

# **Ethereum Client**



#### **Ethereum Client**

- An 'Ethereum client' is just a term. It refers to any node able to parse and verify
  the blockchain, its smart contracts and everything related.
- It also allows you/provides interfaces to create transactions and mine blocks which is the key for any blockchain interaction.
- However, it can be very confusing for end-users, because there is no universal "Ethereum Installer" for them to use. So they can make use of various Ethereum clients. Various Ethereum clients are listed below.



## Various Ethereum clients

Client	Language	Developers
go-ethereum	Go	Ethereum Foundation
parity	Rust	Ethcore
Aleth (cpp-ethereum)	C++	Ethereum Foundation
pyethapp	Python	Ethereum Foundation
ethereumjs-lib	Javacript	Ethereum Foundation
Ethereum(J)	Java	ether camp
ruby-ethereum	Ruby	Jan Xie
ethereumH	Haskell	BlockApp



- Geth is a command-line tool written in Go which acts as a node or miners on an Ethereum network.
- Geth acts as an Ethereum client to connect to public and test networks.
- Geth can also be used to run and configure your own private network.
- Geth can be installed on Windows, Linux, and Mac as well.



By installing and running geth, you can take part in the Ethereum live network and:

- mine real ether
- transfer funds between addresses
- create contracts and send transactions
- explore block history



- Geth uses JSON RPC protocol.
- It defines the specification for remote procedure calls with payload encoded in JSON format.
- Geth allows connectivity to JSON RPC using the following three different protocols:
  - 1. Inter Process Communication (IPC): This protocol is used for inter process communication generally used within the same computer.
  - 2. Remote Procedure Calls (RPC): This protocol is used for inter process communication across computers. This is generally based on TCP and HTTP protocol.
  - 3. Web Sockets (WS): This protocol is used to connect to Geth using sockets.



There are many commands, switches, and options for configuring Geth, which include the following:

- 1. Configuring IPC, RPC, and WS protocols
- 2. Configuring network types to connect- private, Ropsten, and Rinkeby
- 3. Mining options
- 4. Console and API
- 5. Networking
- 6. Debugging and logging



The following are the network IDs used for connecting to the following different networks:

- Chain ID 0: represents Olympic Ethereum Public pre release testnetwork
- Chain ID 1: represents a Homestead public network
- Chain ID 2: represents Morden (not used anymore)
- Chain ID 3: represents Ropsten
- Chain ID 4: represents Rinkeby



#### Other Known Ethereum Network

- Chain ID 61: Classic, the (un)forked public Ethereum Classic main network.
- Chain ID 2: Expanse, an alternative Ethereum implementation.
- Chain ID 2: Morden, the public Ethereum testnet, now Ethereum Classic testnet.
- Chain ID 5: Guerli, the public Geth/Parity PoA testnet.
- Chain ID 8: Ubiq, the public Gubiq main network with flux difficulty.
- Chain ID 77: Sokol, the public POA Network testnet.



## Other Known Ethereum Network (Cntnd...)

- Chain ID 99: Core, the public POA Network main network
- Chain ID 100: xDai, the public MakerDAO/POA Network main network
- Chain ID 401697: Tobalaba, the public Energy Web Foundation testnet
- Chain ID 7762959: Musicoin, the music blockchain
- Chain ID 61717561: Aquachain, ASIC resistant chain

 Chain ID [Other]: Could indicate that your connected to a local development test network.



#### Creating a Private chain

Installing from PPA(Ubuntu)

```
sudo apt-get install software-properties-common
sudo add-apt-repository -y ppa:ethereum/ethereum
sudo apt-get update
sudo apt-get install ethereum
```

# THANK YOU