# 以太坊私有链相关信息

#### 参考:

https://github.com/xiaoping378/blog/blob/master/posts/https://g2ex.github.io/2017/09/12/ethereum-guidance/

一,安装go-ethereum(geth) 它就包含区块链节点代码 1.ppa安装 2.源码下载编译安装 二,安装solidity编译器 apt install solc 三, 搭建私有链 1.初始化genesis.json geth --datadir data0 init genesis.json geth --datadir data1 init genesis.json 2, 启动私有链 geth --identity "TestNode" --rpc --rpcport "8545" --datadir data0 --port "30303" --nodiscover console geth --identity "TestNode1" --rpc --rpcport "8546" --datadir data1 --port "30304" --nodiscover console -identity: 指定节点 ID; -rpc: 表示开启 HTTP-RPC 服务; -rpcport: 指定 HTTP-RPC 服务监听端口号 (默认为 8545); -datadir: 指定区块链数据的存储位置; -port: 指定和其他节点连接所用的端口号(默认为 30303); -nodiscover: 关闭节点发现机制, 防止加入有同样初始配置的陌生节点。 3,控制台操作(看看有没有帮助文档之类的东西) //创建账户: TestNode:"0xd0af90cad0df03d6a991c6304bf5cf2f88214a62"

# //解锁账户

personal.unlockAccount("0x77e80b72d8e58fd0f95baa05fa3b4fe9723ba3df")

TestNode1:"0xf5b0bb74ba6dcf657603c5e23283aa50bb98f010"

//列出所有账户 eth.accounts

```
et h.get Balance("address")
//连接节点(必须chainId一样的才可以相互连接,注意端口号不要冲突)
1.admin.nodelnfo.enode
2.admin.addPeer("enode:")
3.admin.peers//查看连接到的其他节点信息 net.peerCount//查看连接的节点数量
4.节点连接之后可以相互同步块信息,但是各自创建的账户信息不能用eth.accounts查看到
5.也可以使用--bootnodes在启动时连接到其他节点
//转账交易
personal.unlockAccount(eth.accounts[0])
eth.sendTransaction({from:eth.accounts[0],to:"0xf5b0bb74ba6dcf657603c5e23283aa5
0bb98f010", value: amount })
//查看交易池中待确认交易
txpool.status
//出一个块
miner.start(1);admin.sleepBlocks(1);miner.stop();
                    -----智能合约------
1.编写sol合约文件
2.solc编译生成EVM二进制码
===== testContract.sol:TestContract ======
Binary:
0000000000000000900463fffffffff168063165c4a16146044575b600080fd5b34801560
4f57600080fd5b506076600480360381019080803590602001909291908035906020
0190929190505050608c565b6040518082815260200191505060405180910390f35b
60008183029050929150505600a165627a7a723058205625133d637e80fdf7c855bfb
75c4e18737a7e1be3f2cd35c95225b3c8ecdbb00029
3.生成JSON ABI(Application Binary Interface)
===== testContract.sol:TestContract ======
Contract JSON ABI
[{"constant":false,"inputs":[{"name":"a","type":"uint256"},
{"name":"b","type":"uint 256"}],"name":"mult iply","out put s":
[{"name":"","type":"uint 256"}],"payable":false,"stateMutability":"nonpayable","type":"fun
ction"}]
4.部署智能合约
//用变量 code 和 abi 记录上面两个值,注意在code前加上0x前缀
> myContract = eth.contract(abi) //生成合约对象
abi: [{
   constant: false,
   inputs: [{...}, {...}],
   name: "mult iply",
```

```
outputs: [{...}],
   payable: false,
   stateMutability: "nonpayable",
   type: "function"
}],
eth: {
 accounts: ["0xd0af90cad0df03d6a991c6304bf5cf2f88214a62"],
 blockNumber: 20.
 coinbase: "0xd0af90cad0df03d6a991c6304bf5cf2f88214a62",
 compile: {
  III: function(),
  serpent: function(),
  solidity: function()
 },
 default Account: undefined,
 default Block: "latest",
 gasPrice: 18000000000,
 hashrate: 0,
 mining: false,
 pendingTransactions: [],
 protocolVersion: "0x3f",
 syncing: false,
 call: function(),
 contract: function(abi),
 estimateGas: function(),
 filter: function(options, callback, filterCreationErrorCallback),
 get Accounts: function(callback),
 get Balance: function(),
 getBlock: function(),
 get BlockNumber: function(callback),
 getBlockTransactionCount: function(),
 getBlockUncleCount: function(),
 getCode: function(),
 get Coinbase: function(callback),
 get Compilers: function(),
 get GasPrice: function(callback),
 get Hashrate: function(callback),
 get Mining: function(callback),
 getPendingTransactions: function(callback),
 getProtocolVersion: function(callback),
 getRawTransaction: function(),
 getRawTransactionFromBlock: function(),
 getStorageAt: function(),
 getSyncing: function(callback),
 getTransaction: function(),
 getTransactionCount: function(),
 getTransactionFromBlock: function(),
 getTransactionReceipt: function(),
 get Uncle: function(),
```

```
getWork: function(),
  iban: function(iban),
  icapNamereg: function(),
  isSyncing: function(callback),
  namereg: function(),
  resend: function(),
  sendIBANT ransaction: function(),
  sendRawTransaction: function(),
  sendTransaction: function(),
  sign: function(),
  signTransaction: function(),
  submitTransaction: function(),
  submit Work: function()
 },
 at: function(address, callback),
 get Dat a: function(),
 new: function()
> contract = myContract.new({from:eth.accounts[0],data:code,gas:1000000})//发送部署
INFO [05-24|14:34:24] Submitted contract creation
fullhash=0xf932abdf8cc19dbeff352981e916598fd1f36354a70999849aeea1f22badb5
16 contract=0x81A02EA560A864DfC8839f0b9D0d05595BcbA472
 abi: [{
    constant: false,
   inputs: [{...}, {...}],
    name: "multiply",
   outputs: [{...}],
    payable: false,
    stateMutability: "nonpayable",
   type: "function"
 }],
 address: undefined,
 transactionHash:
"0xf932abdf8cc19dbeff352981e916598fd1f36354a70999849aeea1f22badb516"
}
5.调用合约(因为没有contract上下文,如何在其他节点调用该合约呢)
contract.multiply.sendTransaction(2, 4, {from:eth.accounts[0]})
                                          ------mist连接到私有链-----
//钱包连接到上面的data0节点
./mist --rpc ../et hereumchain/data0/get h.ipc --node-datadir ../et hereumchain/data0/
--node-networkid 1025
```

