

# Dive into ICON - DApp

ICON foundation

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## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

Step 3. How to build a DApp

Step 4. Hands-on Exercise

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## Dive into ICON - DApp

Step 1. What is a DApp?

1. Definition
2. Why should we build a DApp on ICON?

Step 2. Review

Step 3. How to build a DApp

Step 4. Hands-on Exercise

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## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

1. Dive into ICON - Tools
2. Dive into ICON - SCORE

Step 3. How to build a DApp

Step 4. Hands-on Exercise

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## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

Step 3. How to build a DApp

1. How to send Tx with SDK
2. How to use ICONex connect

Step 4. Hands-on Exercise

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## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

Step 3. How to build a DApp

Step 4. Hands-on Exercise

1. Make complete example page, Welcome & Scrooge.

1. What is a DApp ?

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## Dive into ICON - DApp

Step 1. What is a DApp?

1. Decentralized Application
2. Why should we build a DApp on ICON?

Step 2. Review

Step 3. How to build a DApp

Step 4. Hands-on Exercise



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What is a DApp?

Decentralized **App**lication

# Application

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## DApp



### What is CryptoKitties?

CryptoKitties is a game centered around breedable, collectible, and oh-so-adorable creatures we call CryptoKitties! Each cat is one-of-a-kind and 100% owned by you; it cannot be replicated, taken away, or destroyed.



# Go CryptoBot

# Definition

## DApp



**David Johnston**  
DavidJohnstonCEO

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Entrepreneur in the decentralized software space. I'm interested Bitcoin Cash, Ethereum, Factom, Polymath, space, voluntarism & technology acceleration.

👤 @FactomFoundation, Yeoman'...

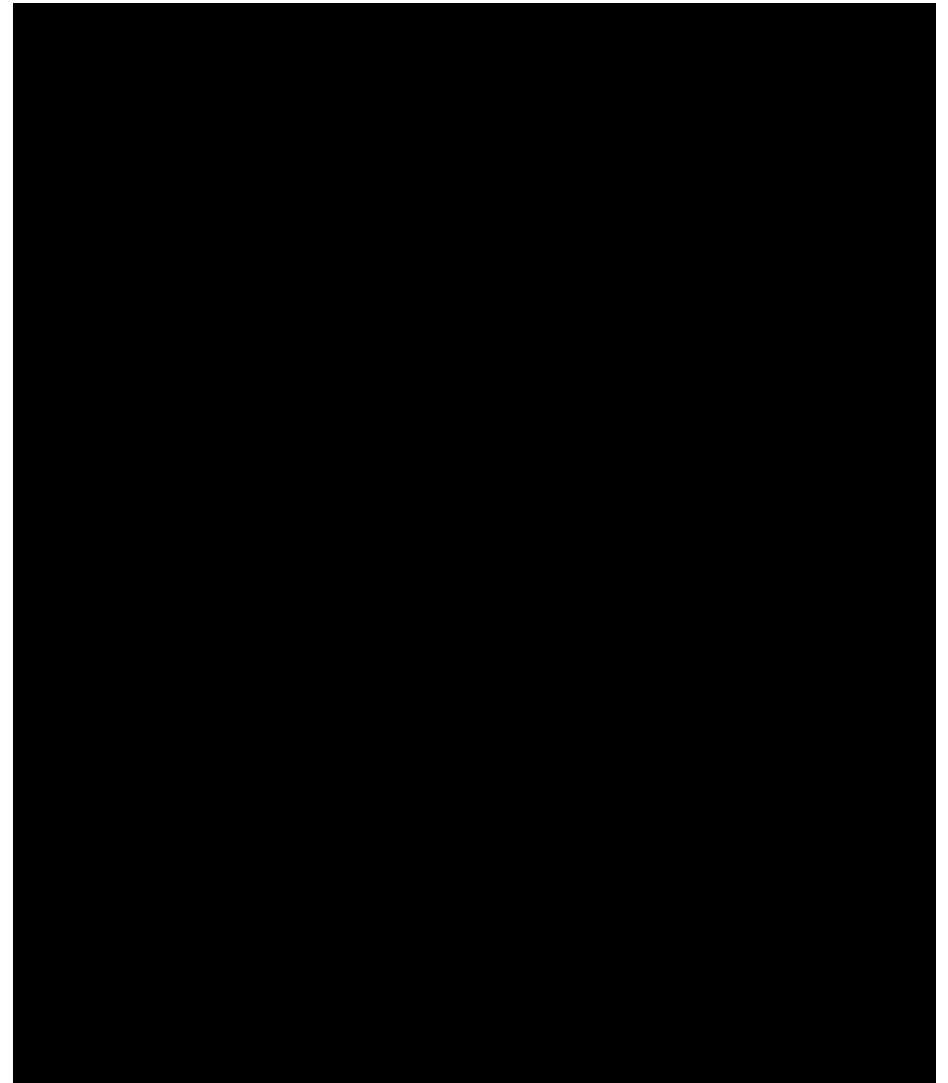
📍 Austin, Texas

1. The application must be **completely open-source**, it must operate autonomously, and with no entity controlling the majority of its tokens. The application may adapt its protocol in response to proposed improvements and market feedback but all changes must be decided by consensus of its users.
2. The application's data and records of operation must be **cryptographically stored in a public, decentralized blockchain** in order to avoid any central points of failure.
3. The application must use a **cryptographic token** (bitcoin or a token native to its system) which is necessary for access to the application and any contribution of value from (miners / farmers) should be rewarded in the application's tokens.
4. The application must generate tokens according to a standard **cryptographic algorithm** acting as a proof of the value nodes are contributing to the application (Bitcoin uses the Proof of Work Algorithm).

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## DApp

1. Contract-only
2. [Hybrid]  
Offchain Service +  
Onchain Service
3. [Save Data Only]  
Offchain Service +  
Block chain

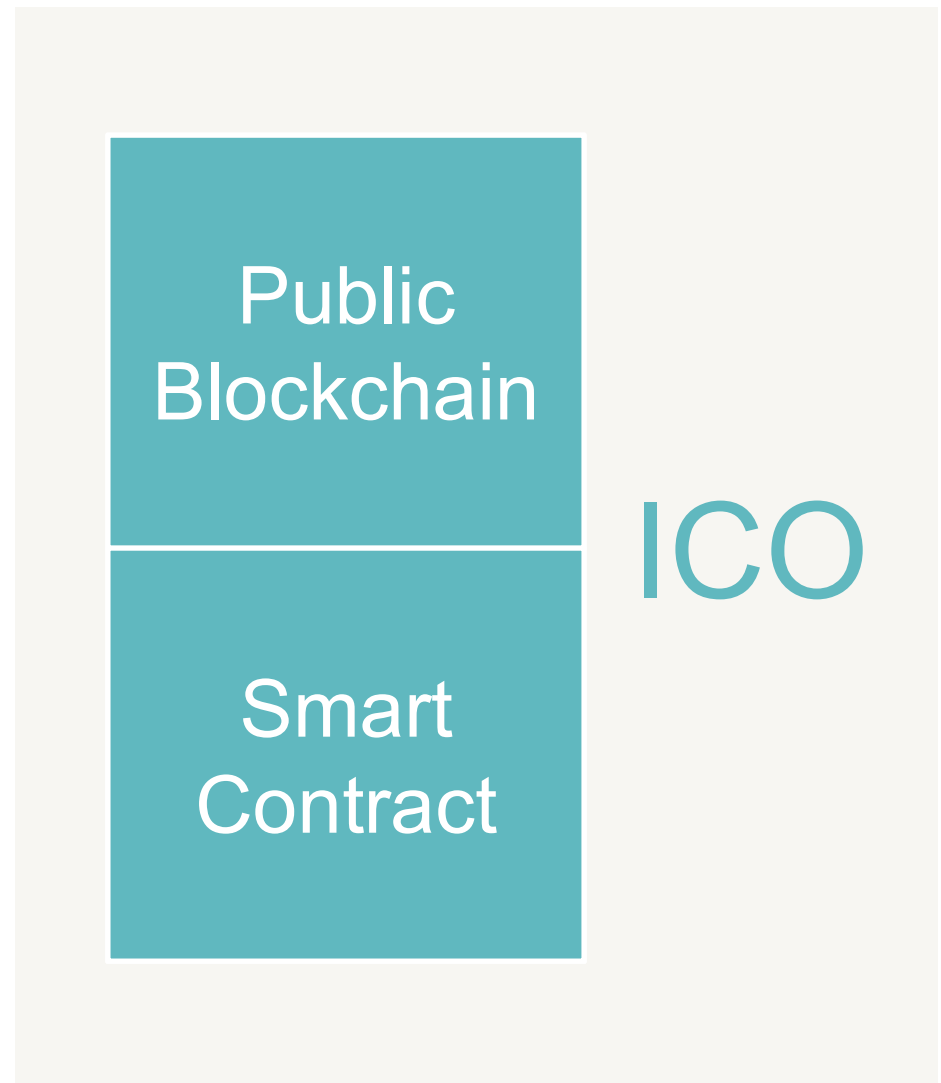


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## DApp

### Contract-only

- Algorithm based Token
- Open Source
- Autonomous operation
- Save Data on Public Block Chain
- Smart Contract

