Introduction to Blockchains

Assignment 1

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Step 1:

1.1:

The given solidity code has been successfully compiled.

```
SOLIDITY COMPILER

OR DEFINE SMALL COMPILER
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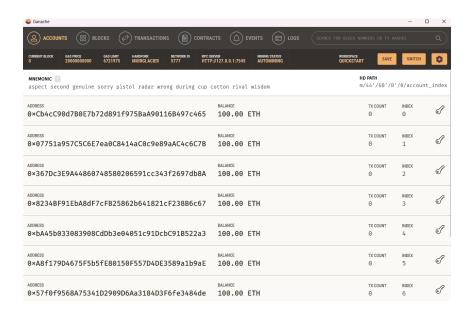
Slight changes have been made to the code to support the 0.8.7 Solidity compiler.

1.2:

After downloading and installing Ganache from the website, the following screen appears:



After clicking on Quickstart to start a locally hosted Ethereum network, we get the following screen:



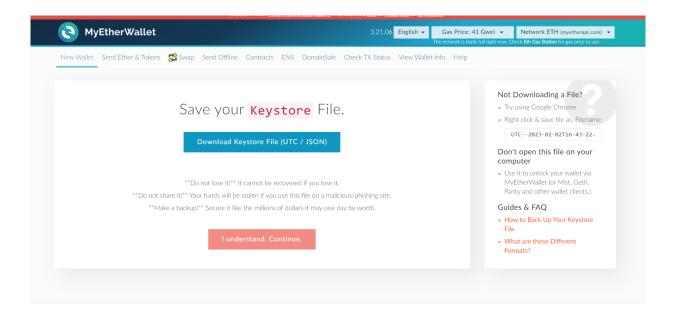
Step 2:

2.1:

MyEtherWallet has been downloaded from the link and has been extracted.

2.2:

After setting the password, the Ethereum wallet private key is created and can be downloaded. The following screen appears at the 'Download Keystore file' screen:



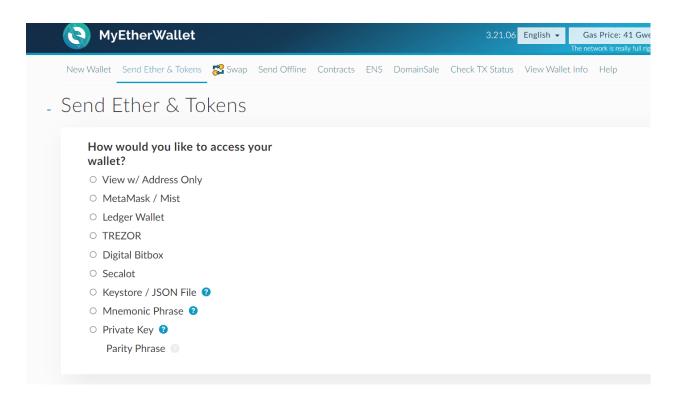
After downloading the keystore file, the following screen appears:

Save Your Private Key.
6b84dbf888bbf4fefbaa9d11db3737d4f09862a381ac2bd2dc86b3d235b78359
Print Paper Wallet
Do not lose it! It cannot be recovered if you lose it.
Do not share it! Your funds will be stolen if you use this file on a malicious/phishing site.
Make a backup! Secure it like the millions of dollars it may one day be worth.
