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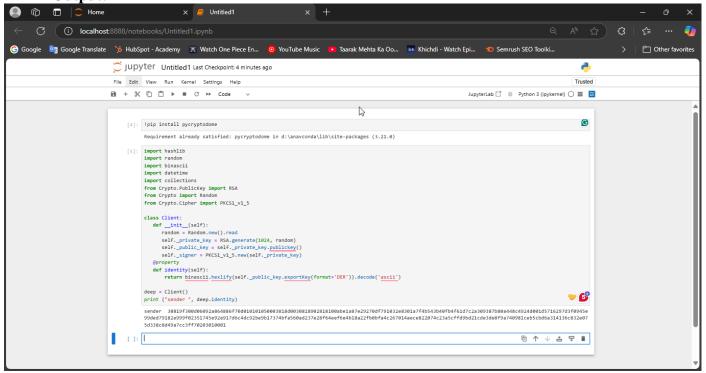
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Aim:-Write a simple client class that generates the private and public keys by using the built-in Python RSA algorithm and test it.

Code:-

import hashlib import random import binascii import datetime import collections from Crypto.PublicKey import RSA from Crypto import Random from Crypto.Cipher import PKCS1_v1_5 class Client: def init(self): random = Random.new().read self._private_key = RSA.generate(1024, random) self. public key = self. private key.publickey() self._signer = PKCS1_v1_5.new(self._private_key) @property def identity(self): return binascii.hexlify(self._public_key.exportKey(format='DER')).decode('ascii') deep = Client() print ("sender ", deep.identity)

Output:-



Aim:Setting up Ethereum network by using Geth command line interface.(INSTALLATION)

Code:-

Install on Ubuntu via PPAs

The easiest way to install go-ethereum on Ubuntu-based distributions is with the built-in launchpad PPAs (Personal Package Archives). We provide a single PPA repository that contains both our stable and development releases for Ubuntu versions trusty, xenial, zesty and artful.

linux:

To enable our launchpad repository run:

Step 1: open new terminal

Step 2: on terminal type this command

sudo add-apt-repository -y ppa:ethereum/ethereum

#if above command gives error then run

#sudo apt-get install --reinstall ca-certificates

Step 3: install the stable version of go-ethereum:

sudo apt-get update

sudo apt-get install ethereum

linux:

To enable our launchpad repository run:

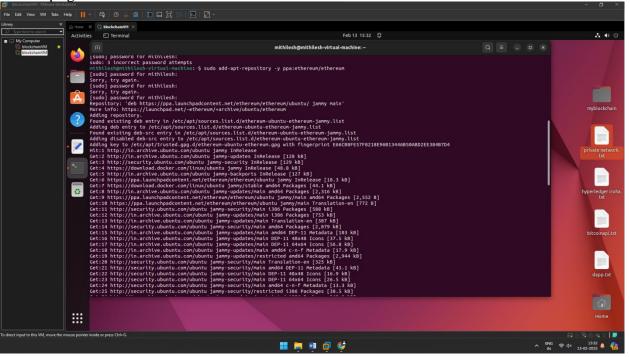
Step 1: open new terminal

Step 2: on terminal type this command

sudo add-apt-repository -y ppa:ethereum/ethereum

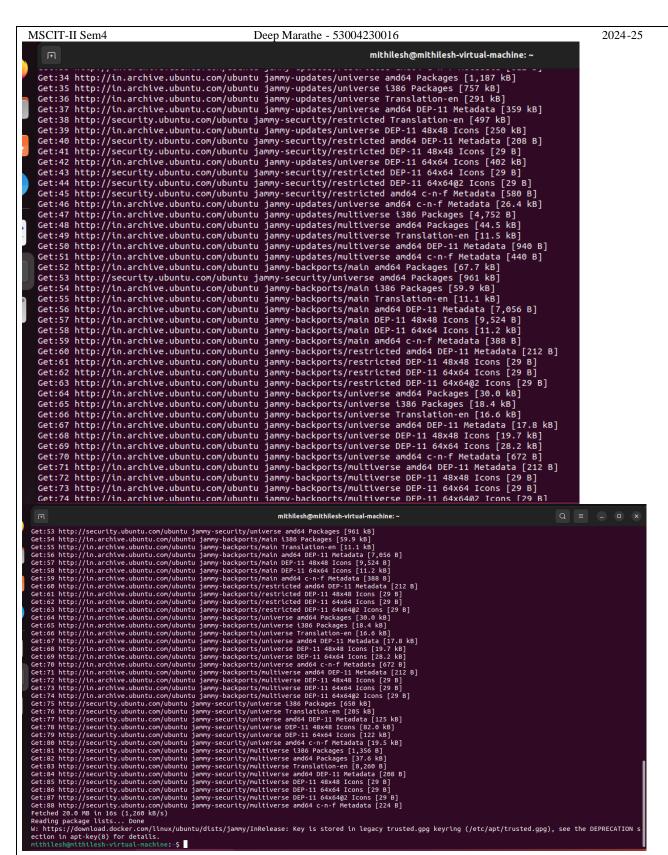
#if above command gives error then run

#sudo apt-get install --reinstall ca-certificates

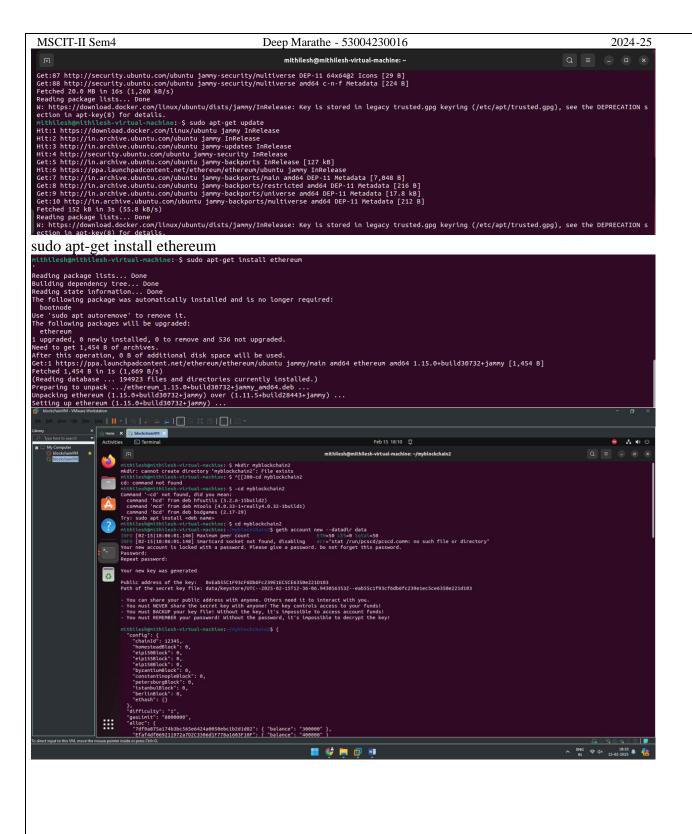


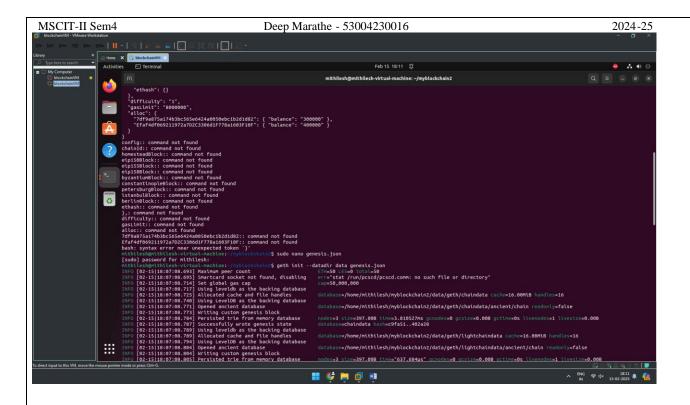
```
mithilesh@mithilesh-virtual-machine: ~
       |sugo| passworg for mithilesh:
                               3 incorrect password attempts
                                                                                                                                              nine:~$ sudo add-apt-repository -y ppa:ethereum/ethereum
       [sudo] password for mithilesh:
      [sudo] password for mithitesh.
Sorry, try again.
[sudo] password for mithilesh:
Sorry, try again.
[sudo] password for mithilesh:
      Repository: 'deb https://ppa.launchpadcontent.net/ethereum/ethereum/ubuntu/ jammy main'
More info: https://launchpad.net/~ethereum/+archive/ubuntu/ethereum
 Adding repository
mithilesh@mithilesh-wirtual-machine:

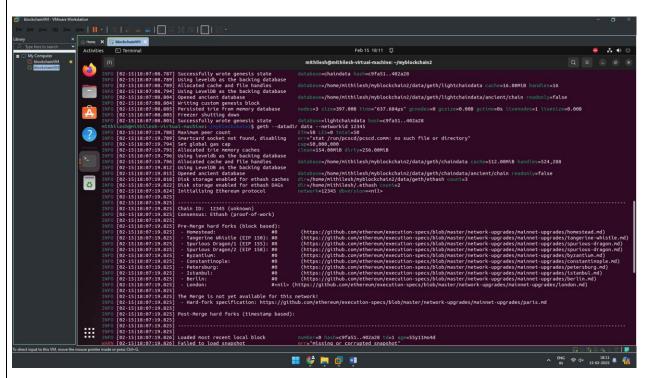
round extsting deb-src entry in /etc/apt/sources.list.d/ethereum-ubuntu-ethereum-jammy.list
Adding disabled deb-src entry to /etc/apt/sources.list.d/ethereum-ubuntu-ethereum-jammy.list
Adding key to /etc/apt/trusted.gpg.d/ethereum-ubuntu-ethereum-jammy.list
Adding key to /etc/apt/trusted.gpg.d/ethereum-ubuntu-ethereum.gpg with fingerprint E66CB8FE57F8218E96B13446B50ABDZEE384B704
Hitti.http://in.archive.ubuntu.com/ubuntu jammy jampy lnRelease
6te:2 http://in.archive.ubuntu.com/ubuntu jammy jampy lnRelease
6te:2 http://in.archive.ubuntu.com/ubuntu jammy jampy lnRelease
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```

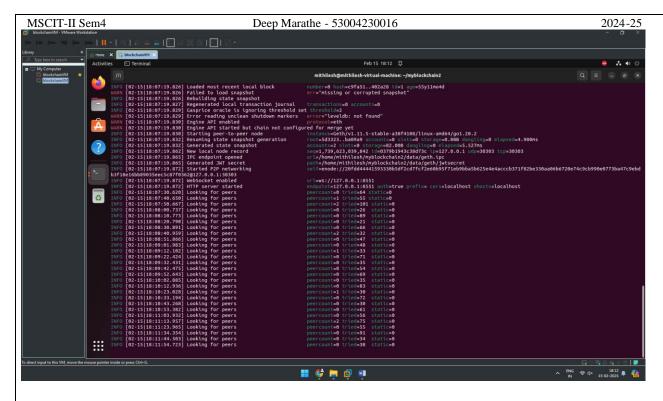


Step 3: install the stable version of go-ethereum: sudo apt-get update



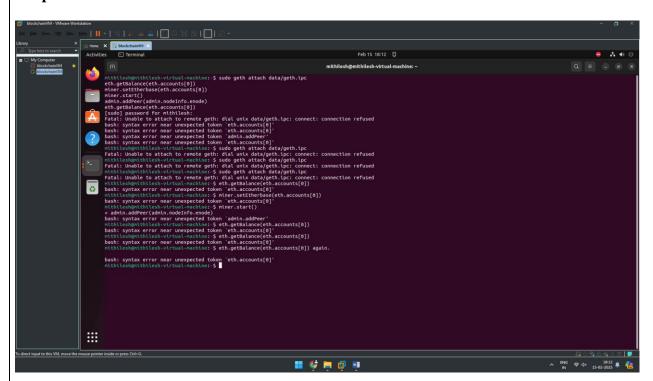






Terminal 2:

Output:-

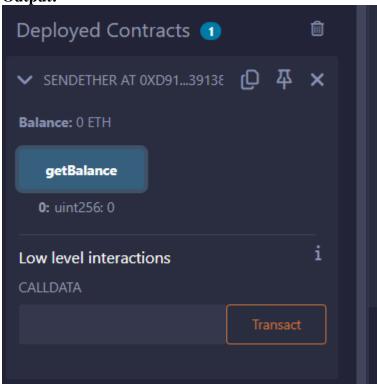


Aim:-Transfer ethers from one contract to another on an Ethereum testnet.

Code:-

```
pragma solidity ^0.8.0;
contract sendEther{
function getBalance() external view returns(uint)
{
    return address(this).balance;
}
receive() external payable {
}
```

Output:-



Aim:-Transfer ethers from one account to another on an Ethereum testnet.

Code:-

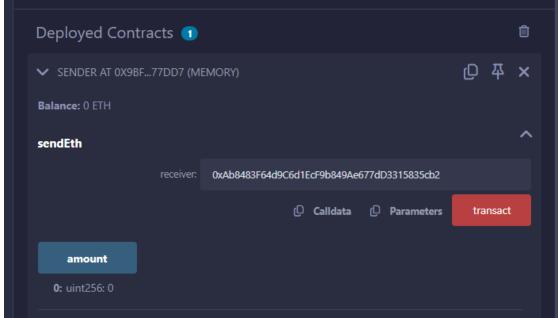
//https://dev.to/sparklesix/solidity-tutorial-how-to-build-and-deploy-a-smart-contract-to-send-ether-from-one-account-to-another-n54 pragma solidity ^0.8.11;

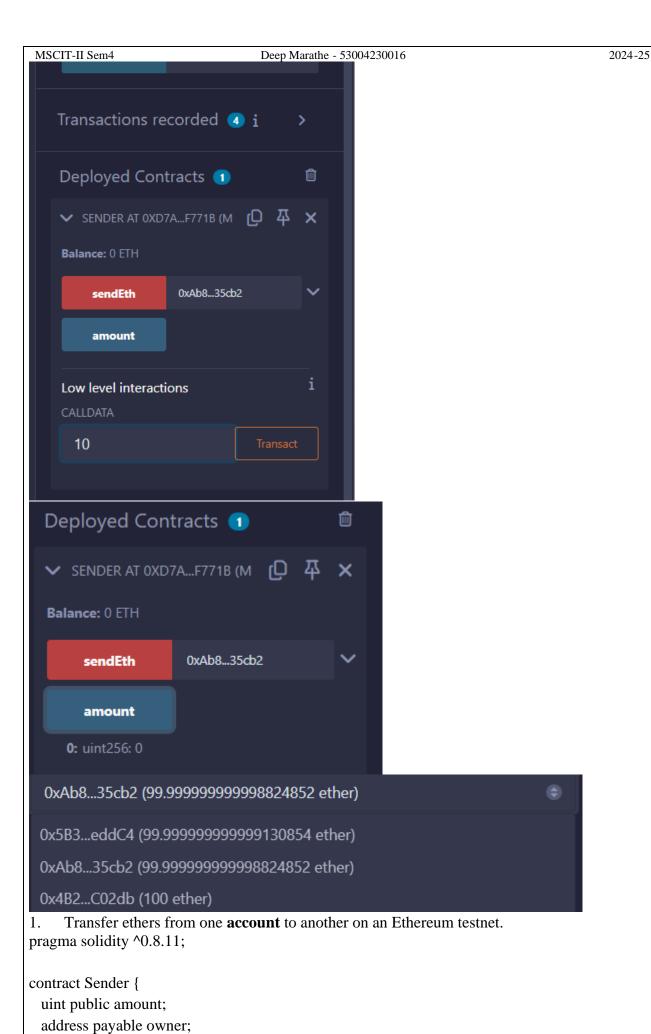
1)REMIX