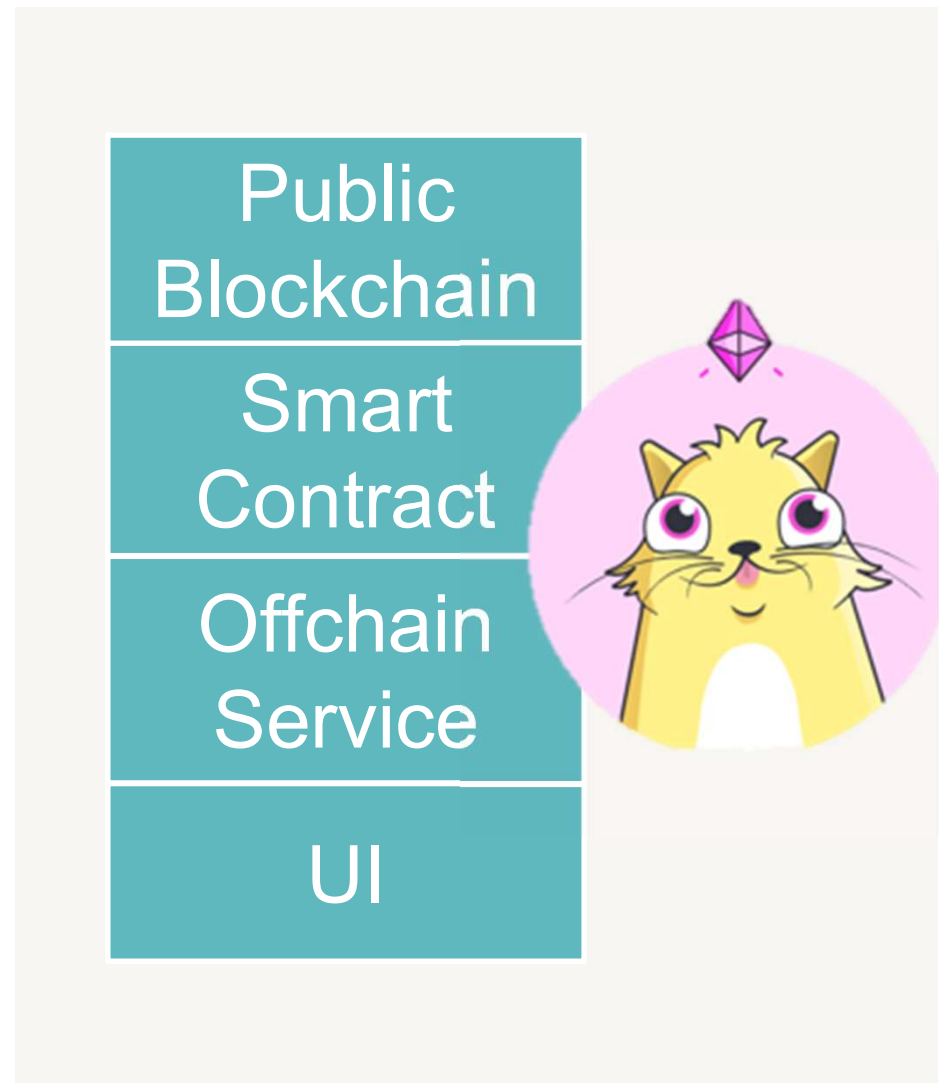


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## DApp

Service Logic(Hybrid)

- Onchain Service + Offchain Service
- Algorithm based Token
- Open Source
- Autonomous operation
- Save Data on Public Block Chain



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## DApp

### Save Data Only

- Offchain Service + Block chain [to save data]
- Open Source
- Save Data on Block Chain



The diagram illustrates a DApp architecture stack. It consists of three teal-colored rectangular blocks stacked vertically within a larger light beige rectangular container. The top block is labeled 'Blockchain (Ledger)', the middle block is labeled 'Offchain Service', and the bottom block is labeled 'UI'.

Blockchain  
(Ledger)

Offchain  
Service

UI



Unfortunately,  
The Block chain  
was **cursed**.

## The Curse of Blockchain: Transaction fee



하지만 한편으론 이더리움의 각종 불편함과 한계를 극명하게 보여줬습니다.

고양이를 살때도 수수료  
고양이를 교배할때도 수수료  
고양이를 판매할때도 수수료  
고양이를 쓰다듬어도 수수료  
고양이를 바라봐도 수수료  
고양이를 고양이라고 불러도 수수료

이런 수수료 지옥은 처음 봤습니다.

뭔가 버튼 누르는 작업으로 이더리움과 연결되는 것은 하나도 빠짐없이 전부 수수료가 필요하며 그렇다고 신속하게 처리되는 것도 아니고 처리시 실패하면 수수료가 전부 날아갑니다.

[steemit / twinbraid](#)

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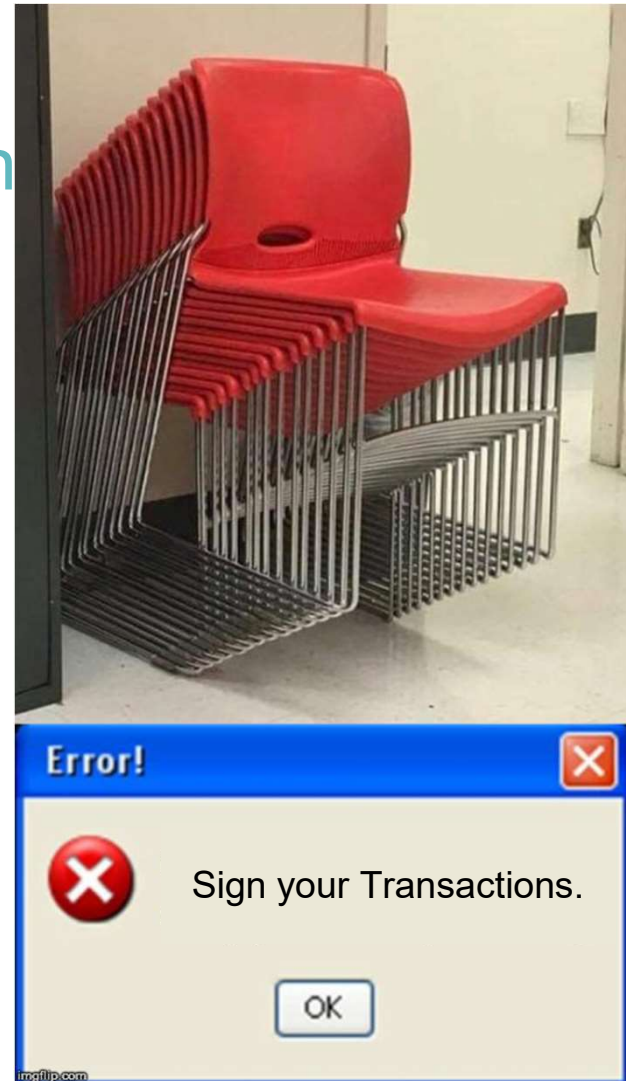
## The Curse of Blockchain : Transaction fee



**One  
More  
Thing!**

Sign,  
Sign,  
Sign!

## The Curse of Blockchain : Sign



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## 3 Ways to break the curses of Blockchain

### 1. DID

Decentralized IDentifiers

### 2. Hybrid(OAuth ... )

### 3. Use Blockchain to save data only

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## How to Sign a Message

1. Traditional method (Wallet ...)

2. Load User's Keystore file



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## 2 Ways to Sign

1. Traditional method (Wallet ...)

2. Load User's Keystore file  
Vulnerable

## 1.2

Why should we build

**DApp on ICON?**

# **B!ock.Chain**

## **STUDY GROUP**



## Your stories

[Import a story](#)[Write a story](#)

Drafts 1 Published 1

### ICON에서 DApp을 만들어야 하는 이유

2년만에 연락해온 선배는 저의 이전글을 보았다며 곧장 물어왔습니다. 형, 봤으면 박수좀...

