepolia. A 'Balances' section shows ETH: 0.0453 and EduTokens: 1002.0. There is a 'Create Campaign' form with fields for 'Campaign title', 'Goal in ETH', and 'Duration in days', followed by a 'Create Campaign' button. Below this is a 'Contribute' section with a text input field containing '0'. On the right is a MetaMask wallet interface for 'Account 1' connected to '127.0.0.1:5500 s Sepolia'. The tabs are 'Tokens', 'DeFi', 'NFTs', and 'Activity' (which is selected). Below the tabs, it says 'Nothing to see yet. Swap your first token today.' with a 'Swap tokens' button.

This screenshot shows the same setup as the first one. The EduFund Crowdfunding application is on the left, showing the same interface with the 'Create Campaign' form. On the right, a 'Transaction request' dialog is open over the MetaMask interface. The dialog details a 'Create Campaign' transaction. It shows 'Estimated changes' as 'No changes', 'Network' as 's Sepolia', 'Request from' as 'HTTP 127.0.0.1:5500', 'Interacting with' as '0xA0b62...91920', and 'Method' as 'Create Campaign'. It also specifies a 'Network fee' of 0.0003 s SepoliaETH (< \$0.01), a 'Speed' of Market (~12 sec), and a 'Max fee' of 0.0004. At the bottom of the dialog are 'Cancel' and 'Confirm' buttons.





EduTokens: **1003.0**

## 6. Deployment Instructions

### Prerequisites:

- Node.js
- MetaMask browser extension
- Ethereum test network account

### Steps:

- Install dependencies:

```
npm install
```

- Compile contracts:

```
npx hardhat compile
```

- Deploy contracts to test network:

```
npx hardhat run scripts/deploy.js --network sepolia
```

- Open live server for client:

```
npx serve frontend/index.html
```

## 7. Obtaining Test ETH

Test ETH is required for interaction and can be obtained from official faucets ([example link](#)).

Users must connect MetaMask to a test network and request free test ETHs.