```
contract Sender {
  uint public amount;
  address payable owner;

constructor (){
  owner = payable(msg.sender); // set the deployer of contract as the owner
  }
  function sendEth(address payable receiver) payable public {
    require(owner == msg.sender, "Only the owner can send funds");
    amount = msg.value;
    receiver.transfer(amount);
}
```

Output:



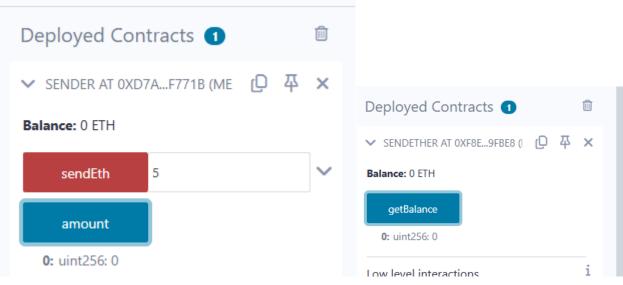


```
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constructor (){
  owner = payable(msg.sender); // set the deployer of contract as the owner
}

function sendEth(address payable receiver) payable public{
  require(owner == msg.sender, "Only the owner can send funds");
  amount = msg.value;
  receiver.transfer(amount);
}

}
```



2)Ganach

Start from here!!!

https://abhibvp003.medium.com/how-to-install-and-execute-truffle-on-an-ubuntu-16-04-7d0ff6458c9b

https://ethereum.stackexchange.com/questions/93533/call-an-existing-contract-function-from-truffle-console

sudo apt-get -y install curl git vim build-essential sudo apt-get install curl software-properties-common

```
sudo apt install npm
sudo npm install -g web3
sudo apt-get install nodejs
sudo apt install python3.9
curl -sL https://deb.nodesource.com/setup_10.x | sudo bash -
sudo npm install --global node-sass@latest
sudo npm install -g truffle@latest
sudo npm install -g ganache-cli
export NODE_OPTIONS=--openssl-legacy-provider

////to update npm//
sudo npm cache clean -f
sudo npm install -g n
sudo n latest
```

```
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mkdir upg1
cd upg1
truffle init
/////// create contract
nano contracts/HelloWorld.sol
pragma solidity ^0.5.0;
contract HelloWorld {
  function sayHello() public pure returns(string memory){
    return("hello world");
}
////////create configuration
nano migrations/1_initial_migration.js
const Migrations = artifacts.require("HelloWorld");
module.exports = function (deployer) {
deployer.deploy(Migrations,"hello");
};
////////network configuration
nano truffle-config.js
module.exports = {
networks: {
  development: {
   host: "127.0.0.1",
   port: 8545,
   network_id: "*",
 }
////////start ganache-cli
ganache-cli
3)truffle migrate
truffle console
#replace contact address
contract = await HelloWorld.at('0x37354B83aadd35516c56f24b724228f29300be77')
a = await contract.sayHello()
a
2.
     Transfer ethers from one contract to another on an Ethereum testnet.
pragma solidity ^0.8.11;
contract sendEther{
function getBalance() external view returns(uint)
{
  return address(this).balance;
receive() external payable { }
```

5)Implement and demonstrate the use of the following in Solidity:

PRACTICAL 5a

Aim:-Variable, Operators, Loops, Decision Making, Strings, Arrays, Enums, Structs, Mappings, Conversions, Ether Units, Special Variables

Code:-

A)Variables:

supports three types of variables.

State Variables – Variables whose values are permanently stored in a contract storage.

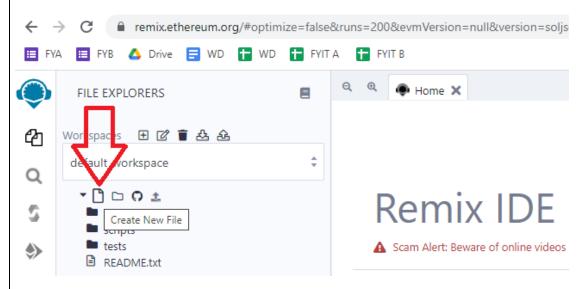
Local Variables – Variables whose values are present till function is executing.

Global Variables – Special variables exists in the global namespace used to get information about the blockchain.i.e. blockhash(uint blockNumber) returns (bytes32), block.coinbase (address payable), block.difficulty (uint).....and many more

Step 1: Open this website

https://remix.ethereum.org/

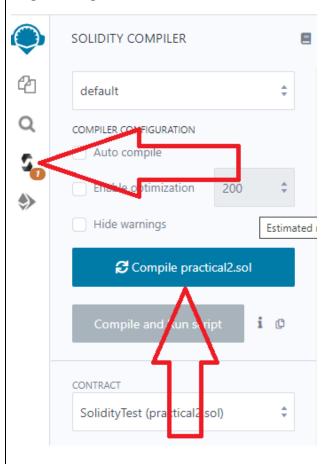
Step 2: Create new file – practical.sol

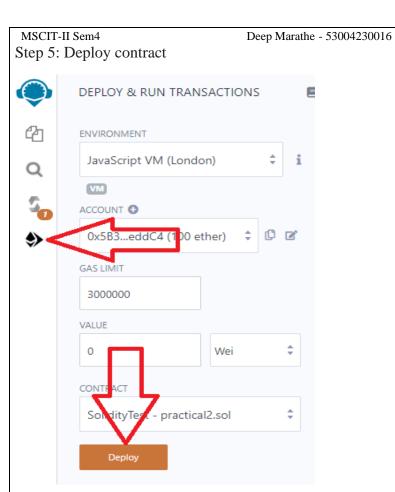


1

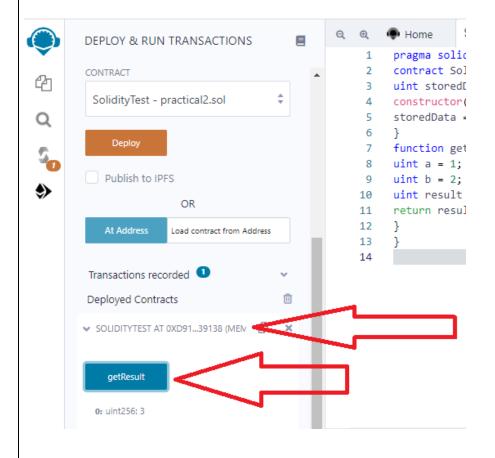
```
Step 3:Write the below program in new file pragma solidity ^0.5.0; contract SolidityTest { uint storedData; // State variable constructor() public { storedData = 10; } function getResult() public view returns(uint) { uint a = 1; // local variable uint b = 2; uint result = a + b; return result; //access the state variable }
```

Step 4: Compile contract





Step 6: Select the contract and click button



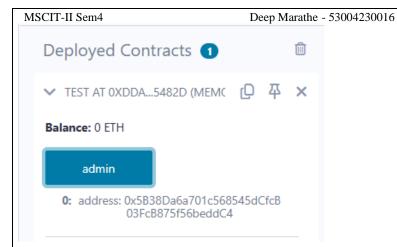
1



1.State Variable:

```
// Solidity program to
// demonstrate state
// variables
pragma solidity ^0.5.0;
// Creating a contract
contract Solidity_var_Test {
// Declaring a state variable
uint8 public state_var;
// Defining a constructor
constructor() public {
state_var = 16;
}
  Transactions recorded 1 i >
  Deployed Contracts 1
   Balance: 0 ETH
       state_var
     0: uint8: 16
```

```
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                                                                                            2024-25
2.Local Variable:
// Solidity program to demonstrate
// local variables
pragma solidity ^0.5.0;
// Creating a contract
contract Solidity_var_Test {
// Defining function to show the declaration and
// scope of local variables
function getResult() public view returns(uint){
// Initializing local variables
uint local_var1 = 1;
uint local_var2 = 2;
uint result = local_var1 + local_var2;
// Access the local variable
return result;
}
}
   Deployed Contracts 1
   ✓ SOLIDITY_VAR_TEST AT 0XD2A. (□ 本 ×
   Balance: 0 ETH
        getResult
      0: uint256: 3
3. Global variable:
// Solidity program to
// show Global variables
pragma solidity ^0.5.0;
// Creating a contract
contract Test {
// Defining a variable
address public admin;
// Creating a constructor to
// use Global variable
constructor() public {
admin = msg.sender;
```



Scope of local variables is limited to function in which they are defined but State variables can have three types of scopes.

Public – Public state variables can be accessed internally as well as via messages. For a public state variable, an automatic getter function is generated.

Internal – Internal state variables can be accessed only internally from the current contract deriving from it without using this.

Private – Private state variables can be accessed only internally from the current contract they are defined not in the derived contract from it.

B)Operators

Solidity supports the following types of operators.

Arithmetic Operators

Comparison Operators

Logical (or Relational) Operators

Assignment Operators

Conditional (or ternary) Operators

1. Arithematic Operator

// Solidity contract to demonstrate

// Arithematic Operator

```
pragma solidity ^0.5.0;
// Creating a contract
contract SolidityTest {
// Initializing variables
uint16 public a = 20;
uint16 public b = 10;
// Initializing a variable
// with sum
uint public sum = a + b;
// Initializing a variable
// with the difference
uint public diff = a - b;
// Initializing a variable
// with product
uint public mul = a * b;
// Initializing a variable
```

1

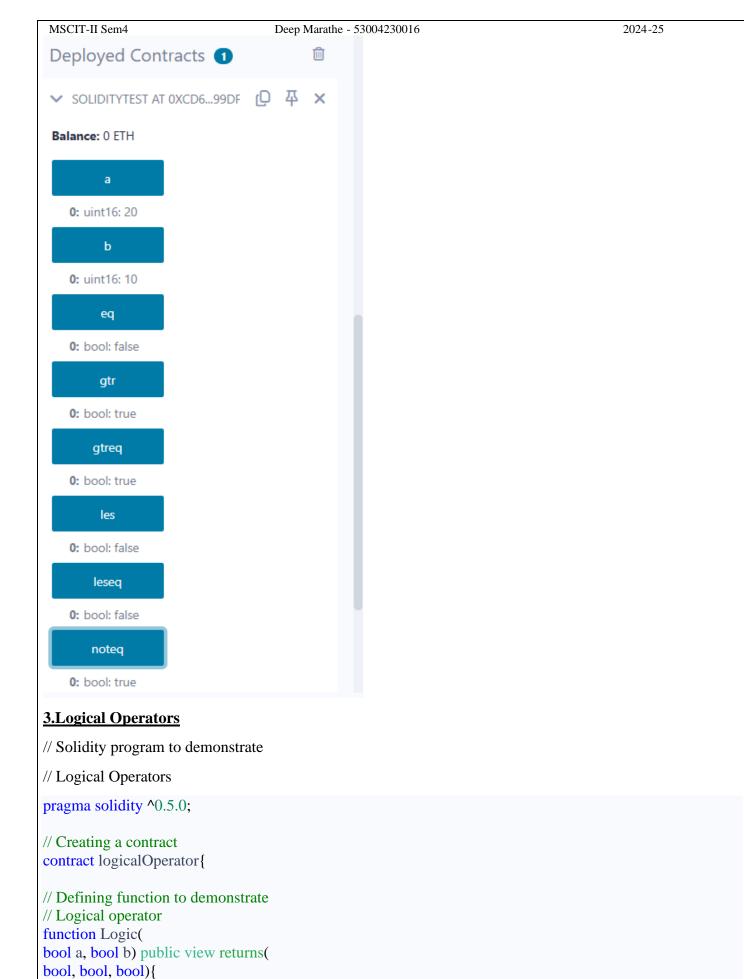
```
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// with quotient
uint public div = a / b;
// Initializing a variable
// with modulus
uint public mod = a % b;
// Initializing a variable
// decrement value
uint public dec = --b;
// Initializing a variable
// with increment value
uint public inc = ++a;
}
 ▼ SOLIDITYTEST AT 0XB27...07C2( 🗘 🌣 🗴
  Balance: 0 ETH
    0: uint16: 21
    0: uint16: 9
         dec
    0: uint256: 9
         diff
    0: uint256: 10
         div
    0: uint256: 2
         inc
    0: uint256: 21
        mod
    0: uint256: 0
         mul
    0: uint256: 200
         sum
    0: uint256: 30
```

2.Relational Operator

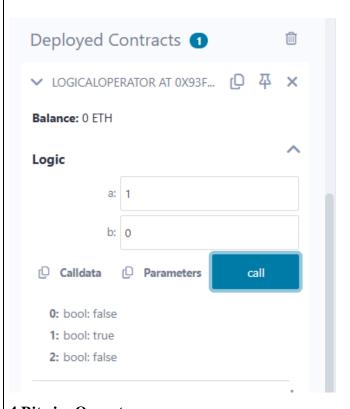
// Solidity program to demonstrate

// Relational Operator

```
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                                                                                                 2024-25
pragma solidity ^0.5.0;
// Creating a contract
contract SolidityTest {
// Declaring variables
uint16 public a = 20;
uint16 public b = 10;
// Initializing a variable
// with bool equal result
bool public eq = a == b;
// Initializing a variable
// with bool not equal result
bool public noteq = a != b;
// Initializing a variable
// with bool greater than result
bool public gtr = a > b;
// Initializing a variable
// with bool less than result
bool public les = a < b;
// Initializing a variable
// with bool greater than equal to result
bool public gtreq = a >= b;
// Initializing a variable
// bool less than equal to result
bool public leseq = a \le b;
```



// Logical AND operator bool and = a&&b;



4.Bitwise Operators

// Solidity program to demonstrate

// Bitwise Operator

pragma solidity ^0.5.0;

// Creating a contract
contract SolidityTest {

// Declaring variables
uint16 public a = 20;
uint16 public b = 10;

// Initializing a variable
// to '&' value
uint16 public and = a & b;

// Initializing a variable
// to '| value