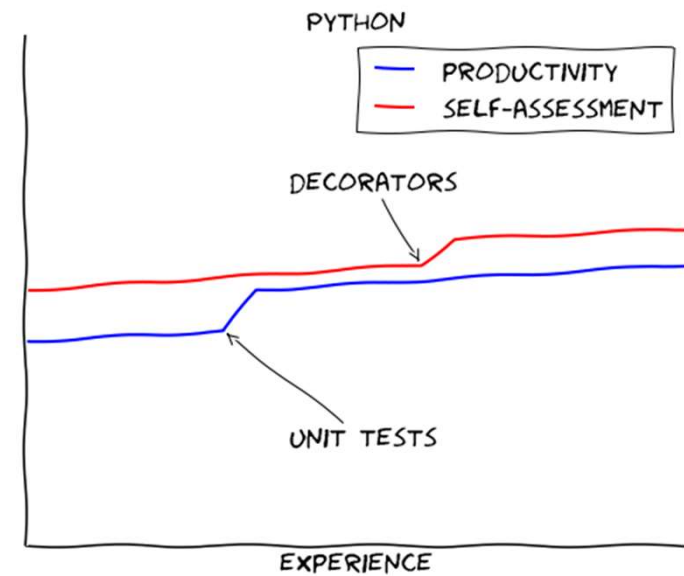
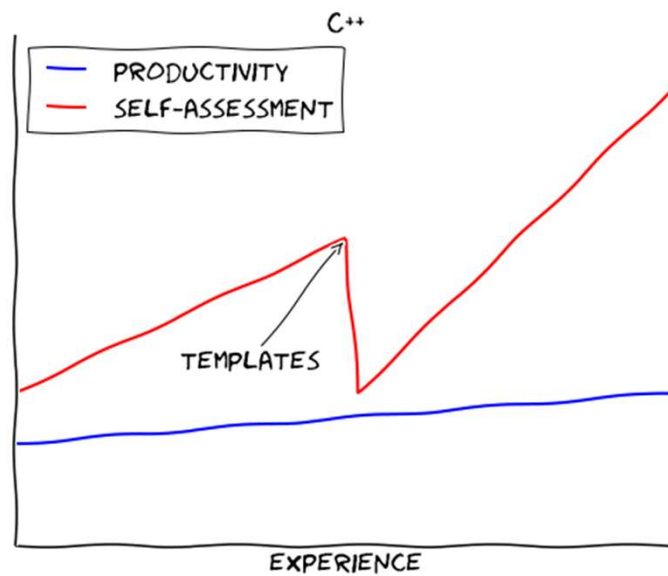
Last edited 3 days ago · 9 min read (1874 words) so far ▼

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## Why should we build a **DApp** on **ICON**?

1. Easy to learn
2. High TPS
3. Flexible Transaction Fee Policy
4. Interchain
5. Healthy network

## Easy to learn



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Easy to learn

## Workshop





High TPS



20 TPS

6  
Confirms

1000TPS

1  
Confirm



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Low Transaction Fee

**0.000000001 ICX,  
0.001USD**

**0.00021 ETH,  
0.03USD**

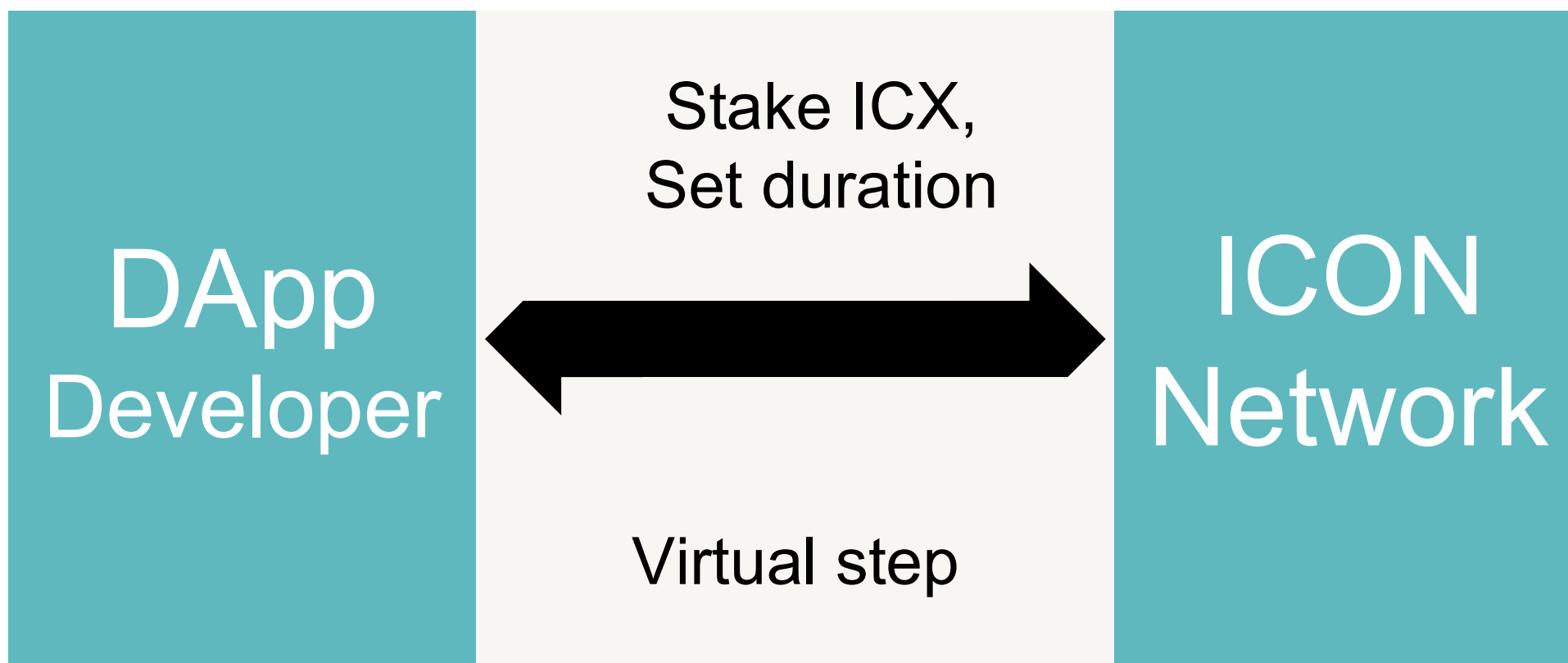
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## Flexible Transaction Fee Policy

