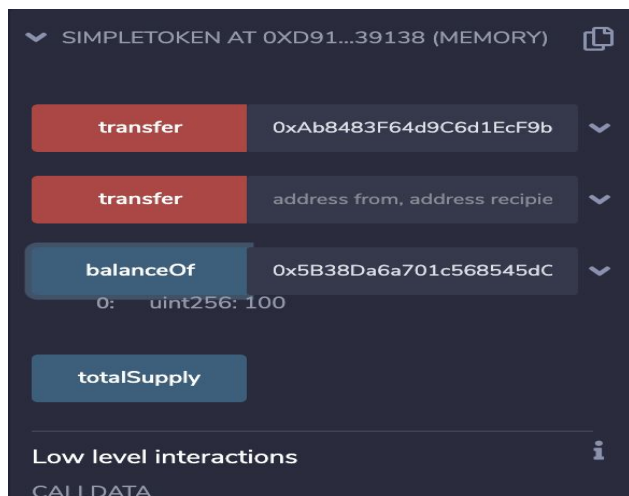
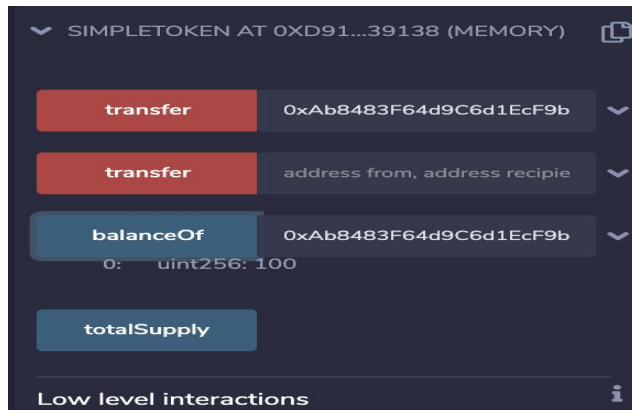


Question 1 : Code : attached in file

Execution : Total Supply 200 tokens , transfer 100 tokens from one account to other.

The screenshot displays the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible, showing the contract 'SimpleToken' at address '0x5b3...edd4'. The 'VALUE' is set to '0' wei, and the 'GAS LIMIT' is '3000000'. The 'Deploy' button is highlighted. Below it, the 'Deployed Contracts' section shows 'SIMPLETOKEN AT 0XD91...39138 (MEMORY)' with buttons for 'transfer', 'balanceOf', and 'totalSupply'. The main editor shows the 'SimpleToken.sol' contract code, which includes functions for 'balanceOf', 'transfer', and 'totalSupply'. The bottom panel shows the transaction details for the 'transfer' function, with a status of 'creation of SimpleToken pending...' and a 'Debug' button.

This close-up view of the transaction interface shows the 'SIMPLETOKEN AT 0XD91...39138 (MEMORY)' section. It features four buttons: 'transfer', 'transfer', 'balanceOf', and 'totalSupply'. The first 'transfer' button is selected, and its parameters are set to 'address recipient, uint256 amount'. The second 'transfer' button is also selected, with parameters 'address from, address recipient'. The 'balanceOf' button has the parameter 'address user'. The 'totalSupply' button has no parameters. Below these buttons, the 'Low level interactions' section is visible, showing the 'CALLDATA' field.



Question 2) Code Attached With file

Execution: We will pass the following arguments to run escrow smart contract.