```
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                                                                                                                                                                              Deep Marathe - 53004230016
                                                                                                                                                                                                                                                                                                                                                                                                                                                     2024-25
uint16 public or = a | b;
// Initializing a variable
// to '^' value
uint16 public xor = a ^ b;
// Initializing a variable
// to '<<' value
uint16 public leftshift = a << b;</pre>
// Initializing a variable
// to '>>' value
uint16 public rightshift = a >> b;
// Initializing a variable
// to '~' value
uint16 public not = \sima;
           DEPLOY & RUN
                                                                                                                                                          \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \(
           TRANSACTIONS
               Deployed Contracts 1
                Balance: 0 ETH
                            0: uint16: 20
                                             and
                            0: uint16: 0
                            0: uint16: 10
                                       leftshift
                            0: uint16: 20480
                                              not
                            0: uint16: 65515
                            0: uint16: 30
                                    rightshift
                            0: uint16: 0
                            0: uint16: 30
```

C)Loops:

- 1. While loop: The most basic loop in Solidity is the **while** loop which would be discussed in this chapter. The purpose of a **while** loop is to execute a statement or code block repeatedly as long as an **expression** is true. Once the expression becomes **false**, the loop terminates.
- 2.do-while loop: The **do...while** loop is similar to the **while** loop except that the condition check happens at the end of the loop. This means that the loop will always be executed at least once, even if the condition is **false**.
- 3.for loop: The **for** loop is the most compact form of looping. It includes the following three important parts –

The **loop initialization** where we initialize our counter to a starting value. The initialization statement is executed before the loop begins.

The **test statement** which will test if a given condition is true or not. If the condition is true, then the code given inside the loop will be executed, otherwise the control will come out of the loop.

The **iteration statement** where you can increase or decrease your counter.

4.loop control: Solidity provides full control to handle loops and switch statements. There may be a situation when you need to come out of a loop without reaching its bottom. There may also be a situation when you want to skip a part of your code block and start the next iteration of the loop. To handle all such situations, Solidity provides **break** and **continue** statements. These statements are used to immediately come out of any loop or to start the next iteration of any loop respectively.

1. While Loop

```
pragma solidity ^0.5.0;
contract Pract3{
function test(int s, int e) public view returns(int)
int i;
int sum=0;
i=s;
while(i<=e)
sum+=i; //sum=sum+i;
i++;
return sum;
Deployed Contracts 1
➤ PRACT3 AT 0X1C9...2B4BD (MEI 🗘 📮
Balance: 0 ETH
         s: 5
 Calldata Parameters
  0: int256: 18
```

```
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3.For Loop:
contract Pract3{
function test(int s, int e) public view returns(int)
int i;
int sum=0;
for(i=s;i<=e;i++)
sum+=i; //sum=sum+i;
return sum;
}
}
  Deployed Contracts 1
                                           Ŵ
  ✓ PRACT3 AT 0X406...2CFBC (MEN ( □ 本 x
   Balance: 0 ETH
   test
    Calldata
                 Parameters
                                     call
     0: int256: 30
```

4.loop Control: (Break statement)

```
pragma solidity ^0.5.0;

contract SolidityTest {
    uint storedData;
    constructor() public {
    storedData = 10;
    }
    function getResult() public view returns(string memory) {
        uint a = 1;
        uint b = 2;
        uint result = a + b;
        return integerToString(result);
    }
    function integerToString(uint _i) internal pure
```

```
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                                                                                              2024-25
returns (string memory) {
if (_i == 0) {
return "0";
uint j = _i;
uint len;
while (true) {
len++;
i /= 10;
if(j==0){
break; //using break statement
bytes memory bstr = new bytes(len);
uint k = len - 1;
while (_i != 0) {
bstr[k--] = byte(uint8(48 + _i \% 10));
_i /= 10;
}
return string(bstr);
(continue statement)
 Deployed Contracts 1
                                       Ŵ
 ✓ PRACT3 AT 0X049...A1FD3 (MEI < □ 本 ×</p>
 Balance: 0 ETH
 test
             s: 6
             e: 12
  Calldata
Parameters
                                 call
    0: int256: 63
pragma solidity ^0.5.0;
contract SolidityTest {
uint storedData;
constructor() public{
storedData = 10;
function getResult() public view returns(string memory){
uint n = 1;
uint sum = 0;
```

```
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                                                                                     2024-25
while (n < 10)
n++;
if(n == 5){
continue; // skip n in sum when it is 5.
sum = sum + n;
return integerToString(sum);
function integerToString(uint _i) internal pure
returns (string memory) {
if (_i == 0) {
return "0";
uint j = _i;
uint len;
while (true) {
len++;
i /= 10;
if(j==0){
break; //using break statement
bytes memory bstr = new bytes(len);
uint k = len - 1;
while (_i != 0) {
bstr[k--] = byte(uint8(48 + _i \% 10));
i = 10;
return string(bstr);
}
  Deployed Contracts 1
```

Balance: 0 ETH

getResult

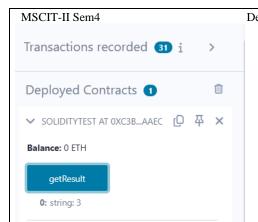
0: string: 49

D) Decision Making:

While writing a program, there may be a situation when you need to adopt one out of a given set of paths. In such cases, you need to use conditional statements that allow your program to make correct decisions and perform right actions. Solidity supports conditional statements which are used to perform different actions based on different conditions. Here we will explain the **if..else** statement.

1. if statement: The **if** statement is the fundamental control statement that allows Solidity to make decisions and execute statements conditionally.

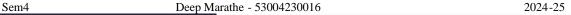
```
pragma solidity ^0.5.0;
contract SolidityTest {
uint storedData;
constructor() public {
storedData = 10;
function getResult() public view returns(string memory){
uint a = 1;
uint b = 2;
uint result = a + b;
return integerToString(result);
function integerToString(uint _i) internal pure
returns (string memory) {
if (i == 0) { // if statement
return "0";
uint i = i;
uint len;
while (j != 0) {
len++;
i /= 10;
bytes memory bstr = new bytes(len);
uint k = len - 1;
while (_i != 0) {
bstr[k--] = byte(uint8(48 + _i \% 10));
_i /= 10;
return string(bstr);//access local variable
}}
```

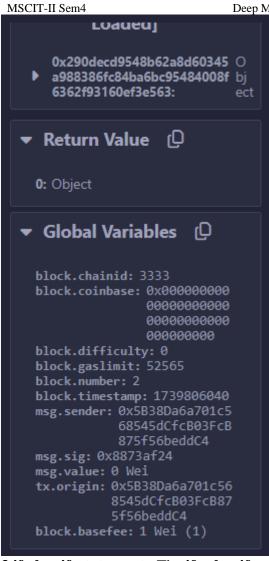


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<u>2.if-else statement:</u> The 'if...else' statement is the next form of control statement that allows Solidity to execute statements in a more controlled way.

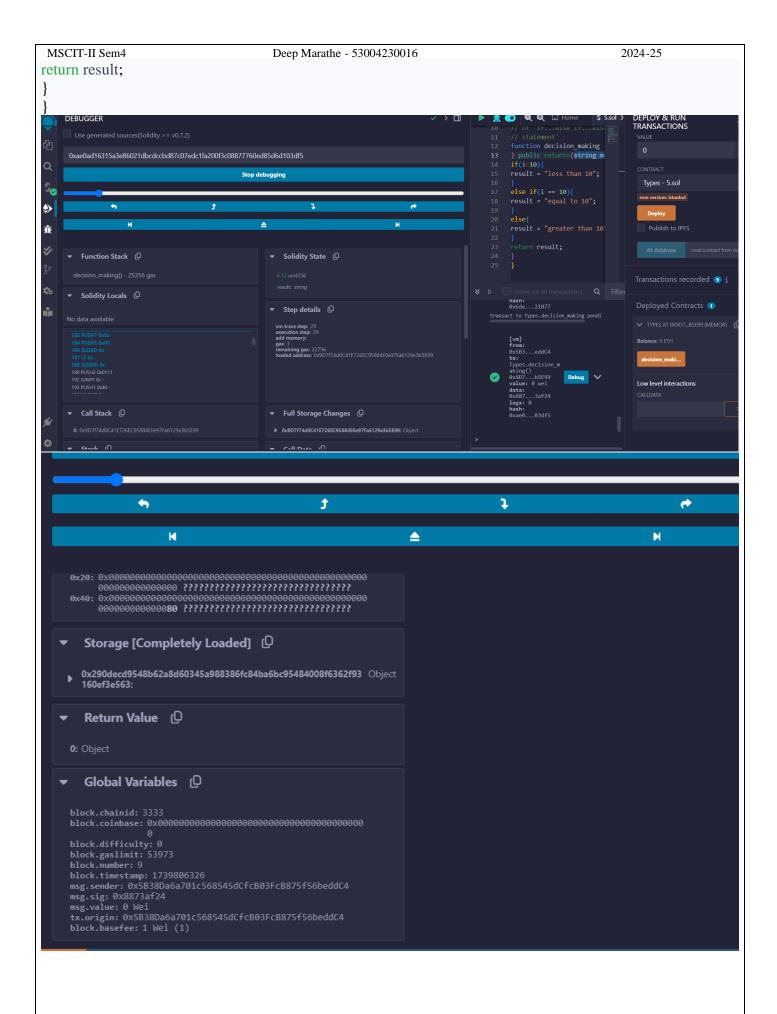
```
pragma solidity ^0.5.0;
// Creating a contract
contract Types {
// Declaring state variables
uint i = 10;
bool even;
// Defining function to
// demonstrate the use of
// 'if...else statement'
function decision_making(
) public payable returns(bool){
if (i\%2 == 0){
even = true;
}
else{
even = false;
return even;
```





<u>3.if-else..if statement</u>: The <u>if...else</u> if... statement is an advanced form of <u>if...else</u> that allows Solidity to make a correct decision out of several conditions.

```
pragma solidity ^0.5.0;
// Creating a contract
contract Types {
// Declaring state variables
uint i = 12;
string result;
// Defining function to
// demonstrate the use
// of 'if...else if...else
// statement'
function decision_making (
) public returns(string memory){
if(i<10){
result = "less than 10";
}
else if(i == 10){
result = "equal to 10";
}
else{
result = "greater than 10";
```



B) String: PUBLIC FUNCTION

Solidity supports String literal using both double quote (") and single quote ('). It provides string as a data type to declare a variable of type String.(Int to str)

```
pragma solidity ^0.5.0;
contract SolidityTest {
constructor() public{
function getResult() public view returns(string memory){
uint a = 1;
uint b = 2;
uint result = a + b;
return integerToString(result);
function integerToString(uint _i) internal pure
returns (string memory) {
if (_i == 0) 
return "0";
uint j = _i;
uint len;
while (j != 0) \{
len++;
j = 10;
bytes memory bstr = new bytes(len);
uint k = len - 1;
while (_i != 0) {
bstr[k--] = byte(uint8(48 + _i \% 10));
_i /= 10;
}
return string(bstr);
 Low level interactions
 CALLDATA
    SOLIDITYTEST AT 0XD8B...33FA{ 口 本
 Balance: 0 ETH
      getResult
    0: string: 3
```

B)Array:

Array is a data structure, which stores a fixed-size sequential collection of elements of the same type. An array is used to store a collection of data, but it is often more useful to think of an array as a collection of variables of the same type.

// Solidity program to demonstrate

```
// accessing elements of an array
```

```
pragma solidity ^0.5.0;
function
// Creating a contract
contract Types {
// Declaring an array
uint[6] data;
uint x;
// Defining function to
// assign values to array
function array_example() public returns (uint[6] memory)
data = [uint(10), 20, 30, 40, 50, 60];
function result() public view returns(uint[6] memory){
return data;
// Defining function to access
// values from the array
// from a specific index
function array_element() public view returns (uint){
uint x = data[2];
return x;
    SOLIDITYTEST AT 0XD7A...F771I (口 本 🗴
Balance: 0 ETH
     getResult
   0: string: 3
```

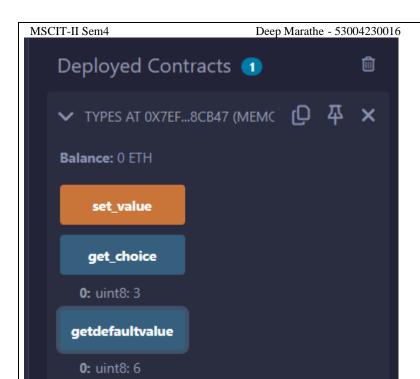
C)Enums:

Enums restrict a variable to have one of only a few predefined values. The values in this enumerated list are called enums. With the use of enums it is possible to reduce the number of bugs in your code.

```
// Solidity program to demonstrate
```

```
// how to use 'enumerator'
```

```
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                                                                                          2024-25
pragma solidity ^0.5.0;
// Creating a contract
contract Types {
// Creating an enumerator
enum week_days
Monday,
Tuesday,
Wednesday,
Thursday,
Friday,
Saturday,
Sunday
// Declaring variables of
// type enumerator
week_days week;
week_days choice;
// Setting a default value
week_days constant default_value
= week_days.Sunday;
// Defining a function to
// set value of choice
function set_value() public {
choice = week_days.Thursday;
// Defining a function to
// return value of choice
function get_choice(
) public view returns (week_days) {
return choice;
// Defining function to
// return default value
function getdefaultvalue(
) public pure returns(week_days) {
return default_value;
}
```



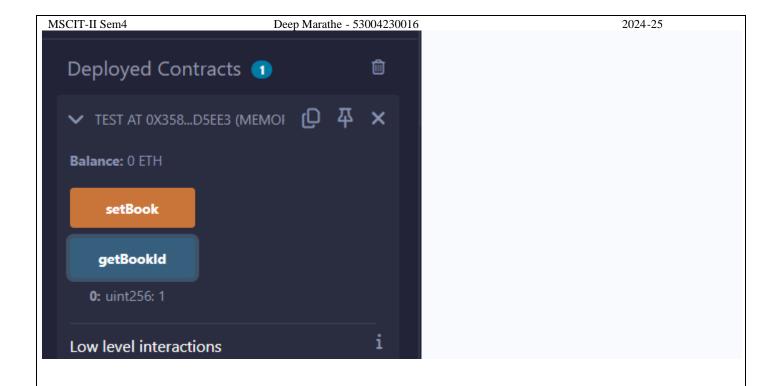
D)Structure:

Struct types are used to represent a record.