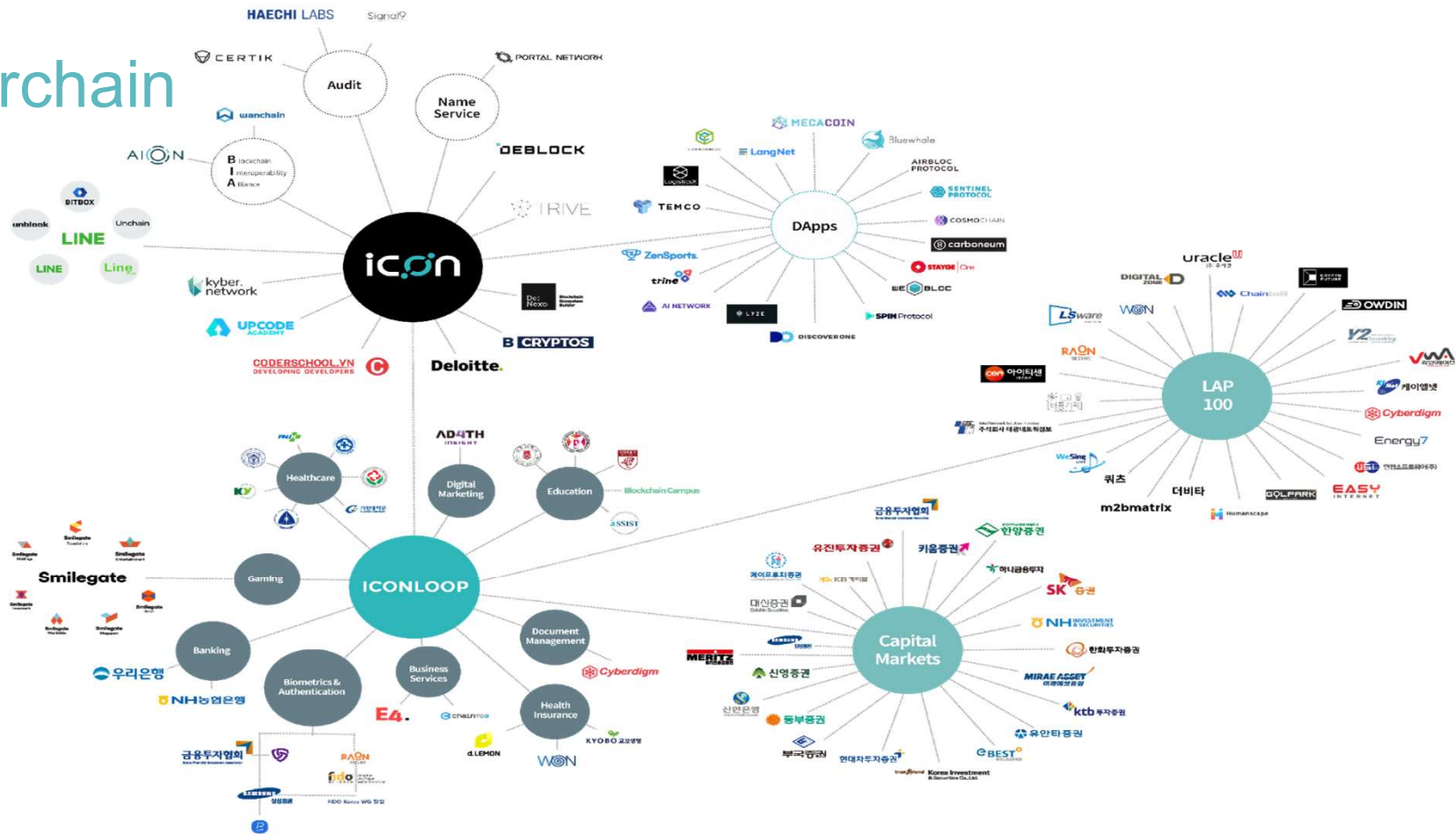
Traditional Tx Fee  
**User pays 100%**

In ICON,  
Developer can SET  
**Fee sharing rate**

## Flexible Transaction Fee Policy – Virtual step



# Interchain



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Healthy Network

DPoC

Delegate Proof of Contribution

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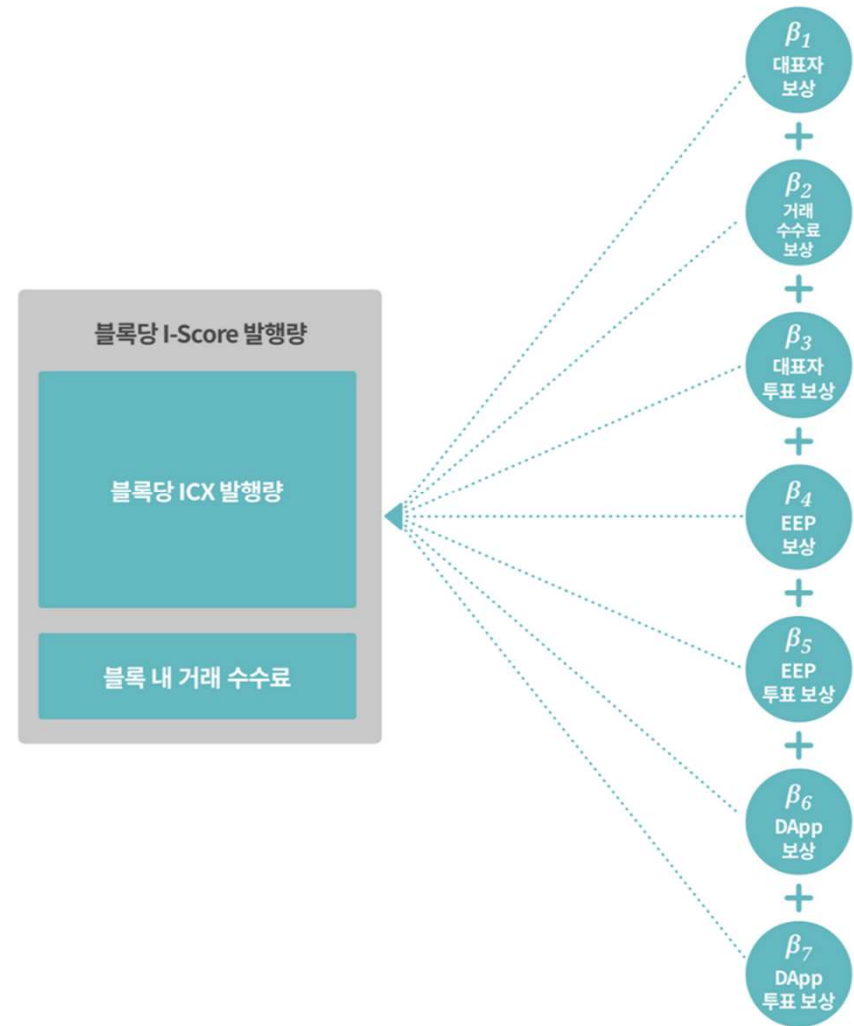
Healthy Network

IIS

ICON Incentive Scoring System

## Healthy Network

$\beta_6, \beta_7$   
DApp reward





## 2. Review

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## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

1. Dive into ICON - Tools
2. Dive into ICON - SCORE

Step 3. Make DApp

Step 4. Hands-on Exercise

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## Review

# Dive into ICON - Tools

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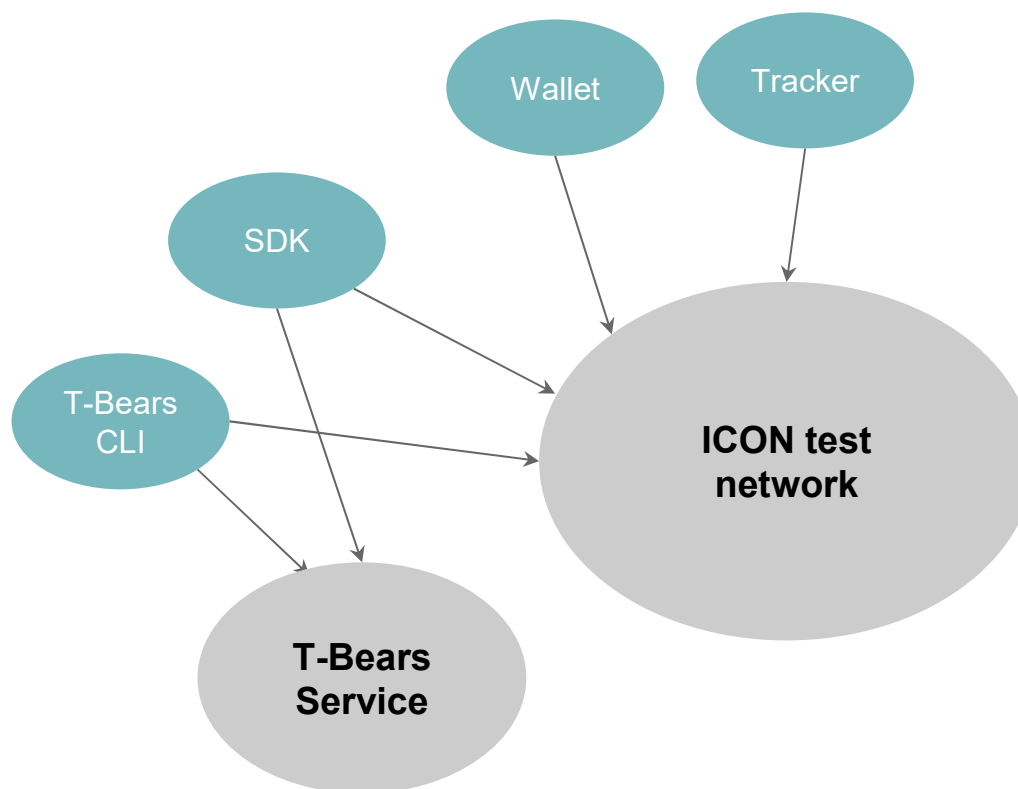
What we learned in “Dive into ICON – Tools”.

**T-Bears**

**Python SDK**

## ICON Tools

- T-Bears Dev Suite
  - SCORE library
  - Service (Node emulator)
  - Test framework
  - CLI
- Client SDK
  - Java, Python, JavaScript
- ICONex
- Tracker

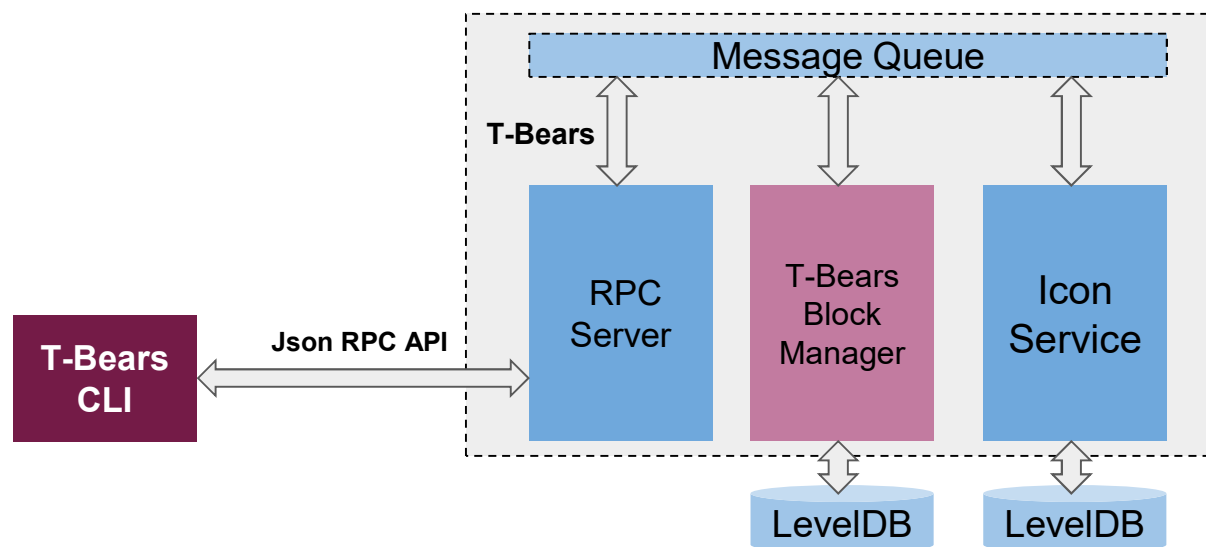


## Basic Commands Of T-Bears

No	Command	Description
1	init	Initialize T-Bears project
2	deploy	Deploy SCORE
3	txresult	Get transaction result by hash
4	call	Request icx_call with user input json file.
5	sendtx	Request icx_sendTransaction with user input json file.
6	scoreapi	Get SCORE's API using given SCORE address.