Buyer:0xAb8483F64d9C6d1EcF9b849Ae677dD3315835cb2

Seller:0x4B20993Bc481177ec7E8f571ceCaE8A9e22C02db

Arbitrator:0x78731D3Ca6b7E34aC0F824c42a7cC18A495cabaB

Selling Amount:100 token

1)

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible, showing the contract 'Escrow - browser/Escrow.sol' and a 'Deploy' button. The main editor displays the Solidity code for 'Escrow.sol'. The code includes a constructor that initializes variables like 'buyer', 'seller', 'escrow_creator', 'amount', 'mediator', 'contract_state', 'buyer_state', 'seller_state', 'token_contract', and 'timelock'. The 'MakeDeposit' function is also visible. The bottom panel shows the console output, indicating the successful deployment of the contract.

```
78 }
79 }
80
81 modifier verify_user_state(address user,party_state _state){
82     if(user==buyer){
83         require(buyer_state == _state);
84     } if(user==seller){
85         require(seller_state == _state);
86     }
87 }
88
89
90 constructor(address online_buyer,address online_seller,address third_party,uint256 selling_amount) public {
91     buyer = online_buyer;
92     seller = online_seller;
93     escrow_creator = msg.sender;
94     amount = selling_amount;
95     mediator = third_party;
96     contract_state = tx_state.AWAITING_PAYMENT;
97     buyer_state = party_state.UNDECIDED;
98     seller_state = party_state.UNDECIDED;
99     token_contract = new SimpleToken(selling_amount*2);
100     token_contract.transfer(online_buyer,selling_amount*2);
101     timelock = -1;
102 }
103
```

creation of Escrow pending...

[vm] from: 0x5b3...edd4 to: Escrow.(constructor) value: 0 wei data: 0x608...00064 logs: 1 hash: 0x96f...bfc20

2) Calling make deposit from buyer account

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible, showing the contract 'Escrow - browser/Escrow.sol' and a 'MakeDeposit' button. The main editor displays the Solidity code for 'Escrow.sol'. The bottom panel shows the console output, indicating the successful execution of the 'MakeDeposit' function.

```
78 }
79 }
80
81 modifier verify_user_state(address user,party_state _state){
82     if(user==buyer){
83         require(buyer_state == _state);
84     } if(user==seller){
85         require(seller_state == _state);
86     }
87 }
88
89
90 constructor(address online_buyer,address online_seller,address third_party,uint256 selling_amount) public {
91     buyer = online_buyer;
92     seller = online_seller;
93     escrow_creator = msg.sender;
94     amount = selling_amount;
95     mediator = third_party;
96     contract_state = tx_state.AWAITING_PAYMENT;
97     buyer_state = party_state.UNDECIDED;
98     seller_state = party_state.UNDECIDED;
99     token_contract = new SimpleToken(selling_amount*2);
100     token_contract.transfer(online_buyer,selling_amount*2);
101     timelock = -1;
102 }
103
```

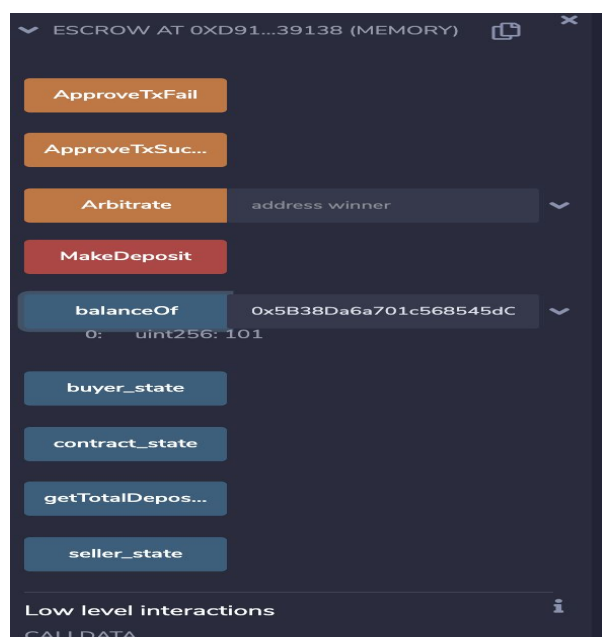
creation of Escrow pending...

[vm] from: 0x5b3...edd4 to: Escrow.(constructor) value: 0 wei data: 0x608...00064 logs: 1 hash: 0x96f...bfc20

transact to Escrow.MakeDeposit pending ...