```
pragma solidity ^0.5.0;

contract test {
    struct Book {
        string title;
        string author;
        uint book_id;
    }
    Book book;

function setBook() public {
        book = Book('Learn Java', 'TP', 1);
    }
    function getBookId() public view returns (uint) {
        return book.book_id;
    }
}
```



E) Mappings:

```
Mapping is a reference type as arrays and structs. Following is the syntax to declare a mapping type. mapping(_KeyType => _ValueType) where,
```

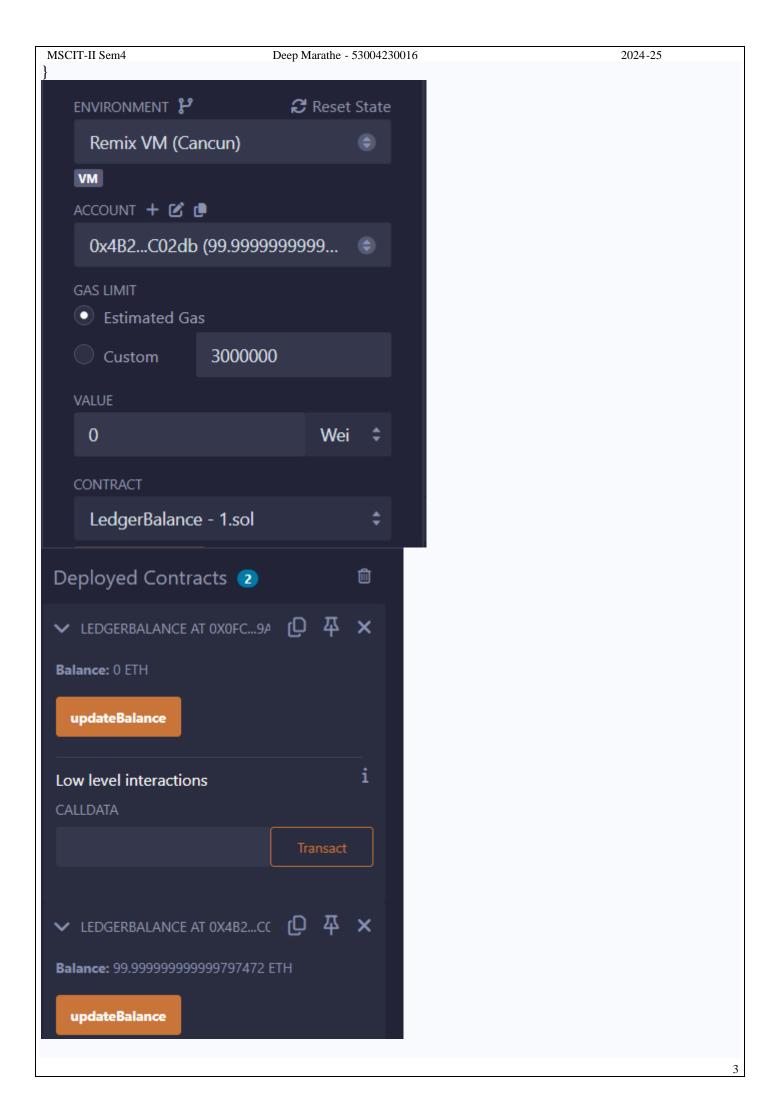
_KeyType – can be any built-in types plus bytes and string. No reference type or complex objects are allowed.

_ValueType – can be any type.

```
pragma solidity ^0.5.0;

contract LedgerBalance {
    mapping(address => uint) balance;

function updateBalance() public returns(uint) {
    balance[msg.sender]=30;
    return balance[msg.sender];
}
```

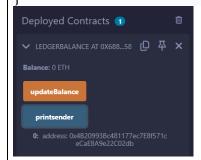


Mapping program for String.

```
pragma solidity ^0.5.0;

contract LedgerBalance {
  mapping(address => string) name;

function updateBalance() public returns(string memory){
  name[msg.sender] = "Mrunali";
  return name[msg.sender];
  }
  function printsender() public view returns(address) {
  return msg.sender;
  }
}
```



PRACTICAL 5B

Aim: WRITE A SOLIDITY PROGRAM FOR FUNCTION OVERLOADING, MATHEMATICAL FUNCTION & CRYPTOGRAPHIC FUNCTIONS VIEW FUNCTION, PURE FUNCTION & FALLBACK FUNCTION.

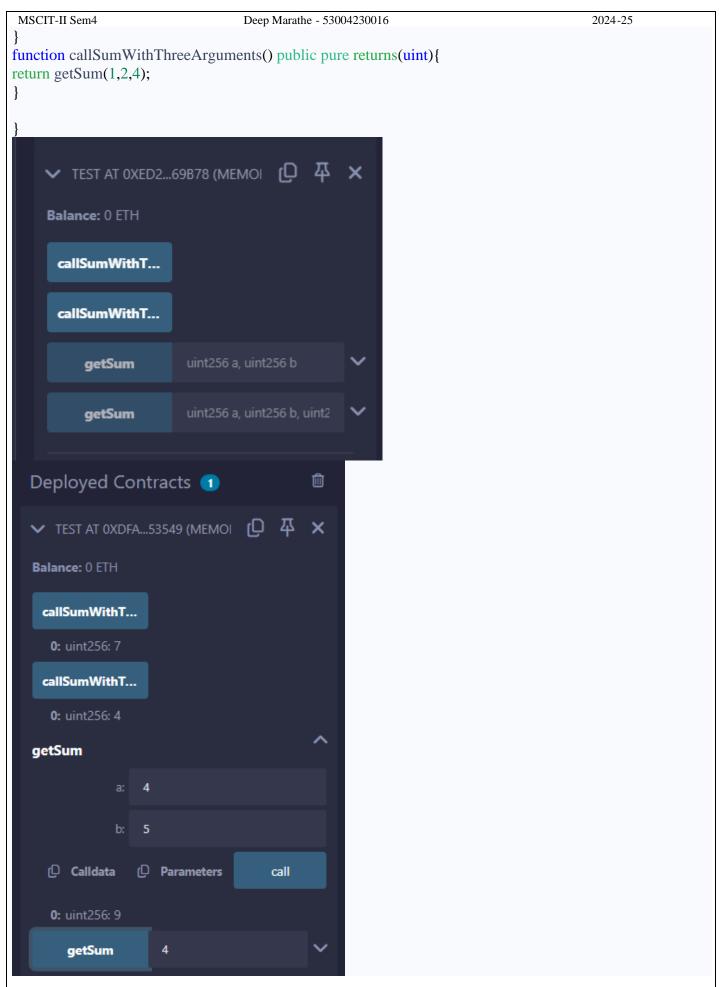
Functions, Function Modifiers, View functions, Pure Functions, Fallback Function, Function Overloading, Mathematical functions, Cryptographic functions.

A)Function Overloading:

The definition of the function must differ from each other by the types and/or the number of arguments in the argument list. You cannot overload function declarations that differ only by return type.

```
pragma solidity ^0.5.0;

contract Test {
  function getSum(uint a, uint b) public pure returns(uint){
  return a + b;
  }
  function getSum(uint a, uint b, uint c) public pure returns(uint){
  return a + b + c;
  }
  function callSumWithTwoArguments() public pure returns(uint){
  return getSum(2,2);
}
```



```
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                                                                                             2024-25
Solidity provides inbuilt mathematical functions as well.
pragma solidity ^0.5.0;
contract Test {
function callAddMod() public pure returns(uint){
return addmod(4, 5, 3);
function callMulMod() public pure returns(uint){
return mulmod(4, 5, 3);
   Deployed Contracts 1

▼ TEST AT 0XD09...FCB49 (MEMO) 「□ 本
   Balance: 0 ETH
      callAddMod
      0: uint256: 0
       callMulMod
      0: uint256: 2
```

Cryptographic Function:

pragma solidity ^0.5.0;

Solidity provides inbuilt cryptographic functions as well.

```
contract Test {
function callKeccak256() public pure returns(bytes32 result) {
return keccak256("ABC");
}

Deployed Contracts 1

TEST AT 0X285...CE934 (MEMOF 口 本 X

Balance: 0 ETH

callKeccak256

0: bytes32: result 0xe1629b9dda060bb30c7
908346f6af189c16773fa148d3366701fba
a35d54f3c8
```

C)Function:

A function is a group of reusable code which can be called anywhere in your program. This eliminates the need of writing the same code again and again. It helps programmers in writing modular codes. Functions allow a programmer to divide a big program into a number of small and manageable functions.

```
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                                                                                            2024-25
pragma solidity ^0.5.0;
contract SolidityTest {
constructor() public{
function getResult() public view returns(string memory){
uint a = 1;
uint b = 2;
uint result = a + b;
return integerToString(result);
function integerToString(uint _i) internal pure
returns (string memory) {
if (_i == 0) {
return "0";
uint j = _i;
uint len;
while (j != 0) {
len++;
j = 10;
bytes memory bstr = new bytes(len);
uint k = len - 1;
while (_i != 0) {
bstr[k--] = byte(uint8(48 + _i \% 10));
_i = 10;
return string(bstr);//access local variable
   Deployed Contracts 1
   ➤ SOLIDITYTEST AT 0X11B...2D2B! (口 本
   Balance: 0 ETH
         getResult
       0: string: 3
```

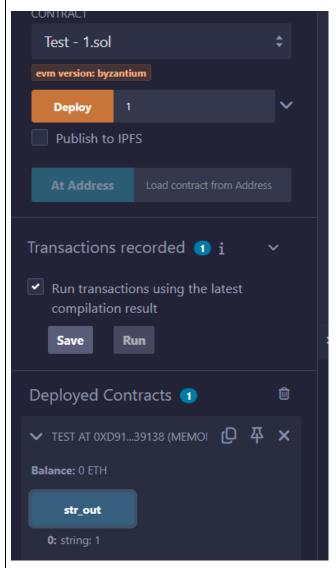
D)View Function:

View functions ensure that they will not modify the state. A function can be declared as **view**. Getter method are by default view functions.

// Solidity program to demonstrate

```
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                                                                                                2024-25
// how to create a contract
pragma solidity ^0.4.23;
// Creating a contract
contract Test {
// Declaring variable
string str;
// Defining a constructor
constructor(string str_in){
str = str_in;
// Defining a function to
// return value of variable 'str'
function str_out() public view returns(string memory){
return str;
```

Note: after deploy it asked u to enter string then enter string over there and then see the output after clicking on str_out button



E)Pure Function:

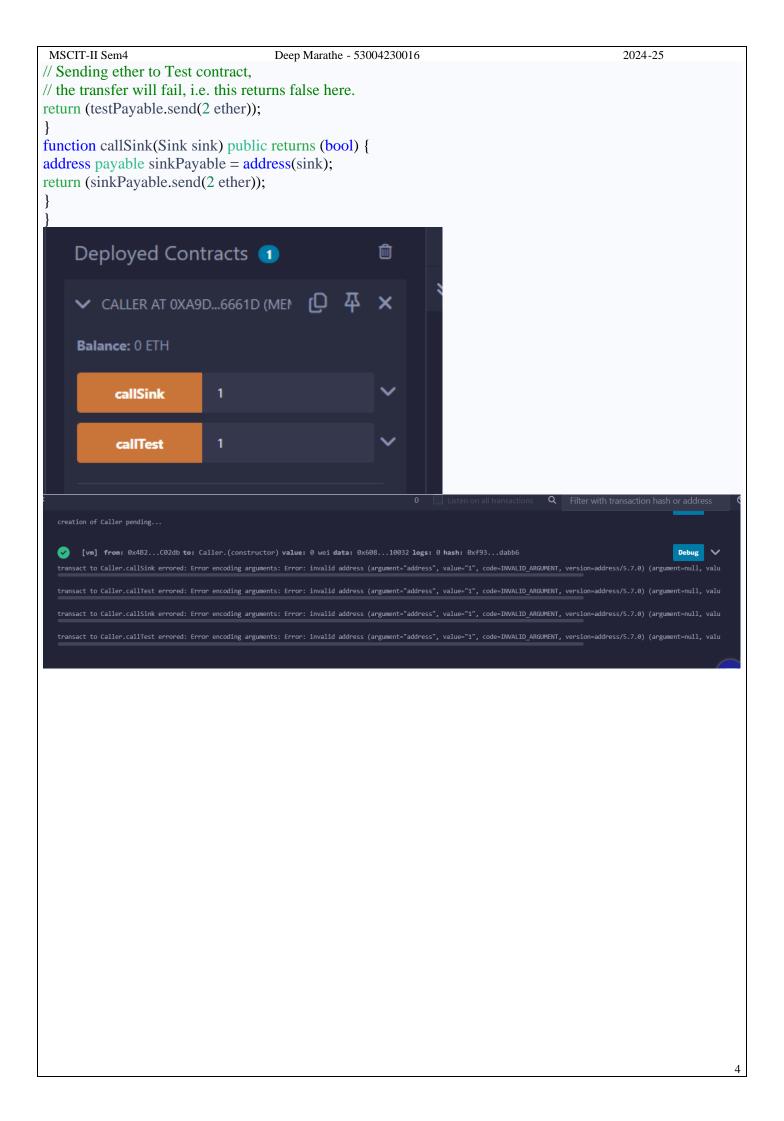
Pure functions ensure that they not read or modify the state. A function can be declared as **pure**. Pure functions can use the revert() and require() functions to revert potential state changes if an error occurs.

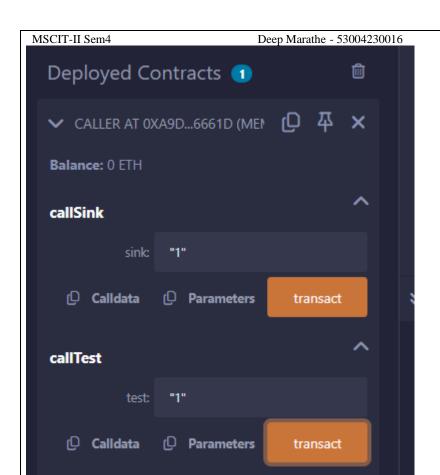
```
pragma solidity ^0.5.0;
contract Test {
int public x=10; //global
int y=90;//state
function f1() public returns(int){
  //read and update is allowed
  x=100;
return x;
function f2() public view returns(int){
// x=100; //erro beacuse x is global/state
//we can access but we cannot update state or global variable int view function
return x;
function f3() public pure returns(int){
  //we cannot access or update state or global variable in pure function
  int z=80;
return z;
  Deployed Contracts (1)
     SOLIDITYTEST AT 0XC4F...AD13 (口 本
  Balance: 0 ETH
       getResult
     0: string: 3
```

F)Fallback Function:

Fallback function is a special function available to a contract.

```
pragma solidity ^0.5.0;
contract Test {
    uint public x;
function() external { x = 1; }
}
contract Sink {
function() external payable { }
}
contract Caller {
function callTest(Test test) public returns (bool) {
    (bool success,) = address(test).call(abi.encodeWithSignature("nonExistingFunction()"));
    require(success);
// test.x is now 1
address payable testPayable = address(uint160(address(test)));
```





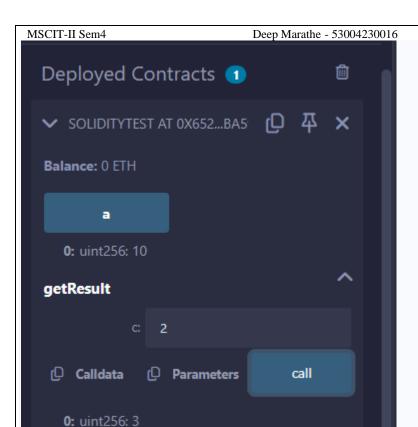
PRACTICAL 6

Aim:-Implement and demonstrate the use of the following in Solidity.

PRACTICAL 6a

6a. Withdrawal Pattern, Restricted Access.