## How does T-Bears CLI work with RPC Server?

- T-Bears CLI interacts with RPC Server using JSON RPC API protocol



## ICON JSON-RPC API V3

- icx\_sendTransaction
  - Transfer designated amount of ICX coins from 'from' address to 'to' address.
  - Install a new SCORE.
  - Update the SCORE in the 'to' address.
  - Invoke a function of the SCORE in the 'to' address.
  - Transfer a message.



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## ICON JSON-RPC API V3

- JSON-RPC also provides various APIs like
  - icx\_getLastBlock
  - icx\_getBlockByHeight
  - icx\_getBlockByHash
  - icx\_getBalance
  - icx\_getScoreApi
  - icx\_getTotalSupply
  - icx\_getTransactionResult
  - icx\_getTransactionByHash

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## SCORE Implementation Guide

- ICON Developers Portal
  - <https://www.icondev.io/docs/overview>
- iconservice API references
  - <https://iconservice.readthedocs.io/en/latest/>

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## Review

# Dive into ICON - SCORE

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What We learned in “Dive into ICON – SCORE”.

# SCORE

**Smart Contract On Reliable Environment**

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What We learned in “Dive into ICON – SCORE”.

# Audit

**Must check checklist!**

# Check Audit checklist

## 1. Visit audit checklist

- <https://www.icondev.io/docs/audit-checklist#section-critical>

## 2. Check Critical & Warning List

### Critical

#### Timeout

SCORE function must return fairly immediately. Blockchain is not for any long-running operation.

For example, if you implement token airdrop to many users, do not iterate over all users in a single function. Handle each or partial airdrop(s) one by one instead.

```
# Bad
@external
def airdrop_token(self, _value: int, _data: bytes = None):
    for target in self._very_large_targets:
        self._transfer(self.msg.sender, target, _value, _data)

# Good
@external
def airdrop_token(self, _to: Address, _value: int, _data: bytes = None):
    if self._airdrop_sent_address[_to]:
        self.revert(f"Token was dropped already: {_to}")
    self._airdrop_sent_address[_to] = True
    self._transfer(self.msg.sender, _to, _value, _data)
```

#### Unfinishing loop

---

# Check Audit checklist

## Critical

Timeout  
Unfinishing loop  
Package import  
System call  
Randomness  
Outbound network call  
IRC2 Token Standard compliance  
IRC2 Token parameter name  
Eventlog on Token Transfer  
Eventlog without Token Transfer  
ICXTransfer Eventlog  
Big Number Operation  
Instance Variable  
Super Class  
StateDB write operation  
Temporary Limitation

## Warning

External Function Parameter Check  
Internal Function Parameter Check  
Predictable arbitrariness  
Unchecked Low Level Calls  
Underflow/Overflow  
Vault  
Reentrancy

---

# Check Audit checklist

## Critical Timeout

Unfinishing loop  
Package import  
System call  
Randomness  
Outbound network call  
IRC2 Token Standard compliance  
IRC2 Token parameter name  
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    if self._airdrop_sent_address[_to]:
        self.revert(f"Token was dropped already: {_to}")
    self._airdrop_sent_address[_to] = True
    self._transfer(self.msg.sender, _to, _value, _data)
```



# Check Audit checklist

## Critical

Timeout  
Unfinishing loop  
Package import  
System call  
Randomness  
Outbound network call  
IRC2 Token Standard compliance  
IRC2 Token parameter name

## Eventlog on Token Transfer Eventlog without Token Transfer

ICXTransfer Eventlog  
Big Number Operation  
Instance Variable  
Super Class  
StateDB write operation  
Temporary Limitation

### Eventlog on Token Transfer

Token transfer must trigger Eventlog.

```
# Good
@eventlog(indexed=3)
def Transfer(self, _from: Address, _to: Address, _value: int, _data: bytes):
    pass

@external
def transfer(self, _to: Address, _value: int, _data: bytes = None):
    self._balances[self.msg.sender] -= _value
    self._balances[_to] += _value
    self.Transfer(self.msg.sender, _to, _value, _data)
```

### Eventlog without Token Transfer

Do not trigger Transfer Eventlog without token transfer.

```
# Bad
@eventlog(indexed=3)
def Transfer(self, _from: Address, _to: Address, _value: int, _data: bytes):
    pass

@external
def doSomething(self, _to: Address, _value: int):
    # no token transfer occurred
    self.Transfer(self.msg.sender, _to, _value, None)
```

---

# Check Audit checklist

## Critical

Timeout  
Unfinishing loop  
Package import  
System call  
Randomness  
Outbound network call  
IRC2 Token Standard compliance  
IRC2 Token parameter name  
Eventlog on Token Transfer  
Eventlog without Token Transfer  
ICXTransfer Eventlog  
Big Number Operation  
Instance Variable

## Super Class

StateDB write operation  
Temporary Limitation

```
# Bad
class MyClass(IconScoreBase):
    def __init__(self, db: IconScoreDatabase) -> None:
        self._context__name = VarDB('context.name', db, str)
        self._context__cap = VarDB('context.cap', db, int)

    def on_install(self, name: str, cap: str) -> None:
        # doSomething

    def on_update(self) -> None:
        # doSomething

# Good
class MyClass(IconScoreBase):
    def __init__(self, db: IconScoreDatabase) -> None:
        super().__init__(db)
        self._context__name = VarDB('context.name', db, str)
        self._context__cap = VarDB('context.cap', db, int)

    def on_install(self, name: str, cap: str) -> None:
        super().on_install()
        # doSomething

    def on_update(self) -> None:
        super().on_update()
        # doSomething
```

# Check Audit checklist

## Critical

Timeout  
Unfinishing loop  
Package import  
System call  
Randomness  
Outbound network call  
IRC2 Token Standard compliance  
IRC2 Token parameter name  
Eventlog on Token Transfer  
Eventlog without Token Transfer  
ICXTransfer Eventlog  
Big Number Operation  
Instance Variable  
Super Class  
StateDB write operation

## Temporary Limitation

### Temporary Limitation

Due to the known issue of ArrayDB, declaring ArrayDB as a class member variable in `__init__()` may not work as intended. Following workaround is needed. ArrayDB instance must be initialized every time it is used.

```
# Problematic (Original Usage)
def __init__(self, db: IconScoreDatabase) -> None:
    super().__init__(db)
    self.test_array = ArrayDB('test_array', db, value_type=int)

def func(self) -> None:
    self.test_array.put(0)

# Good (Temporary)
@property
def test_array(self) -> ArrayDB:
    return ArrayDB('test_array', db, value_type=int)

def __init__(self, db: IconScoreDatabase) -> None:
    super().__init__(db)
    # no declaration

def func(self) -> None:
    self.test_array.put(0)
```

---

What We learned in “Dive into ICON – SCORE”.

**IIPs**

**ICON Improvement Proposals**

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## Check IIPs

### 1. Visit IIPs

- <https://github.com/icon-project/IIPs>

### 2. Check Specification of proposal

### 3. How to build a DApp ?

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## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

Step 3. How to build a DApp

1. How to send Tx with SDK
2. How to use ICONex connect

Step 4. Hands-on Exercise

## How to send Tx with SDK

SDK

[Signed transaction]  
JSON Request

Citizen  
Node

JSON Response





---

## How to send Tx with SDK

SDK code

Connect to URI

Build Transaction

Sign Transaction

Send Transaction

[option] Transaction Result print

# How to send Tx with SDK

## Python SDK

```
icon_service = IconService(HTTPProvider('https://bicon.net.solidwallet.io/api/v3'))

wallet = KeyWallet.create()

transaction = CallTransactionBuilder()\
    .from_(wallet.get_address())\
    .to("cxbff5fa7adc97f515070f2490d5a47aa927859549") \
    .nid(3) \
    .step_limit(1000000)\
    .value(10000000)\
    .version(3)\
    .method("scrooge")\
    .params({
        "_to": "hx9505040fc8883f9d4b287d1dbcd49bb2cd80748a",
        "_ratio": 2
    })\
    .build()

signed_transaction = SignedTransaction(transaction, wallet)

tx_hash = icon_service.send_transaction(signed_transaction)
```

## JavaScript SDK

```
var IconService = window['icon-sdk-js']
var provider = new IconService.HttpProvider('https://bicon.net.solidwallet.io/api/v3')
var iconService = new IconService(provider)
var IconConverter = IconService.IconConverter
var IconBuilder = IconService.IconBuilder
var IconAmount = IconService.IconAmount

requestScore.onclick = function() {
    var callTransactionBuilder = new IconBuilder.CallTransactionBuilder;
    var callTransactionData = callTransactionBuilder
        .from(fromAddress)
        .to("cxbff5fa7adc97f515070f2490d5a47aa927859549")
        .nid(IconConverter.toBigNumber(3))
        .timestamp((new Date()).getTime() * 1000)
        .stepLimit(IconConverter.toBigNumber(1000000))
        .value(IconAmount.of(amount_loop.value, IconAmount.Unit.ICX).toLoop())
        .version(IconConverter.toBigNumber(3))
        .method('scrooge')
        .params({
            "_to": "hx9505040fc8883f9d4b287d1dbcd49bb2cd80748a",
            "_ratio": IconConverter.toHex(2)
        })
        .build()

    scoreData.value = JSON.stringify({
        "jsonrpc": "2.0",
        "method": "icx_sendTransaction",
        "params": IconConverter.toRawTransaction(callTransactionData),
        "id": 8015
    })
}
```

# How to send Tx with SDK

## Python SDK

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    })\
    .build()

signed_transaction = SignedTransaction(transaction, wallet)
tx_hash = icon_service.send_transaction(signed_transaction)
```