Save Your Address. →

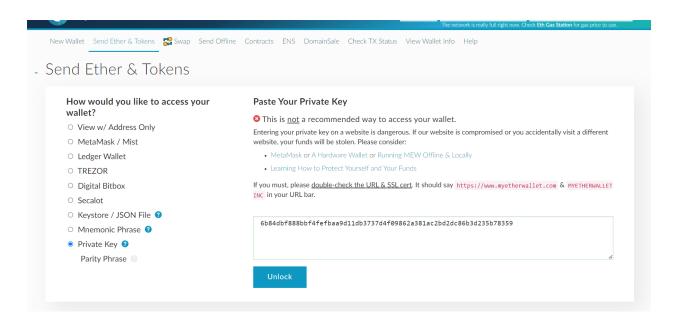
Clicking on the 'Print Paper Wallet' option, I've also saved a PDF of the following screen:



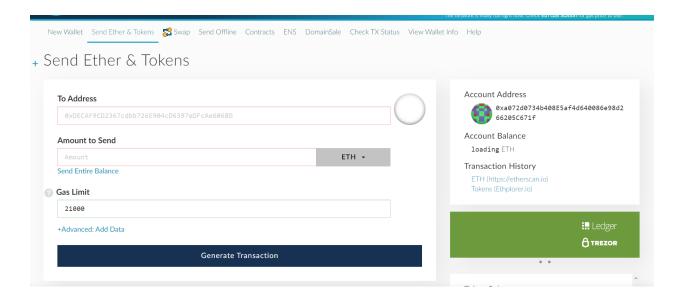
Now, on the 'Send Ether & Tokens' tab, we can see the 'How would you like to access your wallet' screen:



After pasting the private key:

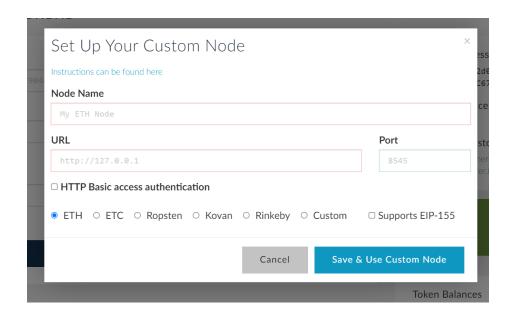


After clicking on 'Unlock', we get the following screen:

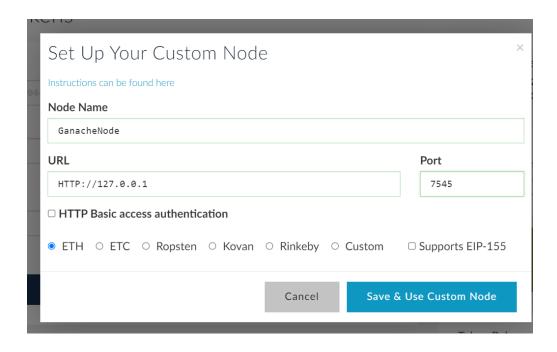


2.3:

After clicking on the option to add a custom node:



After filling in our node localhost address and port:



We get the following success message as well:

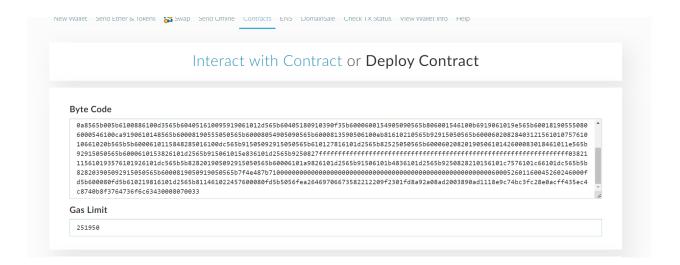


2.4:

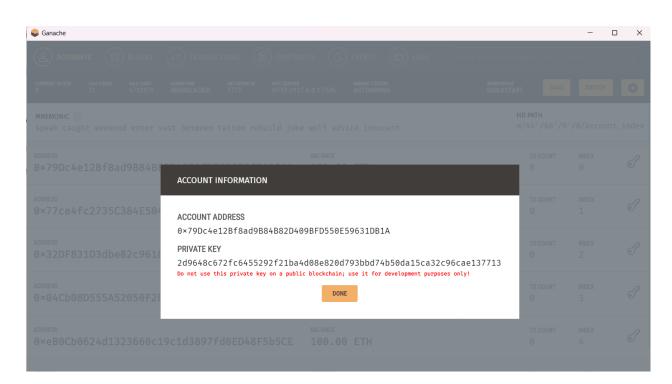
We copy the bytecode from the compiled Ethereum contract:



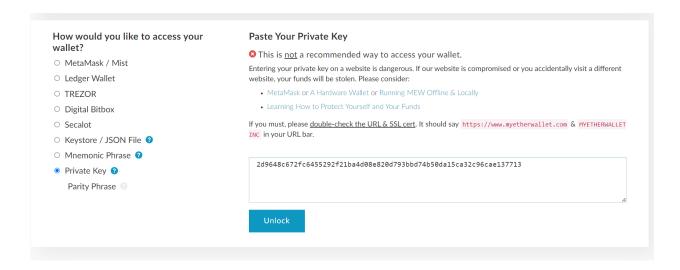