```
pragma solidity ^0.5.0;
contract SolidityTest {
    uint storedData; // State variable
    uint public a=10;
    constructor() public {
    storedData = 10;
    }
    function getResult(uint c) public view returns(uint) {
        uint a = 1; // local variable
        uint b = 2;
        uint result = a + b;
    return result; //access the state variable
    }
}
```



Withdraw Pattern:-

The recommended method of sending funds after an effect is using the withdrawal pattern. Although the most intuitive method of sending Ether, as a result of an effect, is a direct transfer call, this is not recommended as it introduces a potential security risk. You may read more about this on the Security Considerations page.

The following is an example of the withdrawal pattern in practice in a contract where the goal is to send the most of some compensation, e.g. Ether, to the contract in order to become the "richest", inspired by King of the Ether.

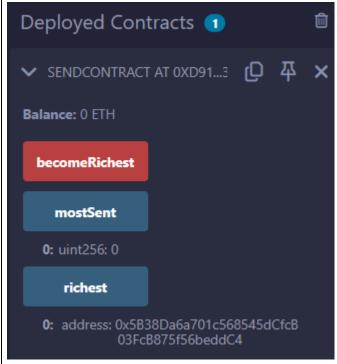
```
// SPDX-License-Identifier: GPL-3.0
pragma solidity ^0.8.4;

contract SendContract {
   address payable public richest;
   uint public mostSent;

/// The amount of Ether sent was not higher than
   /// the currently highest amount.
   error NotEnoughEther();

constructor() payable {
    richest = payable(msg.sender);
    mostSent = msg.value;
   }

function becomeRichest() public payable {
```



Restricted Access:-

Restricting access is a common pattern for contracts. Note that you can never restrict any human or computer from reading the content of your transactions or your contract's state. You can make it a bit harder by using encryption, but if your contract is supposed to read the data, so will everyone else.

You can restrict read access to your contract's state by other contracts. That is actually the default unless you declare your state variables public.

Furthermore, you can restrict who can make modifications to your contract's state or call your contract's functions and this is what this section is about.

The use of function modifiers makes these restrictions highly readable.

```
// SPDX-License-Identifier: GPL-3.0
pragma solidity ^0.8.4;

contract AccessRestriction {
    // These will be assigned at the construction
    // phase, where `msg.sender` is the account
    // creating this contract.
    address public owner = msg.sender;
    uint public creationTime = block.timestamp;
```

```
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                                                                                            2024-25
     // Now follows a list of errors that
     // this contract can generate together
     // with a textual explanation in special
     // comments.
     /// Sender not authorized for this
     /// operation.
     error Unauthorized();
     /// Function called too early.
     error TooEarly();
     /// Not enough Ether sent with function call.
     error NotEnoughEther();
     // Modifiers can be used to change
     // the body of a function.
     // If this modifier is used, it will
     // prepend a check that only passes
     // if the function is called from
     // a certain address.
     modifier onlyBy(address account)
       if (msg.sender != account)
          revert Unauthorized();
       // Do not forget the "_;"! It will
       // be replaced by the actual function
       // body when the modifier is used.
     }
     /// Make `newOwner` the new owner of this
     /// contract.
     function changeOwner(address newOwner)
        public
        onlyBy(owner)
     {
       owner = newOwner;
```

```
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                                                                                          2024-25
     modifier onlyAfter(uint time) {
       if (block.timestamp < time)
          revert TooEarly();
       _;
     }
     /// Erase ownership information.
     /// May only be called 6 weeks after
     /// the contract has been created.
     function disown()
       public
       onlyBy(owner)
       onlyAfter(creationTime + 6 weeks)
     {
       delete owner;
     }
     // This modifier requires a certain
     // fee being associated with a function call.
     // If the caller sent too much, he or she is
     // refunded, but only after the function body.
     // This was dangerous before Solidity version 0.4.0,
     // where it was possible to skip the part after `_;`.
     modifier costs(uint amount) {
       if (msg.value < amount)
          revert NotEnoughEther();
       if (msg.value > amount)
          payable(msg.sender).transfer(msg.value - amount);
     }
     function forceOwnerChange(address newOwner)
       public
       payable
       costs(200 ether)
     {
       owner = newOwner;
       // just some example condition
       if (uint160(owner) & 0 == 1)
```

```
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// This did not refund for Solidity

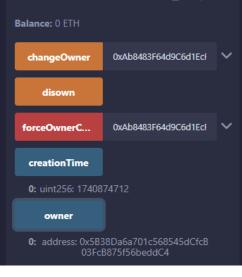
// before version 0.4.0.
return;

// refund overpaid fees
}

Deployed Contracts ① ② 本 ×

Balance: 0 ETH

ChangeOwner 0xAb8483F64d9C6d1Ed ∨
```



PRACTICAL 6B

Aim:- WRITE A SOLIDITY PROGRAM FOR CONTRACT, INHERITANCE, CONSTRUCTORS, ABSTRACT CONTRACTS, INTERFACES, LIBRARIES, ASSEMBLY, EVENTS, ERROR HANDLING.

A)Contract:

Contract in Solidity is similar to a Class in C++. A Contract have following properties.

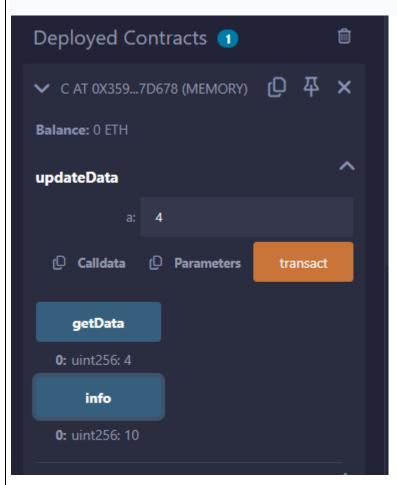
Constructor – A special function declared with constructor keyword which will be executed once per contract and is invoked when a contract is created.

State Variables – Variables per Contract to store the state of the contract.

Functions – Functions per Contract which can modify the state variables to alter the state of a contract.

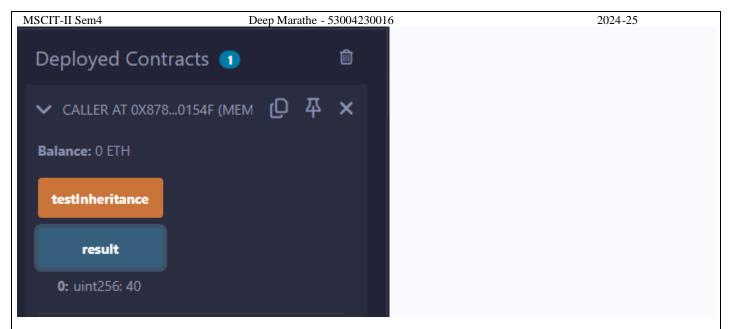
// Calling function from external contract

```
pragma solidity ^0.5.0;
contract C {
//private state variable
uint private data;
//public state variable
uint public info;
```



B)Inheritance:

```
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                                                                                              2024-25
Inheritance is a way to extend functionality of a contract. Solidity supports both single as well as multiple
inheritance.
// Solidity program to
// demonstrate
// Single Inheritance
pragma solidity >=0.4.22 <0.6.0;
// Defining contract
contract parent{
// Declaring internal
// state variable
uint internal sum;
// Defining external function
// to set value of internal
// state variable sum
function setValue() external {
uint a = 20;
uint b = 20;
sum = a + b;
// Defining child contract
contract child is parent{
// Defining external function
// to return value of
// internal state variable sum
function getValue() external view returns(uint) {
return sum;
// Defining calling contract
contract caller {
// Creating child contract object
child cc = new child();
// Defining function to call
// setValue and getValue functions
function testInheritance() public {
cc.setValue();
function result() public view returns(uint ){
return cc.getValue();
```



C)Constructors:

Constructor is a special function declared using constructor keyword. It is an optional function and is used to initialize state variables of a contract. Following are the key characteristics of a constructor.

A contract can have only one constructor.

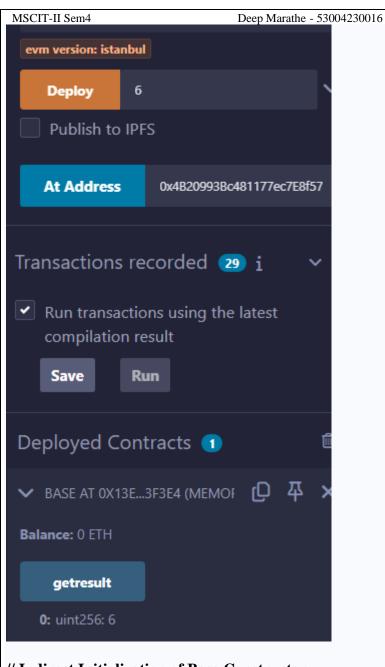
A constructor code is executed once when a contract is created and it is used to initialize contract state.

A constructor can be either public or internal.

An internal constructor marks the contract as abstract.

In case, no constructor is defined, a default constructor is present in the contract.

```
pragma solidity ^0.5.0;
contract Base {
    uint data;
constructor(uint _data) public {
    data = _data;
}
function getresult()public view returns(uint){
    return data;
}
}
contract Derived is Base (5) {
    constructor() public {}
}
```



// Indirect Initialization of Base Constructor

```
contract Base {
    uint data;
    constructor(uint _data) public {
    data = _data;
    }
    function getresult()public view returns(uint){
    return data;
    }
}
contract Derived is Base {
    constructor(uint _info) Base(_info * _info) public {}
}
```

D)Abstract Contracts:

pragma solidity ^0.5.0;

Abstract Contract is one which contains at least one function without any implementation. Such a contract is used as a base contract. Generally an abstract contains both implemented as well as abstract

```
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functions. Derived contract will implement the abstract function and use the existing functions as and when
required.
pragma solidity ^0.5.0;
contract Calculator {
function getResult() public view returns(uint);
contract Test is Calculator {
function getResult() public view returns(uint) {
uint a = 4;
uint b = 2;
uint result = a + b;
return result;
}
 evm version: istanbul
     Deploy
                  8
     Publish to IPFS
    At Address
                     0x4B20993Bc481177ec7E8f57
Transactions recorded 30 i
Run transactions using the latest
    compilation result
                 Run
     Save
Deployed Contracts 1
➤ BASE AT 0XF45...7781E (MEMOI 🛈 📮 🗶
 Balance: 0 ETH
     getresult
   0: uint256: 8
```

Interfaces are similar to abstract contracts and are created using interface keyword. Following are the key characteristics of an interface.

Interface can not have any function with implementation.

Functions of an interface can be only of type external.

Interface can not have constructor.

```
Interface can not have state variables.
pragma solidity ^0.5.0;
interface Calculator {
function getResult() external view returns(uint);
}
contract Test is Calculator {
constructor() public {}
function getResult() external view returns(uint){
uint a = 5;
uint b = 2;
uint result = a + b;
return result;
    10
                                Wei
    Calculator - 1.sol
  evm version: istanbul
     Deploy
  Publish to IPFS
     At Address
                   0x4B20993Bc481177ec7E8f57
 Transactions recorded (1) i

    Run transactions using the latest

     compilation result
      Save
               Run
                                       ŵ
  Deployed Contracts 1
  ン CALCULATOR AT 0X4B2...C02DE 🗘 📮 🗙
  Balance: 99.9999999995334918 ETH
                    getResult - call
      getResult
    0: uint256: 0
```

PRACTICAL 6c Aim:-Libraries, Assembly, Events, Error handling.

Libraries:

Libraries are similar to Contracts but are mainly intended for reuse. A Library contains functions which other contracts can call. Solidity have certain restrictions on use of a Library.

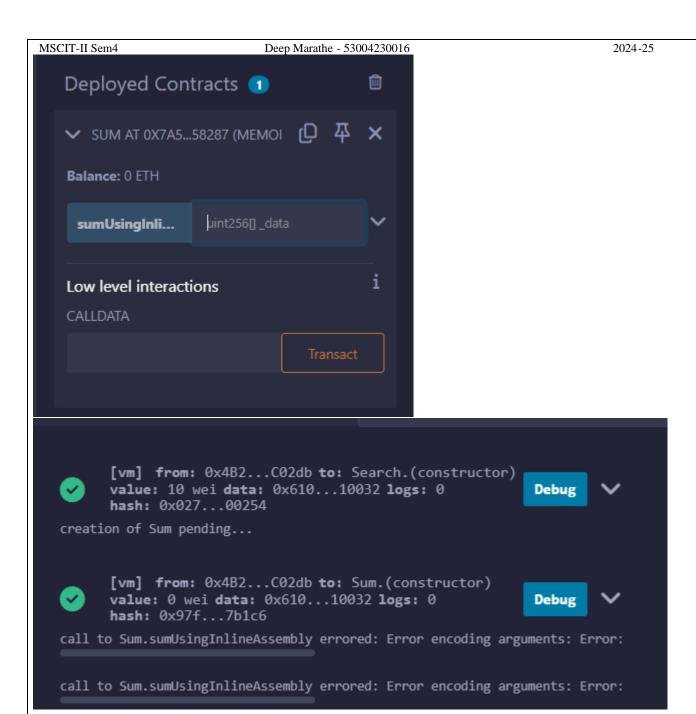
```
pragma solidity ^0.5.0;
library Search {
function indexOf(uint[] storage self, uint value) public view returns (uint) {
for (uint i = 0; i < self.length; i++)
if (self[i] == value) return i;
return uint(-1);}
contract Test {
uint[] data;
uint value:
uint index;
constructor() public {
data.push(6);
data.push(7);
data.push(8);
data.push(9);
data.push(10);
function isValuePresent() external {
value = 9;
//search if value is present in the array using Library function
index = Search.indexOf(data, value);
function getresult() public view returns(uint){
return index;
}}
```



Assembly:

Solidity provides an option to use assembly language to write inline assembly within Solidity source code. We can also write a standalone assembly code which then be converted to bytecode. Standalone Assembly is an intermediate language for a Solidity compiler and it converts the Solidity code into a Standalone Assembly and then to byte code. We can used the same language used in Inline Assembly to write code in a Standalone assembly.

```
pragma solidity ^0.5.0;
library Sum {
function sumUsingInlineAssembly(uint[] memory _data) public pure returns (uint o_sum) {
for (uint i = 0; i < data.length; ++i) {
assembly {
o_sum := add(o_sum, mload(add(add(add(add(adata, 0x20), mul(i, 0x20)))))
}}
}
contract Test {
uint[] data;
constructor() public {
data.push(1);
data.push(2);
data.push(3);
data.push(4);
data.push(5);
function sum() external view returns(uint){
return Sum.sumUsingInlineAssembly(data);
}
```



Events:

Event is an inheritable member of a contract. An event is emitted, it stores the arguments passed in transaction logs. These logs are stored on blockchain and are accessible using address of the contract till the contract is present on the blockchain. An event generated is not accessible from within contracts, not even the one which have created and emitted them.