## JavaScript SDK

```
var IconService = window['icon-sdk-js']
var provider = new IconService.HttpProvider('https://bicon.net.solidwallet.io/api/v3')
var iconService = new IconService(provider)
var IconConverter = IconService.IconConverter
var IconBuilder = IconService.IconBuilder
var IconAmount = IconService.IconAmount

requestScore.onclick = function() {
    var callTransactionBuilder = new IconBuilder.CallTransactionBuilder;
    var callTransactionData = callTransactionBuilder
        .from(fromAddress)
        .to("cxbff5fa7adc97f515070f2490d5a47aa927859549")
        .nid(IconConverter.toBigNumber(3))
        .timestamp((new Date()).getTime() / 1000)
        .stepLimit(IconConverter.toBigNumber(1000000))
        .value(IconAmount.of(amount, IconAmount.Unit.ICX).toLoop())
        .version(IconConverter.toBigNumber(3))
        .method('scrooge')
        .params({
            "_to": "hx9505040fc8883f9d4b287d1dbcd49bb2cd80748a",
            "_ratio": IconConverter.toHex(2)
        })
        .build()

    scoreData.value = JSON.stringify({
        "jsonrpc": "2.0",
        "method": "icx_sendTransaction",
        "params": IconConverter.toRawTransaction(callTransactionData),
        "id": 8015
    })
}
```