[vm] from: 0xab8...35cb2 to: Escrow.MakeDeposit() 0xd91...39138 value: 0 wei data: 0xa6d...ebf32 logs: 1 hash: 0xe3...0bb96

3) Checking balance of buyer and Agent Smart Contract: Initial balance of buyer was 200 and selling amount is 100 , so buyer will pay 101 (100 + 1% fee) to agent.



4) Buyer and seller both agree about transaction success , so money is transferred to the seller



Question 3) Along with code in the previous question below are the additional methods which are added in order to handle dispute scenarios.

Code:

```
function enterTimeLock() internal {  
    uint256 current_block = block.number;  
    timelock = int(block.number) + 12;  
}
```

```
function Arbitrate(address winner) verify_contract_state(tx_state.DISAGREE) public returns  
(bool) {  
    if(timelock!=-1 && int(block.number)<= timelock && msg.sender==mediator){  
        if(winner==buyer || winner==seller){  
            token_contract.transfer(escrow_creator,winner,amount);  
            contract_state = tx_state.COMPLETE;  
            return true;  
        }  
    }  
}
```

```

    }
}
return false;
}

```

```

function refund() onlyBuyer verify_contract_state(tx_state.DISAGREE) public returns (bool) {
    if(int(block.number) > timelock){
        token_contract.transfer(escrow_creator,buyer,amount);
        contract_state = tx_state.COMPLETE;
        return true;
    }
    return false;
}

```

```

function withdraw() onlySeller verify_contract_state(tx_state.DISAGREE) public returns (bool)
{
    if(int(block.number) > timelock){
        token_contract.transfer(escrow_creator,buyer,amount);
        contract_state = tx_state.COMPLETE;
        return true;
    }
    return false;
}

```

Execution Screenshot:

In the execution buyers say the transaction was successful , while the seller says the transaction failed which results in a disputed state. Mediator verifies that the buyer was correct so the smart contract refunds the money to the buyer . At the end the buyer will have 199 token (1 token was given to the mediator as a security deposit.

The screenshot shows a web interface for deploying and running transactions for a smart contract named 'Escrow.sol'. The left sidebar contains a 'DEPLOY & RUN TRANSACTIONS' section with buttons for 'ApproveTxFail', 'ApproveTxSuc...', 'Arbitrate', 'MakeDeposit', 'refund', 'withdraw', 'balanceOf', 'buyer_state', 'contract_state', 'getTotalDepos...', and 'seller_state'. The main area displays the Solidity code for the 'Escrow.sol' contract, including functions like 'Arbitrate', 'refund', and 'withdraw'. The bottom section shows a list of transactions, including a successful transaction from '0x7871D3Ca6b7E34aC0F824c42a7cC18A495cabaB' to 'Escrow.Arbitrate(address)'.

Question 4)

Code : Attached in File

Execution : In this example below are the parameters.

Buyer: 0xAb8483F64d9C6d1EcF9b849Ae677dD3315835cb2

Seller : 0x4B20993Bc481177ec7E8f571ceCaE8A9e22C02db

Arbitrator : 0x78731D3Ca6b7E34aC0F824c42a7cC18A495cabaB

Price : 5 Ether

After successful execution state of smart contract :

DEPLOY & RUN TRANSACTIONS

ESCROW AT 0xD91...39138 (MEMORY)

ApproveTxFail

ApproveTxSuc...