```
// Solidity program to demonstrate

// creating an event

pragma solidity ^0.4.21;

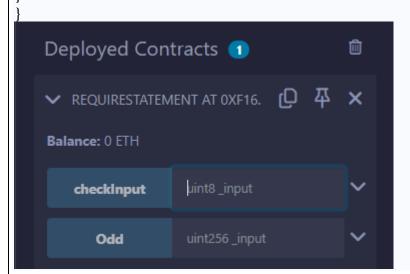
// Creating a contract
contract eventExample {

// Declaring state variables
uint256 public value = 0;

// Declaring an event
```

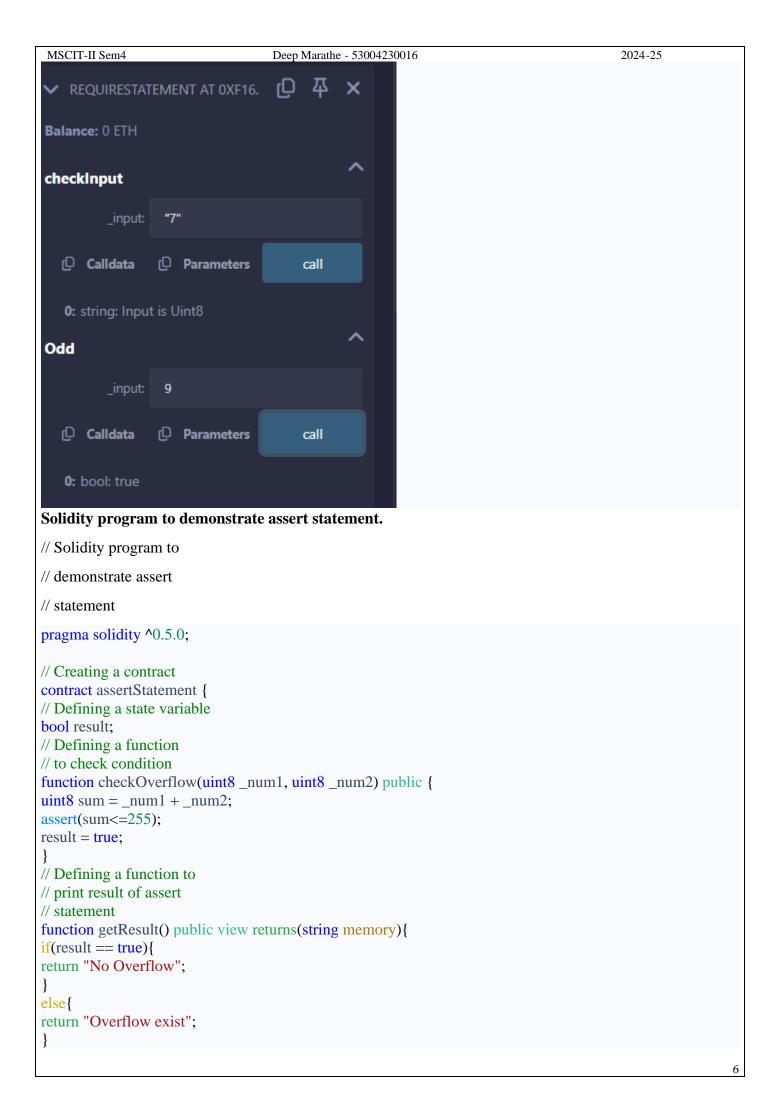
```
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event Increment(address owner);
// Defining a function for logging event
function getValue(uint _a, uint _b) public {
emit Increment(msg.sender);
value = _a + _b;
 Low level interactions
 CALLDATA
 ✓ EVENTEXAMPLE AT 0XBBA...8CE 
 Balance: 0 ETH
      getValue
        value
Deployed Contracts 1
 ➤ EVENTEXAMPLE AT 0X006...70A 口 平
 Balance: 0 ETH
 getValue
                 "6"
                 8
   Calldata
                 Parameters
                                   transact
       value
   0: uint256: 14
```

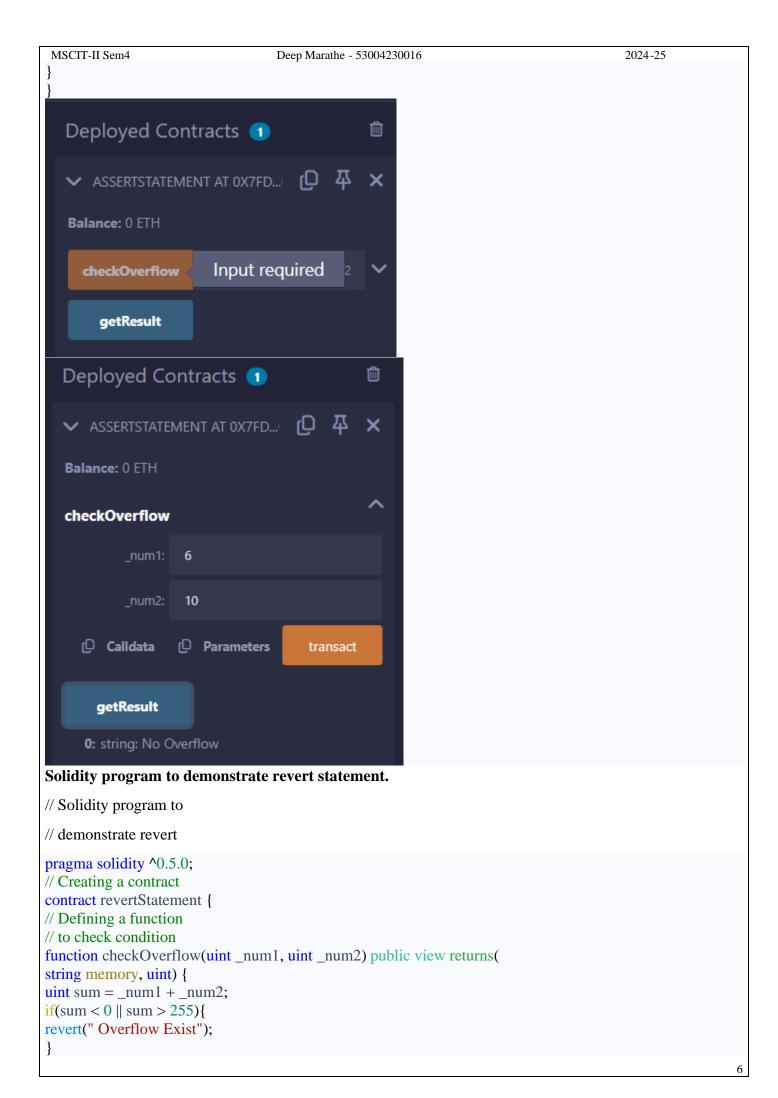
```
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Solidity provides various functions for error handling. Generally when an error occurs, the state is reverted
back to its original state. Other checks are to prevent unauthorized code access.
Solidity program to demonstrate require statement.
// Solidity program to
// demonstrate require
// statement
pragma solidity ^0.5.0;
// Creating a contract
contract requireStatement {
// Defining function to
// check input
function checkInput(uint8 _input) public view returns(string memory){
require(_input >= 0, "invalid uint");
require(_input <= 255, "invalid uint8");</pre>
return "Input is Uint8";
// Defining function to
// use require statement
function Odd(uint _input) public view returns(bool){
```

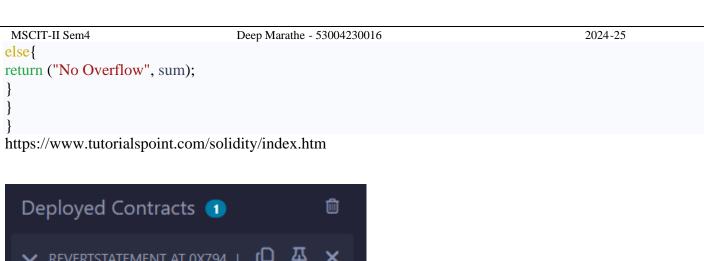


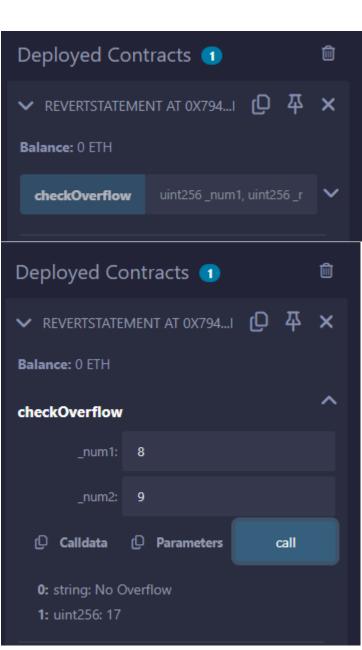
require(_input % 2 != 0);

return true;









PRACTICAL 7

Aim:-Deploying a contracts on an external blockchain by using Ganache and/or MyEtherwalllet, Metamask

https://abhibvp003.medium.com/how-to-install-and-execute-truffle-on-an-ubuntu-16-04-7d0ff6458c9b

https://ethereum.stackexchange.com/questions/93533/call-an-existing-contract-function-from-truffle-console

sudo apt-get -y install curl git vim build-essential sudo apt-get install curl software-properties-common

sudo apt install npm
sudo npm install -g web3
sudo apt-get install nodejs
sudo apt install python3.9
curl -sL https://deb.nodesource.com/setup_10.x | sudo bash sudo npm install --global node-sass@latest
sudo npm install -g truffle@latest
sudo npm install -g ganache-cli
export NODE_OPTIONS=--openssl-legacy-provider

///to update npm// sudo npm cache clean -f sudo npm install -g n

sudo n latest

Start from here!!!

mkdir upg1 cd upg1 truffle init

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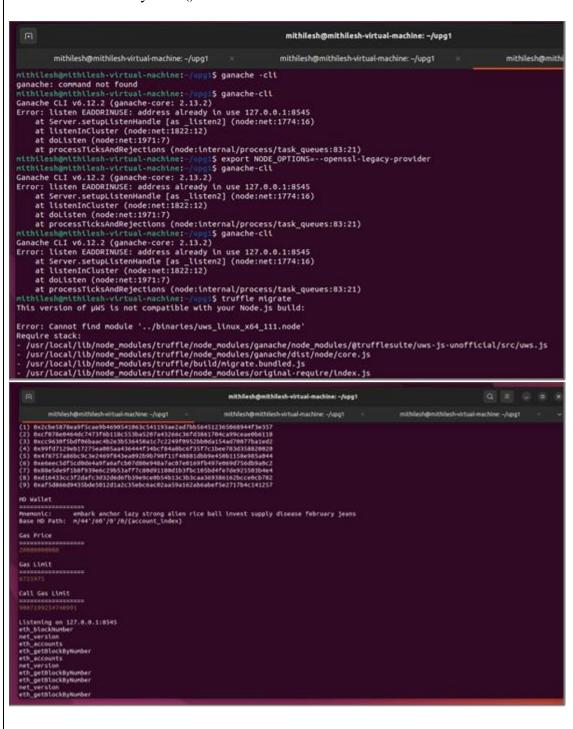
ganache-cli

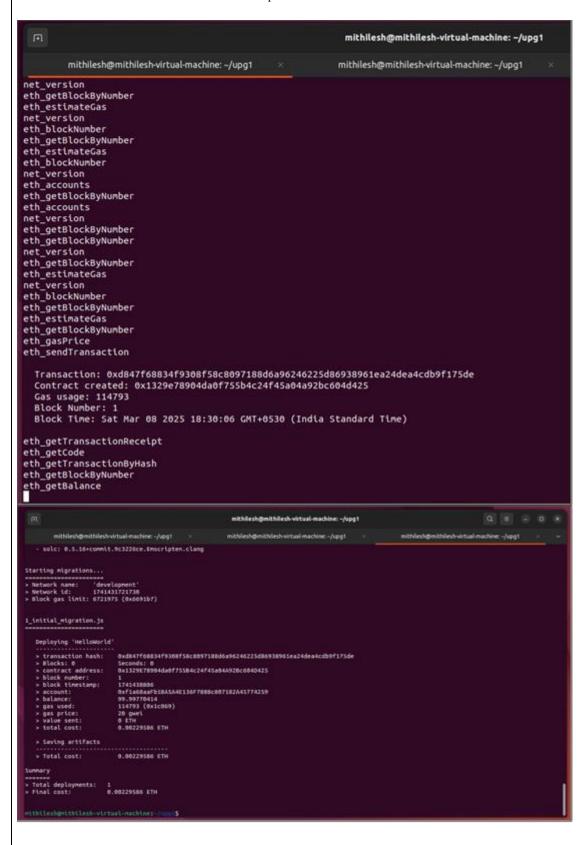
truffle migrate

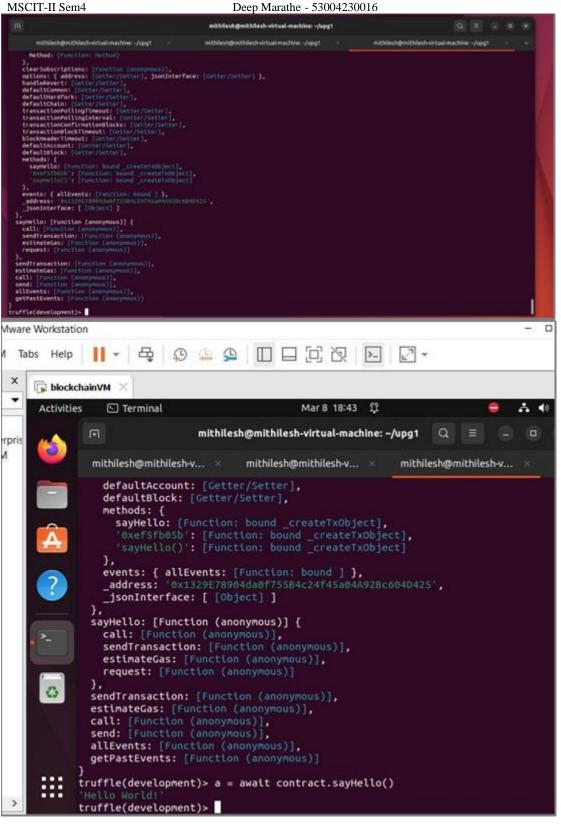
truffle console

#replace contact address

contract = await HelloWorld.at('0x37354B83aadd35516c56f24b724228f29300be77') a = await contract.sayHello()







Aim:-Create your own blockchain and demonstrate its use.Deploy a local private blockchain over a network with Ethereum or Rust (VM)

Install on Ubuntu via PPAs

The easiest way to install go-ethereum on Ubuntu-based distributions is with the built-in launchpad PPAs (Personal Package Archives). We provide a single PPA repository that contains both our stable and development releases for Ubuntu versions trusty, xenial, zesty and artful.

linux:

To enable our launchpad repository run: Step 1: open new terminal Step 2: on terminal type this command sudo add-apt-repository -y ppa:ethereum/ethereum #if above command gives error then run #sudo apt-get install --reinstall ca-certificates

Step 3: install the stable version of go-ethereum:

sudo apt-get update

```
mithReshpmithReshvirtual-machine: — Q E O X

Get:87 http://security.ubuntu.com/ubuntu janny-security/multiverse DEP-11 64x64g2 Icons [29 8]

Get:88 http://security.ubuntu.com/ubuntu janny-security/multiverse and64 c-n-f Metadets [224 8]

Fetched 20.0 m8 in 185 (1,200 k8/s)