# How to send Tx with SDK

JSON Request

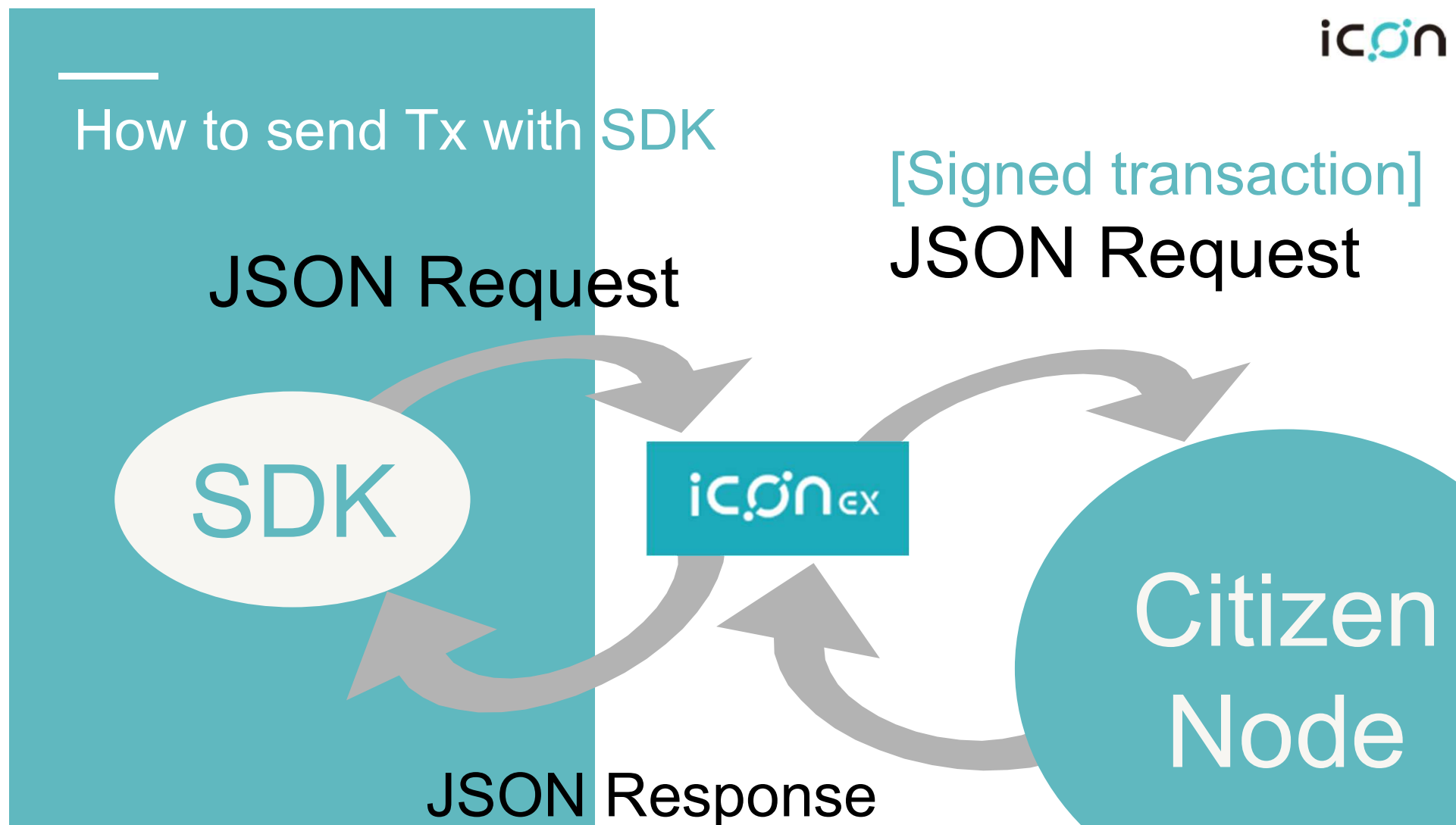
[Signed transaction]  
JSON Request

SDK

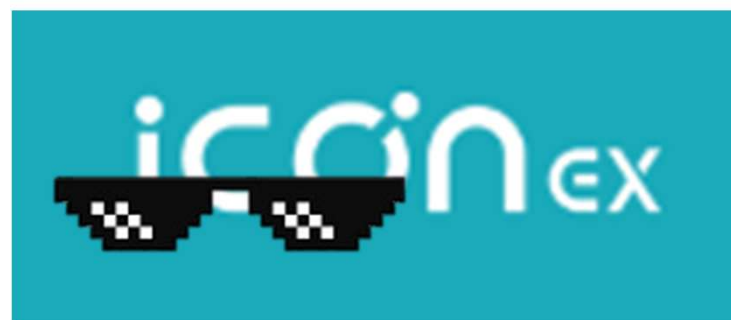
icon<sub>EX</sub>

Citizen  
Node

JSON Response



icon



## How to send Tx with SDK

JSON Request

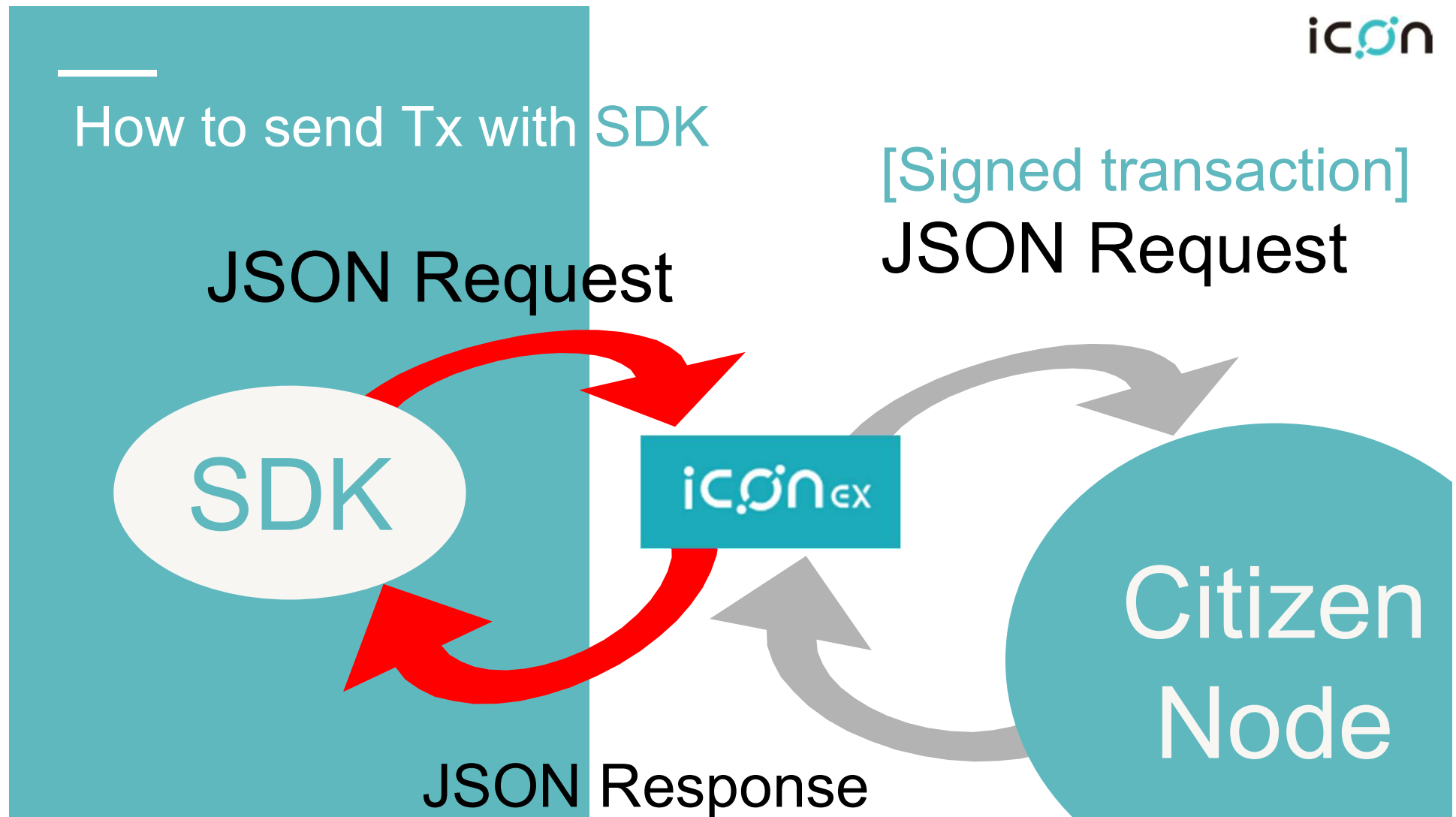
SDK

[Signed transaction]  
JSON Request

icon<sub>EX</sub>

Citizen  
Node

JSON Response





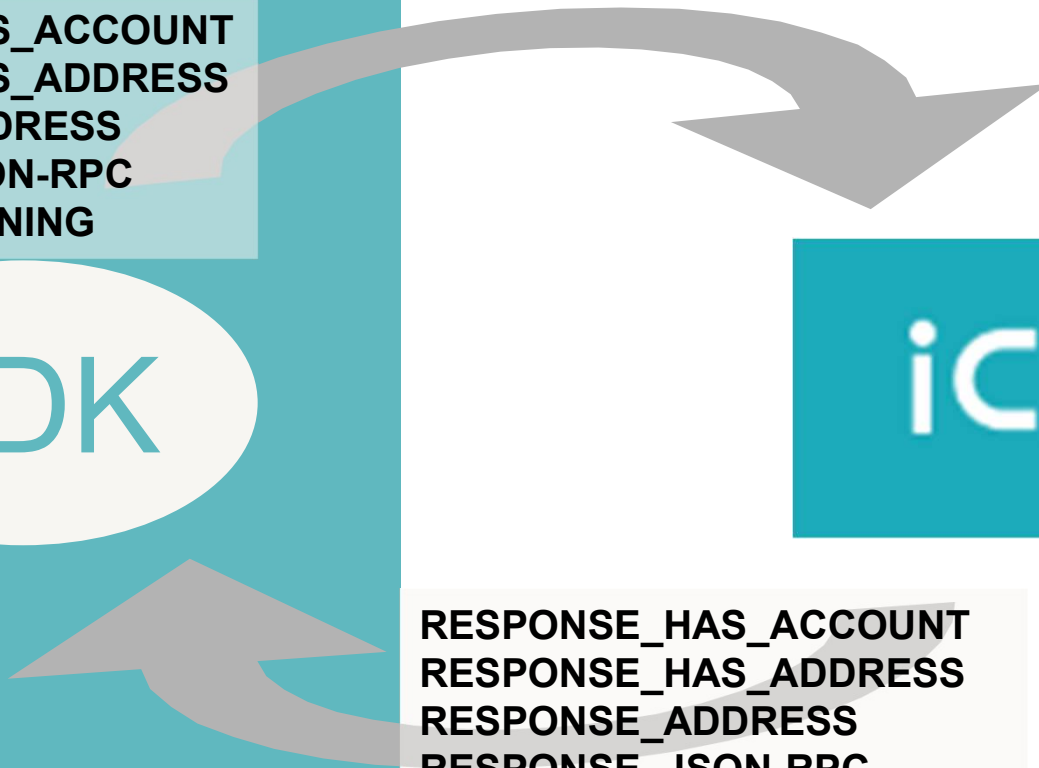
## How to send Tx with SDK

REQUEST\_HAS\_ACCOUNT  
REQUEST\_HAS\_ADDRESS  
REQUEST\_ADDRESS  
REQUEST\_JSON-RPC  
REQUEST\_SIGNING

SDK

iconEX

RESPONSE\_HAS\_ACCOUNT  
RESPONSE\_HAS\_ADDRESS  
RESPONSE\_ADDRESS  
RESPONSE\_JSON-RPC  
RESPONSE\_SIGNING



---

# ICONex connect

ICONex connect

eventHandler

setRequestScoreForm

functions

# How to send Tx with SDK

ICONex connect

eventHandler

setRequestScoreForm

functions

# How to send Tx with SDK

## Functions(request)

```
requestHasAccount.onclick = function () {
  window.dispatchEvent(new CustomEvent('ICONEX_RELAY_REQUEST', {
    detail: {
      type: 'REQUEST_HAS_ACCOUNT'
    }
  }))
}

requestHasAddress.onclick = function () {
  window.dispatchEvent(new CustomEvent('ICONEX_RELAY_REQUEST', {
    detail: {
      type: 'REQUEST_HAS_ADDRESS',
      payload: requestHasAddressData.value || requestHasAddressData.placeholder
    }
  }))
}

requestAddress.onclick = function () {
  window.dispatchEvent(new CustomEvent('ICONEX_RELAY_REQUEST', {
    detail: {
      type: 'REQUEST_ADDRESS'
    }
  }))
}
```