Arbitrate

MakeDeposit

refund

settle_transac...

withdraw

buyer_state

contract_state

getTotalDepos...

seller_state

Low level interactions

CALLDATA

Home Escrow_ETH.sol

```

1 pragma solidity ^0.4.13;
2
3 contract Escrow {
4
5     bool deposit_done;
6     bool item_received;
7     address buyer;
8     address seller;
9     address escrow_creator;
10    address mediator;
11    uint256 amount;
12    int timelock;
13
14    enum tx_state { AWAITING_PAYMENT, AWAITING_DELIVERY, AGREE_SUCCESS, AGREE_FAILURE, DISAGREE, COMPLETE }
15    enum party_state { UNDECIDED, TX_SUCCESS, TX_FAIL }
16    party_state public buyer_state;
17    party_state public seller_state;
18    tx_state public contract_state;
19
20
21    modifier onlyBuyer() {
22        require(msg.sender == buyer);
23        _;
24    }
25
26    modifier onlySeller() {

```

listen on network

Search with transaction hash or address

[call] from: 0x4B20993Bc481177ec7E8F571ceCaE8A9e22C02db to: Escrow.buyer_state() data: 0x7c1...4beef

Debug

transaction hash

0x84c186ee28b147ee20b512e3f8704058c98b2d5aa915efde6f6b38843d06409d

from

0x4B20993Bc481177ec7E8F571ceCaE8A9e22C02db

to

Escrow.buyer_state() 0xd9145CCE52D386f254917e481e844e9943F39138

transaction cost

22466 gas (Cost only applies when called by a contract)

execution cost

1194 gas (Cost only applies when called by a contract)

hash

0x84c186ee28b147ee20b512e3f8704058c98b2d5aa915efde6f6b38843d06409d

input

0x7c1...4beef

Balance of accounts:

DEPLOY & RUN TRANSACTIONS

ENVIRONMENT

JavaScript VM

0x5B3...eddC4 (99.9999999999998615308 ether)

0xA8B...35cb2 (93.999999999999922619 ether)

✓ 0x4B2...C02db (105.999999999999952597 ether)

0x787...cabaB (100 ether)

0x617...5E712 (100 ether)

0x17F...8c372 (100 ether)

0x5c6...21678 (100 ether)

0x03C...D1F7 (100 ether)

0x1aE...E454C (100 ether)

0x0A0...C70DC (100 ether)

0xCA3...a733c (100 ether)

0x147...C160C (100 ether)

0x4B0...4D2dB (100 ether)

0x583...40225 (100 ether)

0xD8...92148 (100 ether)

Deploy

0xA8B483F64d9C6d1ECF9b

Publish to IPFS

OR

At Address

Load contract from Address

Transactions recorded 4

Deployed Contracts

ESCROW AT 0xD91...39138 (MEMORY)

ApproveTxFail

ApproveTxSuc...

Arbitrate

Home Escrow_ETH.sol

```

1 pragma solidity ^0.4.13;
2
3 contract Escrow {
4
5     bool deposit_done;
6     bool item_received;
7     address buyer;
8     address seller;
9     address escrow_creator;
10    address mediator;
11    uint256 amount;
12    int timelock;
13
14    enum tx_state { AWAITING_PAYMENT, AWAITING_DELIVERY, AGREE_SUCCESS, AGREE_FAILURE, DISAGREE, COMPLETE }
15    enum party_state { UNDECIDED, TX_SUCCESS, TX_FAIL }
16    party_state public buyer_state;
17    party_state public seller_state;
18    tx_state public contract_state;
19
20
21    modifier onlyBuyer() {
22        require(msg.sender == buyer);
23        _;
24    }
25
26    modifier onlySeller() {

```

listen on network

Search with transaction hash or address

[vm] from: 0xab8...35cb2 to: Escrow.MakeDeposit() 0xd91...39138 value: 60000000000000000 wei data: 0xa6d...ebf32 logs: 0

hash: 0x4d1...3b181

Debug

transact to Escrow.ApproveTxSuccess pending ...

[vm] from: 0xab8...35cb2 to: Escrow.ApproveTxSuccess() 0xd91...39138 value: 0 wei data: 0x7e2...53813 logs: 0

hash: 0xc4d...3248a

Debug

transact to Escrow.ApproveTxSuccess pending ...