Reading package lists... Done

N: https://download.docker.com/linux/ubuntu/dists/janny/InRelease: Key is stored in legacy trusted.gpg keyring (/etc/apt/trusted.gpg), see the DEPRECATION s

ection in apt-key(8) for details.

nthileshpmithitenh-virtual-machine: 5 sudo apt-get update

Hit1: https://download.docker.com/linux/ubuntu janny InRelease

Hit1: https://download.docker.com/linux/ubuntu janny InRelease

Hit1: http://in.archive.ubuntu.com/ubuntu janny-updates InRelease

Hit1: http://in.archive.ubuntu.com/ubuntu janny-backports InRelease

Hit1: http://in.archive.ubuntu.com/ubuntu janny-backports InRelease

Hit1: https://pa.launchpadcontent.net/ethereum/ethereum/ubuntu janny-inRelease

Get:5 http://in.archive.ubuntu.com/ubuntu janny-backports/ninlelease

Get:6 http://in.archive.ubuntu.com/ubuntu janny-backports/restricted and64 DEP-11 Metadata [216 8]

Get:8 http://in.archive.ubuntu.com/ubuntu janny-backports/nultiverse and64 DEP-11 Metadata [27.8 k8]

Get:9 http://in.archive.ubuntu.com/ubuntu janny-backports/nultiverse and64 DEP-11 Metadata [27.8 k8]

Get:10 http://in.archive.ubuntu.com/ubuntu janny-backports/nultiverse and64 DEP-11 Metadata [27.8 k8]

Get:20 http://in.archive.ubuntu.com/ubuntu janny-backports/nultiverse and64 DEP-11 Metadata [27.8 k8]

Get:20 http://in.archive.ubuntu.com/ubuntu janny-backports/nultiverse and64 DEP-11 Metadata [27.8 k8]

Get:20 http://in.archive.ubuntu.com/ubuntu.com/ubuntu janny-backports/nultiverse an
```

sudo apt-get install ethereum

```
ntthiteshprithitesh-virtual-macking: $ sudo apt-get install ethereum

Reading package lists... Done
Building dependency tree... Done
Reading state information... Done
The following package was automatically installed and is no longer required:
bootnode
Use 'sudo apt autorenove' to renove it.
The following packages will be upgraded:
ethereum
1 upgraded, 8 newly installed, 8 to renove and 536 not upgraded.
Need to get 1,454 8 of archives.
After this operation, 8 8 of additional disk space will be used.
Get:1 https://ppa.leunchpadcontent.net/ethereum/ubuntu janny/main and64 ethereum and64 1.15.0+build30752+janny [1,454 8]
Fetched 1,454 8 in 1s (1,698 8/s)
(Reading database ... 194925 files and directories currently installed.)
Preparing to unpack .../ethereum 1.15.0+build30732+janny and64.deb ...
Unpacking ethereum (1.15.0+build30732+janny) over (1.11.5+build20443+janny) ...
Setting up ethereum (1.15.0+build30732+janny) over (1.11.5+build20443+janny) ...
```

Step 4: create new directory for storing blockchain data mkdir myblockchain2 cd myblockchain2 geth account new --datadir data

```
ection in apt-key(8) for details.

nthilesborisitable-virtual-machine: 5 sudo apt-pet update
Htt:: Attp://download.cker.com/inus/ubunts_jamny_Indelease
Htt:: Attp://in.archive.ubunts.com/ubunts_jamny_Indelease
Get:: Attp://in.archive.ubunts.com/ubunts_jamny_indelease
Us. Attp://in.archive.ubunts_indelease
Us. Att
```

```
Step 5:Create genesis.json file
```

```
sudo nano genesis.json
 "config": {
  "chainId": 12345,
  "homesteadBlock": 0,
  "eip150Block": 0,
  "eip155Block": 0,
  "eip158Block": 0,
  "byzantiumBlock": 0,
  "constantinopleBlock": 0,
  "petersburgBlock": 0,
  "istanbulBlock": 0,
  "berlinBlock": 0,
  "ethash": {}
 "difficulty": "1",
 "gasLimit": "8000000",
 "alloc": {
  "7df9a875a174b3bc565e6424a0050ebc1b2d1d82": \{ \ "balance": \ "300000" \ \},
  "Efaf4df069211972a7D2C3306d1F778a1603F10F": { "balance": "400000" }
 }
save the file -> ctrl +o to write -> {enter} save -> ctrl +x exit
```

```
ection in apt-key(8) for details
                                                                                is stored in legacy trusted.gpg keyring (/etc/apt/trusted.gpg), see the DEPRECATION s
                        was automatically installed and is no longer required:
                      installed, 0 to remove and 536 not upgraded.
                        0 B of additional disk space will be used
  mkdir myblockchain3
cd myblockchain3
geth account new --datadir data
```

```
Step 5:Create genesis.json file
```

```
sudo nano genesis.json
 "config": {
  "chainId": 12345,
  "homesteadBlock": 0,
  "eip150Block": 0,
  "eip155Block": 0,
  "eip158Block": 0,
  "byzantiumBlock": 0,
  "constantinopleBlock": 0,
  "petersburgBlock": 0,
  "istanbulBlock": 0,
  "berlinBlock": 0,
  "ethash": {}
 "difficulty": "1",
 "gasLimit": "8000000",
 "alloc": {
  "7df9a875a174b3bc565e6424a0050ebc1b2d1d82": \{ \ "balance": \ "300000" \ \},
  "Efaf4df069211972a7D2C3306d1F778a1603F10F": { "balance": "400000" }
 }
save the file -> ctrl +o to write -> {enter} save -> ctrl +x exit
```

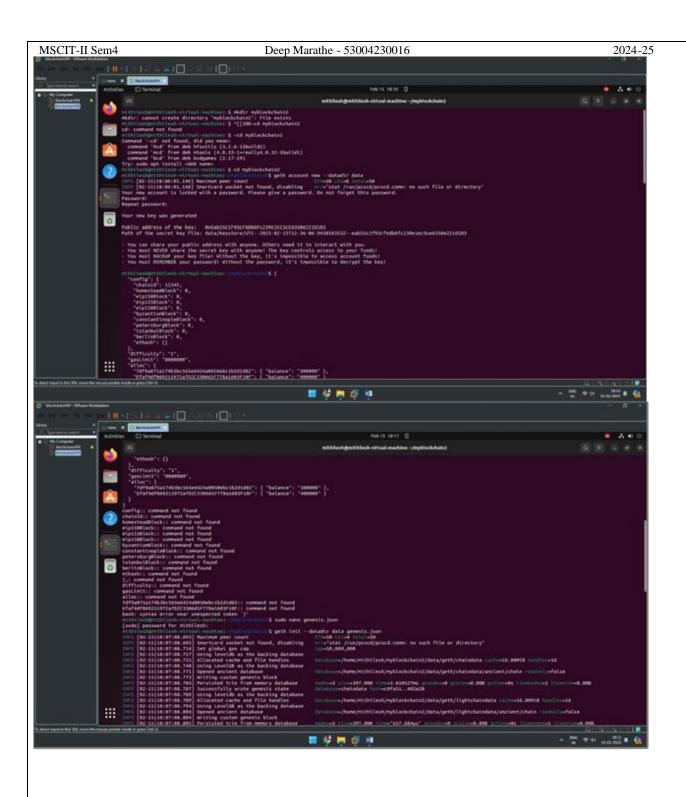
Step 6: initialize the block geth init --datadir data genesis.json Step 7: create network geth --datadir data --networkid 12345

[do not close this terminal]

Step 8: open new tab/terminal 2: sudo geth attach data/geth.ipc eth.getBalance(eth.accounts[0]) miner.setEtherbase(eth.accounts[0]) miner.start() admin.addPeer(admin.nodeInfo.enode) eth.getBalance(eth.accounts[0])

Step 10: Wait for 10-20 minutes and check balance eth.getBalance(eth.accounts[0])

if ether balance is 0 wait for 10-20minutes for mining process to get complete and run eth.getBalance(eth.accounts[0]) again.



Aim:- Implement the mining module of Bitcoin client . The mining module, or miner, should produce blocks that solve proof-of-work puzzle

Code:-Open Python IDLE and create new Script.

```
from bitcoinlib.wallets import Wallet
w = Wallet.create('Wallet1')
key1 = w.get_key()
print('Wallet Address:',key1.address)
w.scan()
print(w.info())
  Wallet Address: bc1qppnqpg9quay7qf5hzh2ekx2cu0g8tmky666u5n
   Name
   Owner
                                 bip32
   Scheme
   Multisig
                                 segwit
bitcoin
   Witness type
   Main network
   Latest update
                                 2025-02-17 04:17:53.572643+00:00
  = Wallet Master Key =
   Private
  Depth
  - NETWORK: bitcoin -
  - - Keys
      6 m/84'/0'/0'/0/0
                                    bc1qppnqpg9quay7qf5hzh2ekx2cu0g8tmky666u5n
                                                                                 address index 0
                                    bc1qy762wx0jqp9y6psekwhg6yn2h0z2ry7gavymra
bc1q0lvwvm045pl0q9hdvucwk8h5dmvu88ggrdeuyj
      7 m/84'/0'/0'/0/1
                                                                                  address index 1
                                                                                                                        a aaaaaaaa B
      9 m/84'/0'/0'/0/2
                                                                                                                        0.00000000 B
                                                                                 address index 2
     10 m/84'/0'/0'/0/3
                                    bc1q133pg2mjzempsyzxme740xzzs1n7fc7hhry4f1\\
                                                                                 address index 3
                                                                                                                        0.00000000 B
     11 m/84'/0'/0'/0/4
                                    bc1q4p3fhm8r7sjwzhhq9lxrp5wg0thqpn2k3xj5fe
                                                                                 address index 4
                                                                                                                        0.00000000 B
     13 m/84'/0'/0'/1/0
                                    bc1qkcuslwjmd2uhgs9auwua0xgydt4sc6jrjlqesx
                                    bc1qs29svsg7he712nqpfk6y4k0x5hk5zev9r0nvv5
bc1qeh7dpxunzd55rc35tgg7qr2c4krahn70pvg2wv
     15 m/84'/0'/0'/1/1
                                                                                 address index 1
                                                                                                                        0.00000000 B
     16 m/84'/0'/0'/1/2
                                                                                 address index 2
                                                                                                                        0.00000000 B
     17 m/84'/0'/0'/1/3
                                    bc1q3cwgrkmrcclprvdk9caqpfjhnyzcznhhw0pag3
                                                                                  address index 3
                                                                                                                        0.00000000 B
     18 m/84'/0'/0'/1/4
                                    bc1q3wd8tnqsy7a5u7rugz07de54cwxd8vdswn2fxr
                                                                                 address index 4
                                                                                                                        0.00000000 B
  - - Transactions Account 0 (0)
 = Balance Totals (includes unconfirmed) =
```

Open CMD and install bitcoinlib package **pip install bitcoinlib**

Aim:-Compile and test smart contracts on a testing framework using the Ethereum Virtual Machine (EVM).

```
Code:-
// SPDX-License-Identifier: GPL-3.0

pragma solidity >=0.7.0 <0.9.0;
import "remix_tests.sol"; // this import is automatically injected by Remix. import "hardhat/console.sol";
import "../contracts/3_Ballot.sol";
```

```
bytes32[] proposalNames;
```

contract BallotTest {

```
Ballot ballotToTest;
function beforeAll () public {
   proposalNames.push(bytes32("candidate1"));
   ballotToTest = new Ballot(proposalNames);
}