After pasting the object section of the bytecode in the MyEtherWallet 'Interact with Contract or Deploy Contract' screen:



Going back to Ganache, we obtain the details of the #1 wallet:



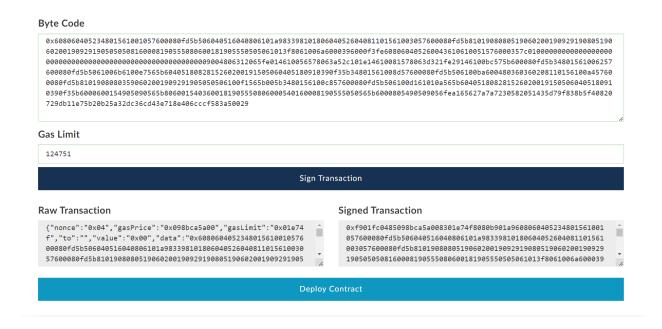
We paste this in the private key section for deploying the smart contract:



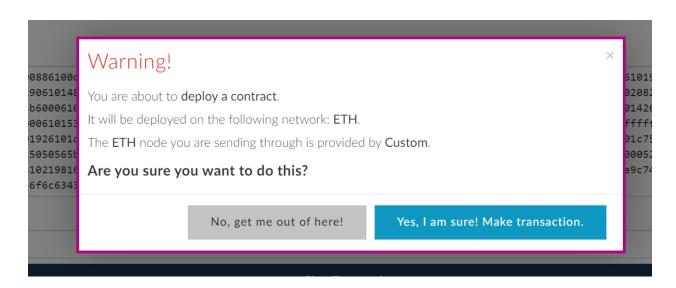
After clicking on 'Unlock', we get the 'Sign Transaction' screen:



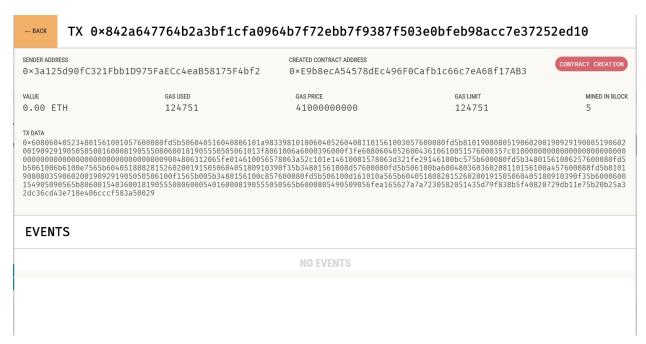
After signing, we get the raw transaction and signed transaction data:



On clicking 'Deploy Contract', we get this screen:



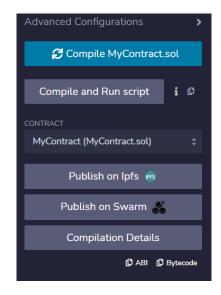
After deploying the contract and going to Transactions tab in Ganache, we can find the smart contract creation transaction:



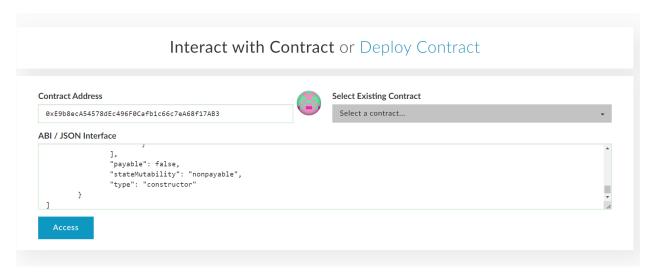
The mined block is displayed as 5 because my past tries at deploying the contract were not successful, due to some gas issues.