[vm] from: 0x4b2...c02db to: Escrow.ApproveTxSuccess() 0xd91...39138 value: 0 wei data: 0x7e2...53813 logs: 0

hash: 0xf16...0c041

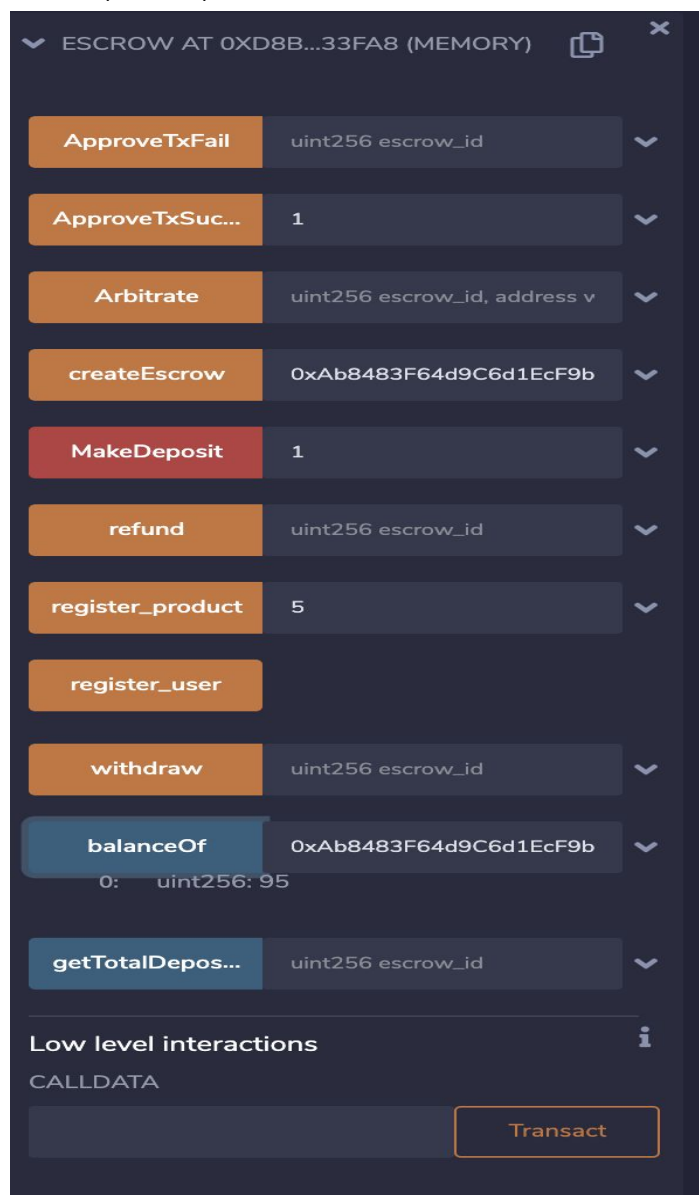
Debug

Question 5) Code:attached in file

For this question we have created a new structure called individual_escrow which keeps track of the state for given escrow . Each escrow has an id given to it and you can access escrow by id from mapping . Same for product, each product has an id and you can access product price from id .

Execution : First register buyer to smart contract which will transfer some tokens to the buyer , then register the product and create the escrow which will return escrow id . We will use this escrow id to execute makeDeposit(), ApproveTxSucess() or ApproveTxFail() .

ScreenShot: As we can see after execution buyer has 95 tokens(initial 100) while seller has 5 tokens (initial 0)



ESCROW AT 0XD8B...33FA8 (MEMORY)

ApproveTxFail

uint256 escrow_id

ApproveTxSuc...

1

Arbitrate

uint256 escrow_id, address v

createEscrow

0xAb8483F64d9C6d1EcF9b

MakeDeposit

1

refund

uint256 escrow_id

register_product

5

register_user

withdraw

uint256 escrow_id

balanceOf

0x4B20993Bc481177ec7E8

0: uint256: 5

getTotalDepos...

uint256 escrow_id

Low level interactions

CALLDATA

Transact