function checkWinningProposal () public {
   console.log("Running checkWinningProposal");
   ballotToTest.vote(0);
   Assert.equal(ballotToTest.winningProposal(), uin
```

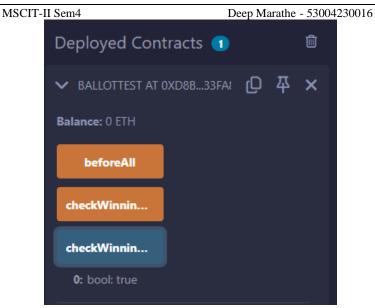
Assert.equal(ballotToTest.winningProposal(), uint(0), "proposal at index 0 should be the winning proposal");
Assert.equal(ballotToTest.winnerName(), bytes32("candidate1"), "candidate1 should be the winner

name");
}

function checkWinninProposalWithPeturnValue () public view returns (bool) {

function checkWinninProposalWithReturnValue () public view returns (bool) {
 return ballotToTest.winningProposal() == 0;
}

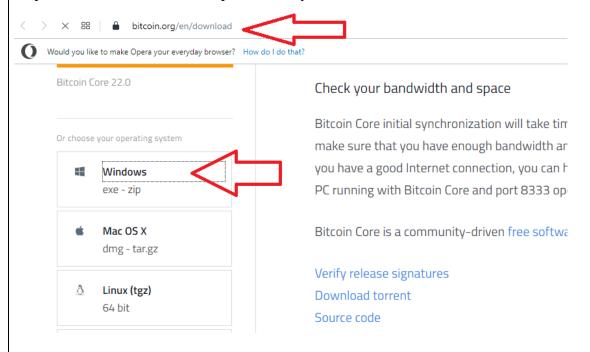
Output:-



PRACTICAL 11 Aim:-Demonstrate the use of Bitcoin Core API.

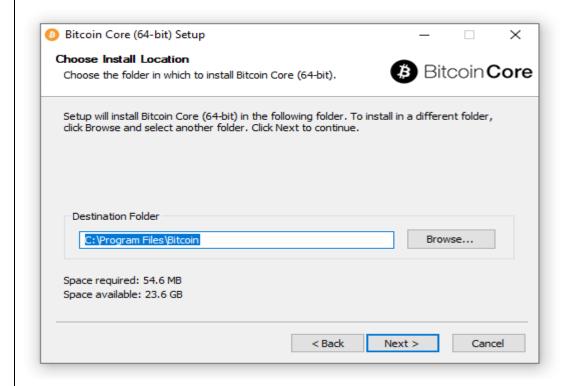
Step 1: Visit: https://bitcoin.org/en/download

Step 2: Download windows setup [use and try with Linux version as well]

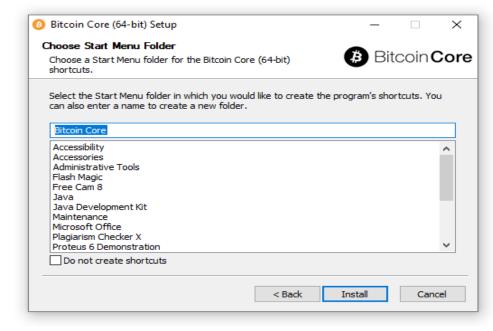


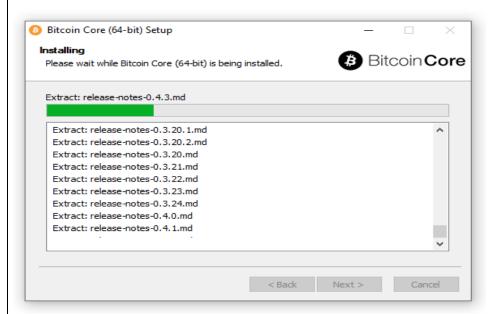


Step 4: Click Next

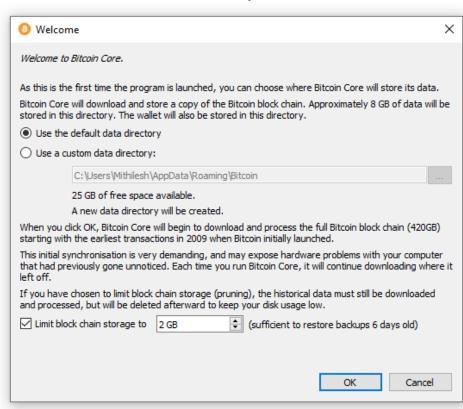


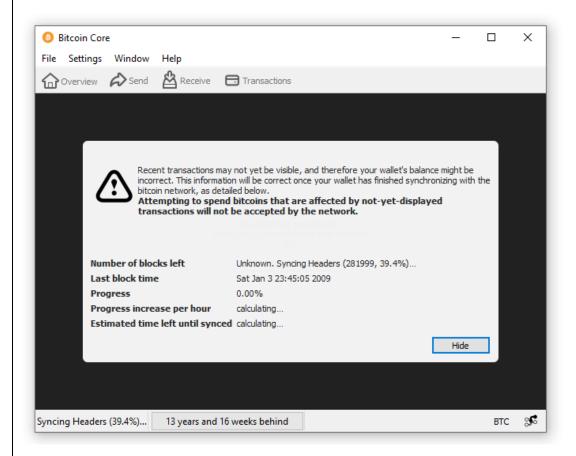
Step 5: Finally click on Install



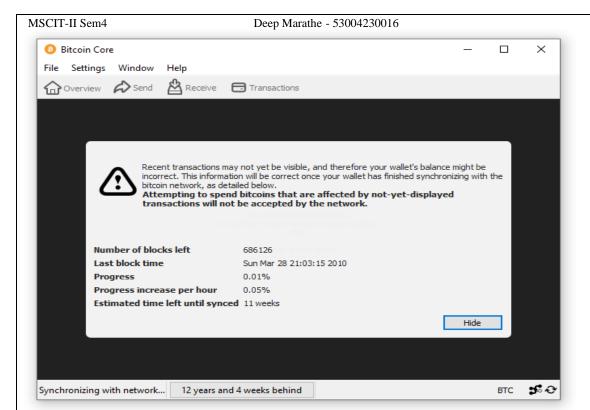


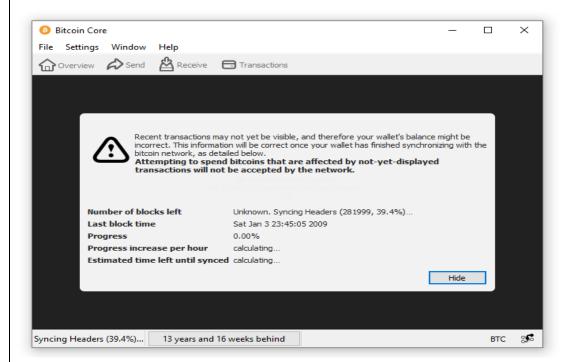
Launch Bitcoin Core-> Click OK.



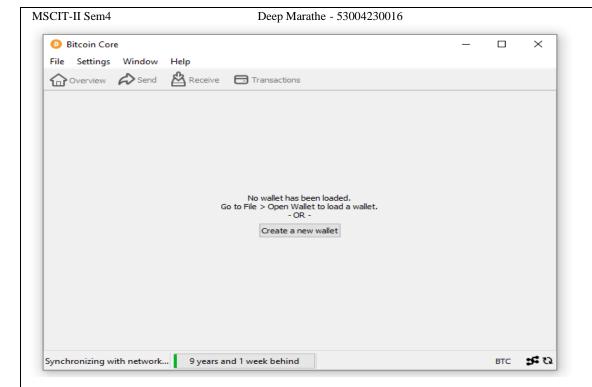


Click on Hide button [Synchronization take place in background]

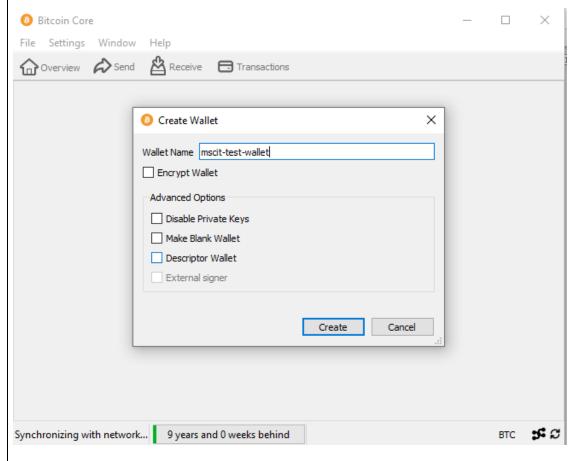




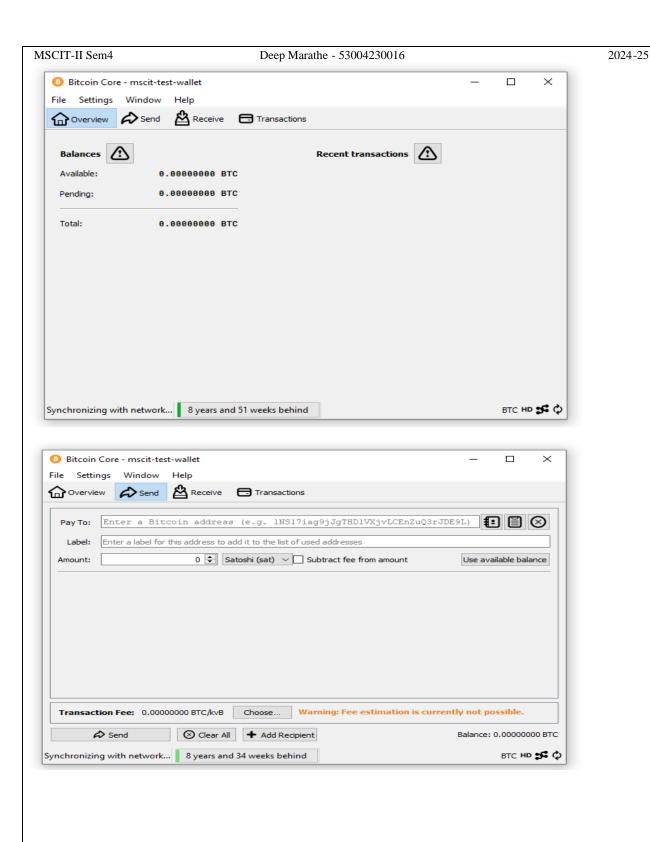
You can create a wallet -> Create a new wallet

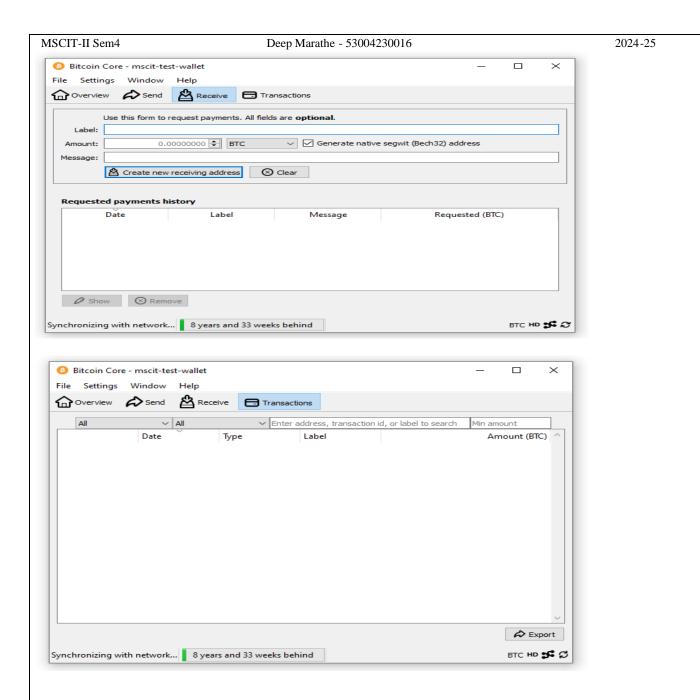


Enter Wallet name



Finally Account is setup





Aim:-Create your own blockchain and demonstrate its use.

Code:-

following imports are required by PKI

import hashlib

import random

import binascii

import datetime

import collections

from Crypto.PublicKey import RSA

from Crypto import Random

from Crypto.Cipher import PKCS1_v1_5

from collections import OrderedDict

import Crypto

```
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import Crypto.Random
from Crypto. Hash import SHA
from Crypto.Signature import PKCS1_v1_5
class Client:
  def __init__(self):
   random = Random.new().read
   self._private_key = RSA.generate(1024, random)
   self._public_key = self._private_key.publickey()
   self._signer = PKCS1_v1_5.new(self._private_key)
  @property
  def identity(self):
   return binascii.hexlify(self._public_key.exportKey(format='DER')).decode('ascii')
class Transaction:
  def __init__(self, sender, recipient, value):
    self.sender = sender
    self.recipient = recipient
    self.value = value
    self.time = datetime.datetime.now()
  def to_dict(self):
    if self.sender == "Genesis":
      identity = "Genesis"
    else:
      identity = self.sender.identity
    return collections.OrderedDict({
      'sender': identity,
      'recipient': self.recipient,
      'value': self.value,
      'time' : self.time})
  def sign transaction(self):
    private_key = self.sender._private_key
    signer = PKCS1_v1_5.new(private_key)
    h = SHA.new(str(self.to_dict()).encode('utf8'))
    return binascii.hexlify(signer.sign(h)).decode('ascii')
def display_transaction(transaction):
    #for transaction in transactions:
    dict = transaction.to dict()
    print ("sender: " + dict['sender'])
    print ('----')
    print ("recipient: " + dict['recipient'])
    print ('----')
    print ("value: " + str(dict['value']))
    print ('----')
    print ("time: " + str(dict['time']))
    print ('----')
def dump_blockchain (self):
 print ("Number of blocks in the chain: " + str(len (self)))
 for x in range (len(TPCoins)):
```

```
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   block\_temp = TPCoins[x]
   print ("block \#" + str(x))
   for transaction in block_temp.verified_transactions:
     display_transaction (transaction)
     print ('----')
   print ('======
class Block:
 def __init__(self):
   self.verified_transactions = []
   self.previous_block_hash = ""
   self.Nonce = ""
def sha256(message):
   return hashlib.sha256(message.encode('ascii')).hexdigest()
def mine(message, difficulty=1):
 assert difficulty >= 1
 #if(difficulty <1):
        return
 #'1'*3=> '111'
 prefix = '1' * difficulty
 for i in range(1000):
   digest = sha256(str(hash(message)) + str(i))
   if digest.startswith(prefix):
     return i #i= nonce value
A = Client()
B =Client()
C =Client()
t0 = Transaction (
 "Genesis",
 A.identity,
 500.0
t1 = Transaction (
 A,
 B.identity,
 40.0
t2 = Transaction (
 Α,
 C.identity,
 70.0
t3 = Transaction (
 В,
 C.identity,
 700.0
#blockchain
TPCoins = []
                                                                                                              8
```

```
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block0 = Block()
block0.previous_block_hash = None
Nonce = None
block0.verified_transactions.append (t0)
digest = hash (block0)
last_block_hash = digest #last_block_hash it is hash of block0
TPCoins.append (block0)
block1 = Block()
block1.previous_block_hash = last_block_hash
block1.verified transactions.append (t1)
block1.verified_transactions.append (t2)
block1.Nonce=mine (block1, 2)
digest = hash (block1)
last_block_hash = digest
TPCoins.append (block1)
block2 = Block()
block2.previous block hash = last block hash
block2.verified_transactions.append (t3)
Nonce = mine (block2, 2)
block2.Nonce=mine (block2, 2)
digest = hash (block2)
last_block_hash = digest
TPCoins.append (block2)
dump_blockchain(TPCoins)
save the file -> ctrl +O to write -> {enter} save -> ctrl +x exit
```

Run this file

Output:

	MSCIT-II Sem4 Deep Marathe - 53004230016	2024-25
	block # 1 sender: 30819f300d06092a864886f70d010101050003818d0030818902818100b1558beccb109cbf1c223ebf6e791ea734e20c03dc8bce926f3b28c9e2a2383cf4ae87b6431211299b117d6 e143373a6682a64e0c7de6955fbd9dc8806103d4c6a738d92d7511112e944c9d6eb51730b76e2b0b6a48069b6bd90c52549832429cbf8ba7ade362d4f3b04a5d568f54d30d6e3cb57ceaf18e7 e7b2ffb2df2d8d2530203010001	
	recipient: 30819f300d06092a864886f70d010101050003818d0030818902818100bbcf0e76057d12120ce04cdd708cc9dca881bca54eaf520584faadeaa97a6b90de616b04036b465e8f1bbb2b79c3236f59d83c818830280b108c1a114026eb93cff404b9b78d757147b83cc259e099ae9166a0afde96a06f6fdcd1c8d99aab21ded8bf89ea7eab67efdbd52370daf555eee8ceb7e56a2ba7c37f441c6ac00aa70203010001	
	value: 40.0	
	time: 2025-02-17 10:34:26.627963	
	recipient: 30819f300d06092a864886f70d010101050003818d0030818902818100bcfacd1614746e02a0ab42490f4932f55c8a339b2e2c4661c74950d9a1a22c3217e56525342d57bc51f2 c5a97fe5bd0601c8e6cc30b5752c3c6c927add09703245b10ee469ae427d4929d947e51d4e1b8921cf2fb83f6d20aef8be123f9a30ac2d8eb602a8fdcf2dfb8150db16a31196af78de1b09028 022fd48e63f476916d50203010001	
	value: 70.0	
	time: 2025-02-17 10:34:26.627963	
	======================================	
	block # 2 sender: 30819f300d06092a864886f70d010101050003818d0030818902818100bbcf0e76057d12120ce04cdd708cc9dca881bca54eaf520584faadeaa97a6b90de616b04036b465e8f1bbb2 b79c3236f59d83c818830280b108c1a114026eb93cff404b9b78d757147b83cc259e099ae9166a0afde96a06f6fdcd1c8d99aab21ded8bf89ea7eab67efdbd52370daf555eee8ceb7e56a2ba7 c37f441c6ac00aa70203010001	
	recipient: 30819f300d06092a864886f70d010101050003818d0030818902818100bcfacd1614746e02a0ab42490f4932f55c8a339b2e2c4661c74950d9a1a22c3217e56525342d57bc51f2 C5a97fe5bd0601c8e6cc30b5752c3c6c927add09703245b10ee469ae427d4929d947e51d4e1b8921cf2fb83f6d20aef8be123f9a30ac2d8eb602a8fdcf2dfb8150db16a31196af78de1b09028 022fd48e63f476916d50203010001	
	value: 700.0	
	time: 2025-02-17 10:34:26.627963	
-		