2.5:

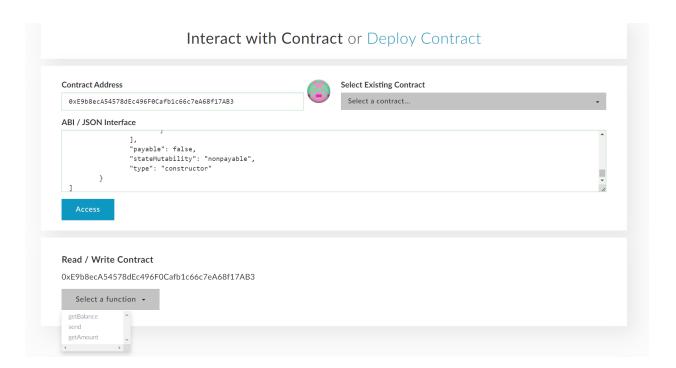
In remix, we can find the ABI copy button here:



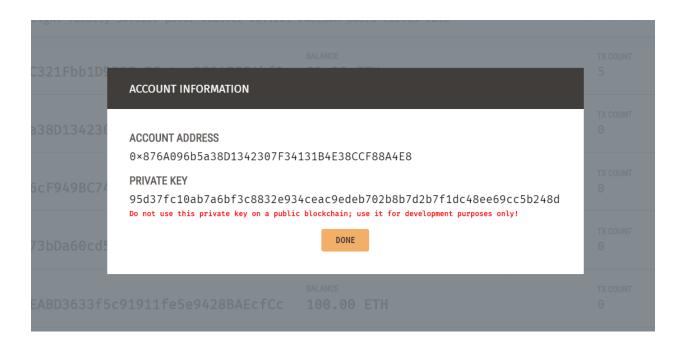
Now, after copying the ABI by clicking on the button, we go the MyEtherWallet screen and paste the details, which are the Contract Address and Contract ABI:



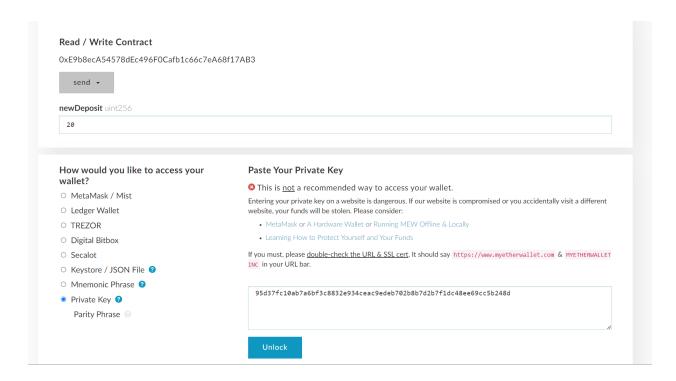
On clicking the 'Access' button, we can see functions within the smart contract which we can access:



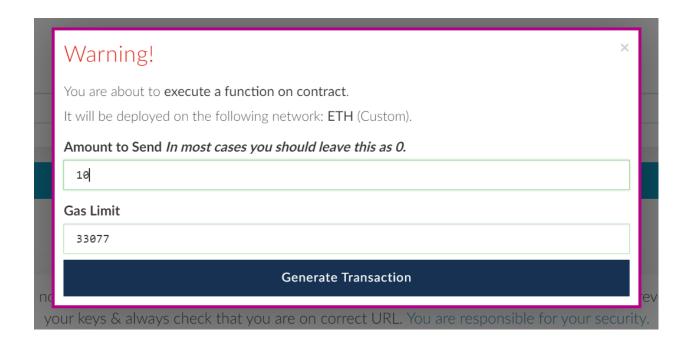
Now, we go to Ganache and select details for User #2:



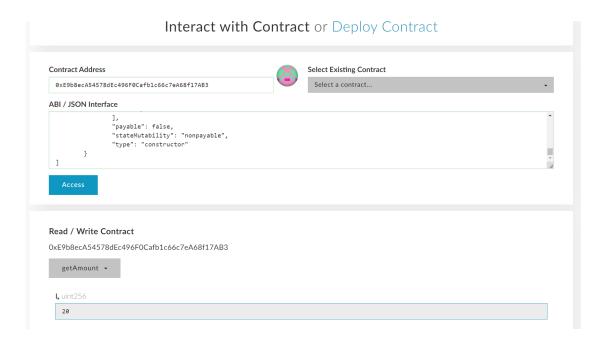
After filling 20 ETH in the amount to be sent field and entering the private key of account #2 from Ganache:



After unlocking and signing transaction to get raw transaction data and signed transaction data:

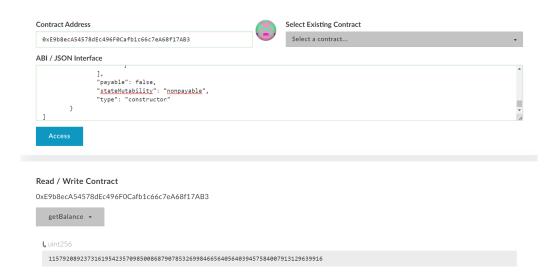


Now, after making the transaction, we click on getAmount from the function dropdown menu:



The field immediately shows as 20, since it is a view function and does not require a transaction to be made from our account. It shows 20 since we entered '20' as 'newDeposit'.