mist功能点
二,创建钱包 1.合约地址 单签名钱包合约: 0xF3943254F9E0Bd3445F5572c9715855c4F02C75f 创建多签钱包合约: 0xeC67B1272d49716a9d6843D40D435C17403bAadb 钱包合约地址=导入钱包的地址 2.当新建多签钱包后,钱包的资金是为0的,哪怕某个账户里面是有余额的;多签钱包可以理 解为以多人的名义在银行申请了一张空白卡片,这个卡片和某个账户已有卡片没什么关系。
三,转账 1.转账对象可以是账户,也可以是合约地址(如钱包合约地址) 2.转账花销:手续费+gas*gas price
四,合约另外开一章
五,展示功能 1.交易历史 交易hash,交易时间,金额,from to,手续费,gas,gas price,所在区块及区块hash 2.账户余额
六,钱包备份根据上面的操作配置,需要备份的文件是在数据目录(如data0)下的keystore。
地址筛选: //资源概括 https://blog.csdn.net/sinat_34070003/article/details/79126736 //系列文章
https://segmentfault.com/a/1190000014259779 https://ethfans.org/posts/101-noob-intro //个人blog
http://liyuechun.org/page/6/#blog //remix https://ethfans.org/posts/deploying-smart-contract-with-remix

### 一, 开发工具

### //IDE工具集合

https://solidity-cn.readthedocs.io/zh/develop/ 开发——>Open Remix IDE

- 二, 合约源码实例(合约)
- 1. 建立代币
- 2. 启动众筹
- 3. 创建区块链组织

## 三, 部署合约

- 1.合约——>部署合约——>将sol源码拷贝到mist——>即时编译sol文件——>部署
- 2.部署成功——>挖矿——>进入合约交互页面——>使用合约中定义的函数等等
- 3.当我们调用increment时,是写入数据,需要花费gas,而getCount是从区块链读取数据,无需话费gas

#### 注:

- 1.编写合约用Atom
- 2.部署合约可以用get命令行或者mist(可以先用命令将原理摸清楚)