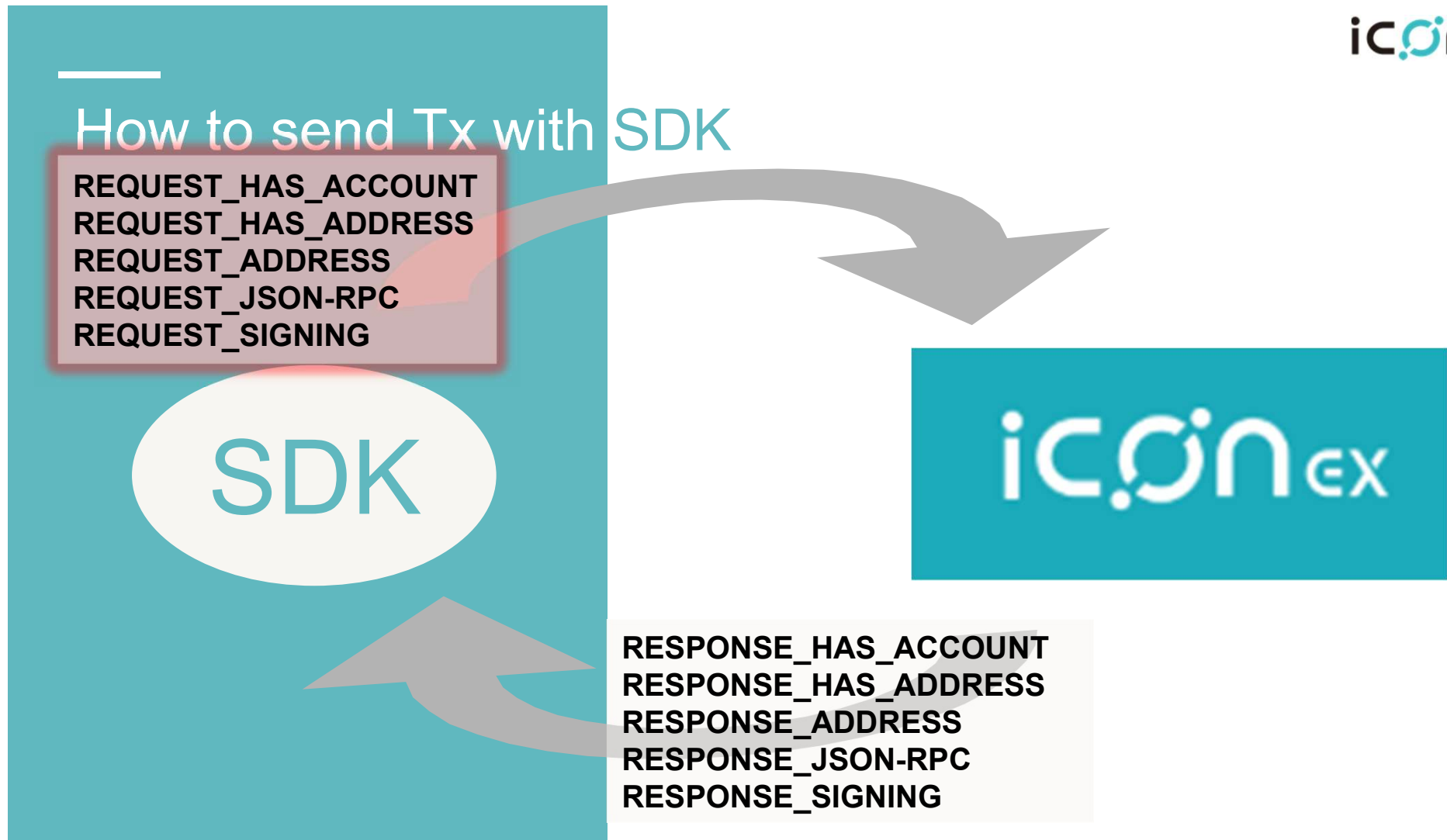
## How to send Tx with SDK

REQUEST\_HAS\_ACCOUNT  
REQUEST\_HAS\_ADDRESS  
REQUEST\_ADDRESS  
REQUEST\_JSON-RPC  
REQUEST\_SIGNING

SDK

iconex

RESPONSE\_HAS\_ACCOUNT  
RESPONSE\_HAS\_ADDRESS  
RESPONSE\_ADDRESS  
RESPONSE\_JSON-RPC  
RESPONSE\_SIGNING



---

## How to send Tx with SDK

ICONex connect

eventHandler

setRequestScoreForm

functions

# How to send Tx with SDK

## setRequestScoreForm

```
function setRequestScoreForm() {  
    var data = new FormData(requestScoreForm);  
    var type = '';  
    for (const entry of data) { type = entry[1] };  
    switch (type) {  
        case 'read-only':  
            var callBuilder = new IconBuilder.CallBuilder;  
            var readOnlyData = callBuilder  
                .from(fromAddress)  
                .to('cx43f59485bd34d0c7e9312835d65cb399f6d29651')  
                .method("hello")  
                .build()  
            scoreData.value = JSON.stringify({  
                "jsonrpc": "2.0",  
                "method": "icx_call",  
                "params": readOnlyData,  
                "id": 50889  
            })  
            break;  
        case 'send-transaction':  
            var callTransactionBuilder = new IconBuilder.CallTransactionBuilder;  
            var callTransactionData = callTransactionBuilder  
                .from(fromAddress)  
                .to("cxb20b5ff06ba50aef42c7832958af59f9ae0651e7")  
                .nid(IconConverter.toBigNumber(3))  
                .timestamp((new Date()).getTime() * 1000)
```

# How to send Tx with SDK

ICONex connect

eventHandler

setRequestScoreForm

functions



# How to send Tx with SDK

## eventHandler

```

window.addEventListener("ICONEX_RELAY_RESPONSE", eventHandler, false);

function eventHandler(event) {
  var type = event.detail.type
  var payload = event.detail.payload
  switch (type) {
    case "RESPONSE_HAS_ACCOUNT":
      responseHasAccount.innerHTML = "> Result : " + payload.hasAccount + " (" + typeof payload.hasAccount + ")";
      break
    case "RESPONSE_HAS_ADDRESS":
      responseHasAddress.innerHTML = "> Result : " + payload.hasAddress + " (" + typeof payload.hasAddress + ")";
      break
    case "RESPONSE_ADDRESS":
      fromAddress = payload
      responseAddress.innerHTML = "> Selected ICX Address : " + payload;
      jsonRpc0.disabled = false
      jsonRpc1.disabled = false
      jsonRpc2.disabled = false
      jsonRpc3.disabled = false
      break
    case "RESPONSE_JSON-RPC":
      responseScore.value = JSON.stringify(payload);
      break
    case "CANCEL_JSON-RPC":
      responseScore.value = null;
      break
    case "RESPONSE_SIGNING":
      signingData.value = null
      responseSigning.innerHTML = "> Signature : " + JSON.stringify(payload);
      break
    case "CANCEL_SIGNING":
      signingData.value = null
      responseSigning.value = "> Signature : ";
      break
    default:
  }
}

```

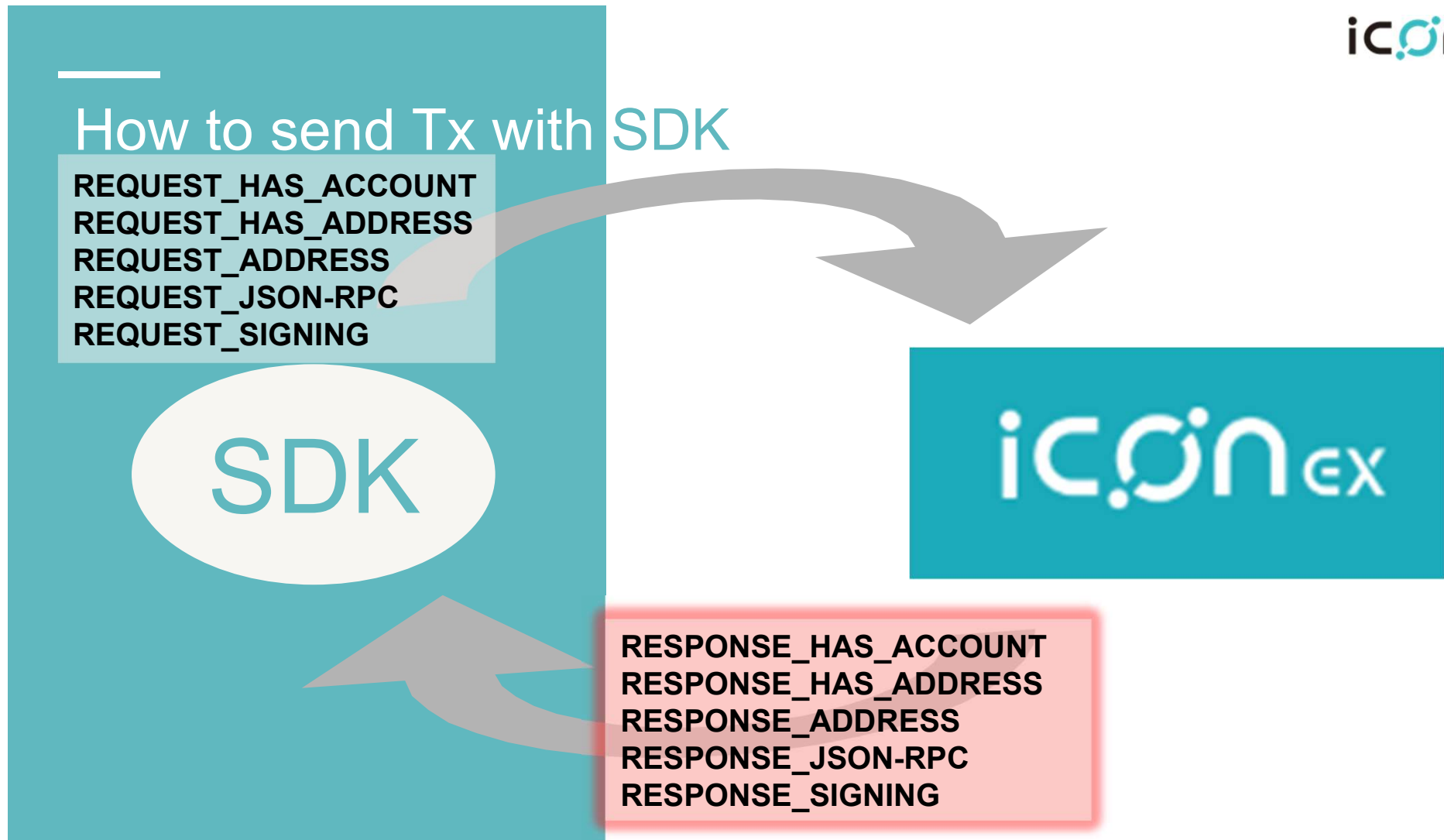
## How to send Tx with SDK

REQUEST\_HAS\_ACCOUNT  
REQUEST\_HAS\_ADDRESS  
REQUEST\_ADDRESS  
REQUEST\_JSON-RPC  
REQUEST\_SIGNING

SDK

iconex

RESPONSE\_HAS\_ACCOUNT  
RESPONSE\_HAS\_ADDRESS  
RESPONSE\_ADDRESS  
RESPONSE\_JSON-RPC  
RESPONSE\_SIGNING



---

## Dive into ICON – SCORE

Blackjack

```
$ cd ./samplepage
```

```
$ python manage.py runserver 0.0.0.0:8000
```

## 4. Hands on Exercise

---

## Dive into ICON - DApp

Step 1. What is a DApp?

Step 2. Review

Step 3. How to build a DApp

Step 4. Hands-on Exercise

1. Make complete example page, Welcome & Scrooge.

---

## Make complete example SCORE, Scrooge

Scrooge SCORE

```
$ cd ./exercise/sampleSCORE
```

Select easy or **hard**

Guide

```
./exercise/sampleSCORE/README.md
```

## Make complete example SCORE, Scrooge

Scrooge page

```
$ cd ./exercisepage
```

```
$ python manage.py runserver 0.0.0.0:8000
```

Guide

```
./exercisepage/README.md
```