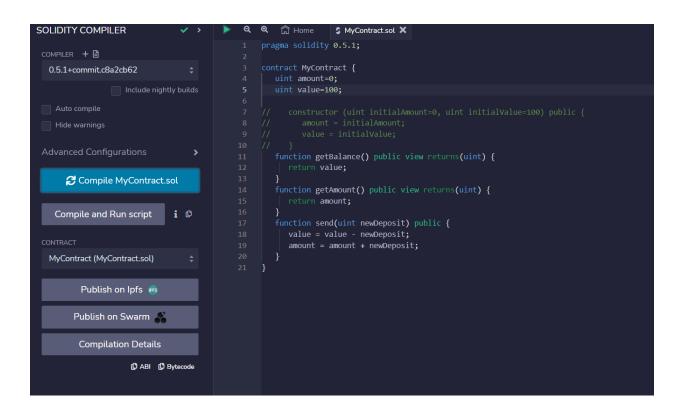
For some reason, the 'getBalance' function returns this long value:



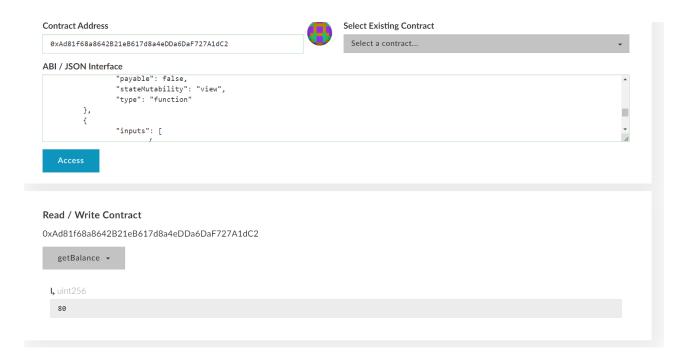
This is because we did not pass any values to the constructor while deploying to the blockchain. Since solidity by default initializes uint to 0, while we invoke the send() function with 10, it malfunctions and makes

the 'value' variable 'the maximum value of uint256 - whatever value we sent'.

I was able to find out that MyEtherWallet does not allow passing arguments to the constructor and we must hardcode the bytecode for doing so. An easy way to bypass this would be to hardcode the variables like this:

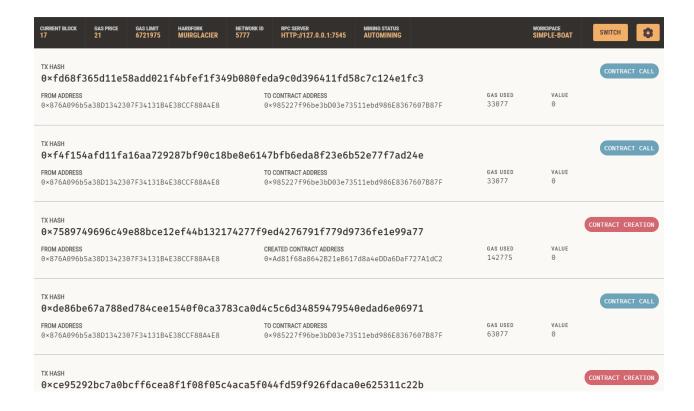


Redeploying contract, and going through the whole process of sending '20', we get the following correct value:



Another way to do this without hardcoding the variables and by using the constructor would be to make a Truffle project, connect it with Ganache and pass values to the constructor.

Now, the transactions:



As we can see, there are many transactions - Contract creations and contract calls, since I was trying out various methods and exploring how to use Ganache and MyEtherWallet in general.