Introduction to Blockchains

Assignment 2

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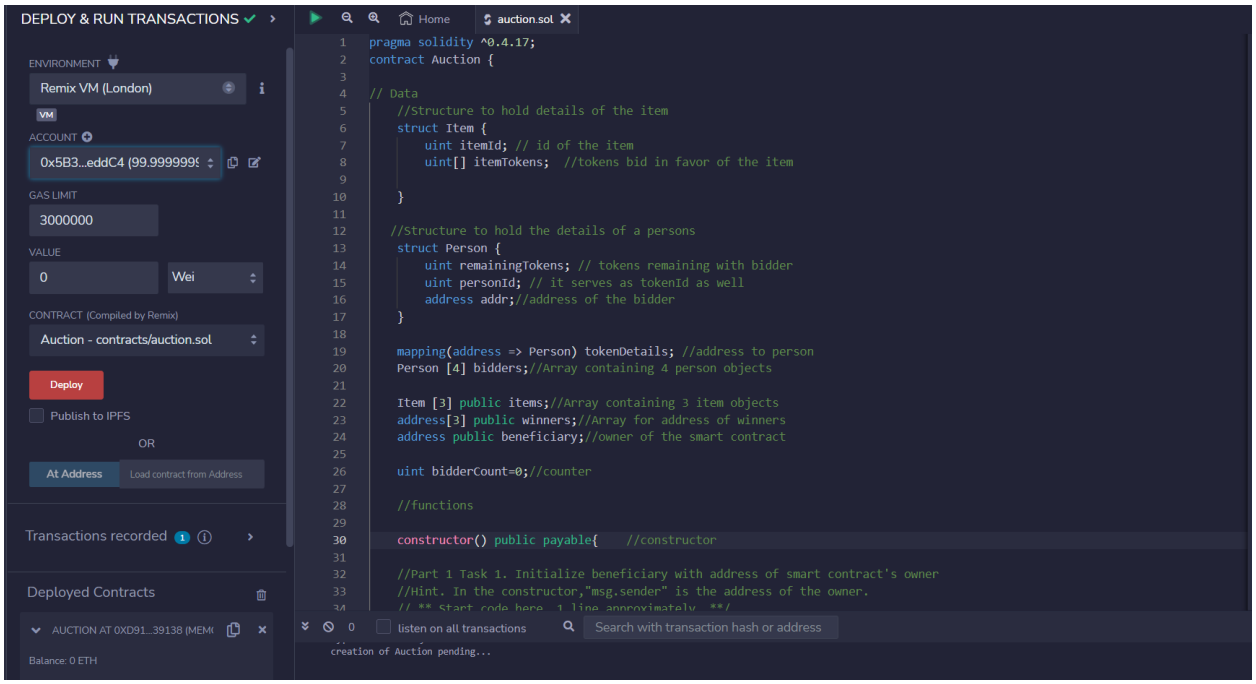
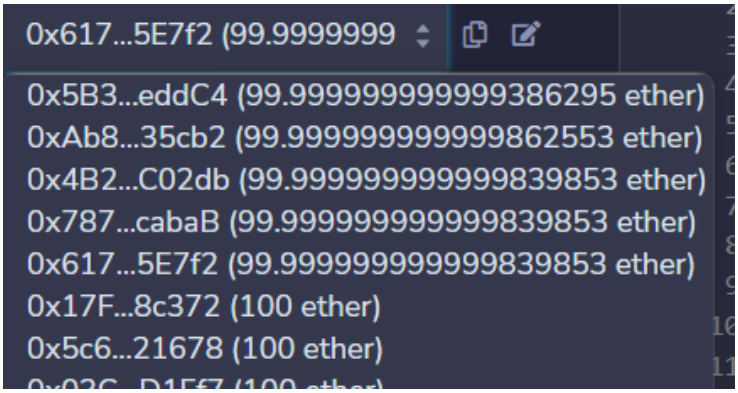
Version 1 :

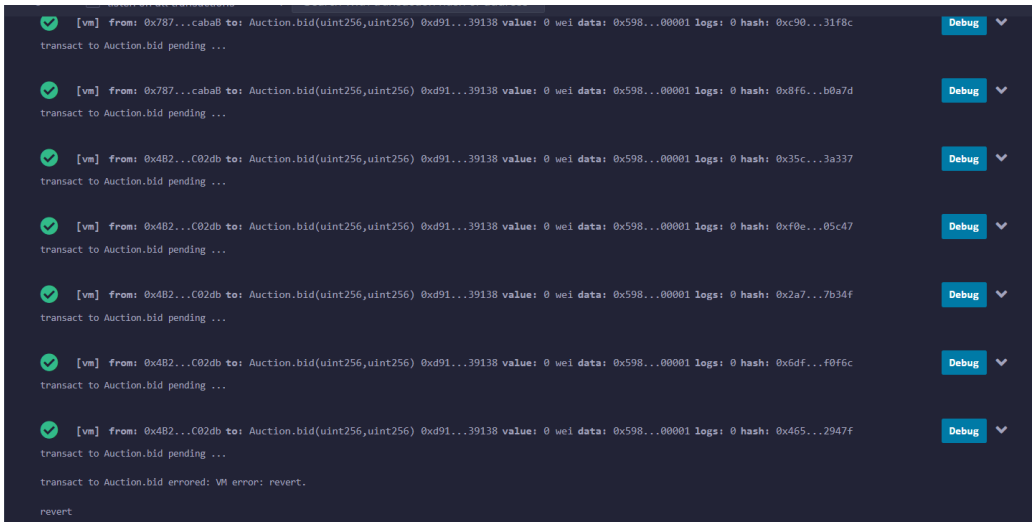
Here, we have successfully deployed the contract after adding the requisite details:



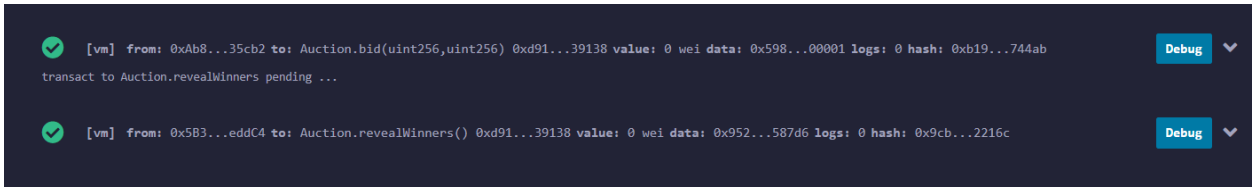
Now, we will register with all four accounts. Account balances after registering the four bidding accounts:



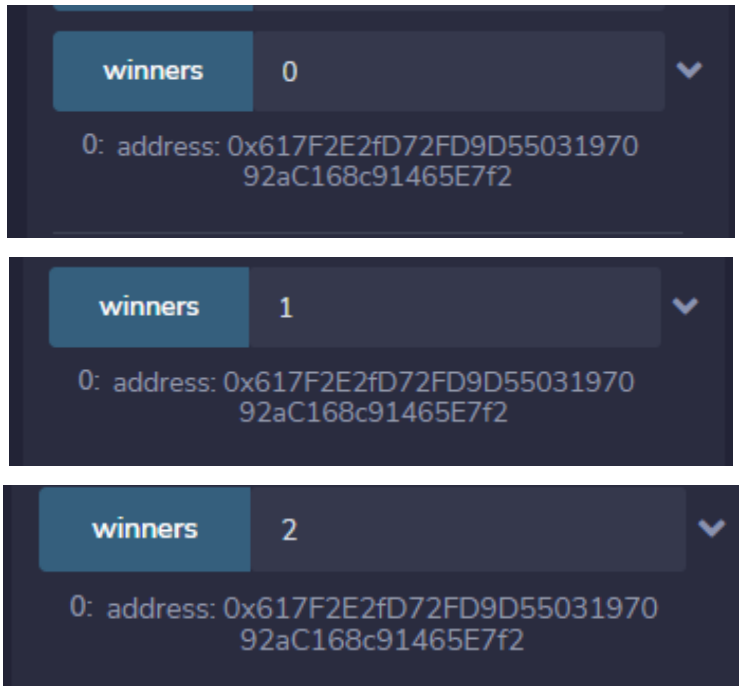
Executing bid function for each of the four accounts: \



Now, we execute revealWinners() :



After this, we can get the winners:



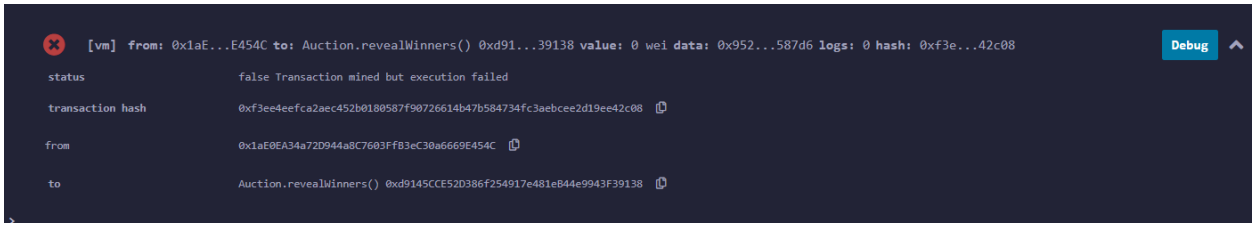
We can see that the winner is the same in all three cases. This might be because the random value we generate is in fact not random.

Version 2 :

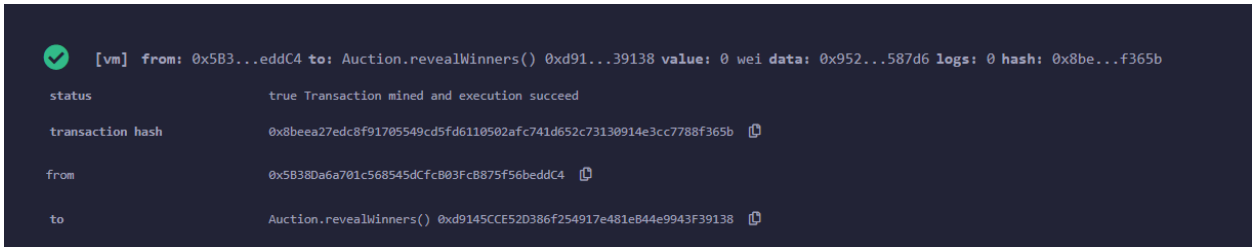
We have added the onlyOwner modifier to revealWinners() so that only the auctioneer can call the function:

```
//Hint : Use require to validate if "msg.sender" is equ
modifier onlyOwner {
  // ** Start code here. 2 lines approximately. **
        require(beneficiary == msg.sender);
    _;
  //** End code here. **
  }


  function revealWinners() public onlyOwner{

  /*
```

In this case, after trying to execute revealWinners() from an address that is not the auctioneer, we come across an error:



However, on calling the function from the auctioneer's account:



We can see that the transaction is successful, therefore our smart contract is functioning.

Note: Version 1 smart contract code is Auction_1.sol, while Version 2 code is Auction_2.sol