

BCT LAB RECORD

1) Brave browser

2) Meta mask installation

Account creation

12 phrase key

3) After account have details of

- a) public key
- b) private key
- c) send money
- d) buy

4) Installation of node js

install Node.js

Checking installed file like **node -v.**

Checking npm (node package manager) version (default installed file) using command **npm -v**

5) configure npm by using command **npm init**

npm (node package manager)

6) web3 installation

Using command **npm install web3**

7) Folder and file creation

Using commands **mkdir myproject (folder name)**

For enter into folder **cd myproject**

8) for file creation and editing using **vi filename.js** for windows **Notepad filename.txt**

For enter into file ----→ **I + enter**

exit the file using ----→ **esc +: wq** (for save and quit)

9) Execution of file using **node filename.js**

```

const { Web3 } = require("web3");
const { ETH_DATA_FORMAT, DEFAULT_RETURN_FORMAT } = require("web3");
async function main() {
  // Configuring the connection to an Ethereum node
  const web3 = new Web3(
    new Web3.providers.HttpProvider(
      "https://sepolia.infura.io/v3/35c2b7c8ecc6493cb073943d1bb7d15a" //add your
api key
    )
  );
  const latestBlock = await web3.eth.getBlock("latest");
  const baseFeePerGas = latestBlock.baseFeePerGas;
  const maxFeePerGas =
    BigInt(baseFeePerGas) + BigInt(web3.utils.toWei("2", "gwei"));
  // Creating a signing account from a private key
  const signer = web3.eth.accounts.privateKeyToAccount(
    "45e8183d1609d34a0008ed95b6ec625c07ffbe46aa593a52c2051806163a0874"
  ); //add your private

  web3.eth.accounts.wallet.add(signer);
  await web3.eth
    .estimateGas(
      {
        from: signer.address,
        to: "0x1328b19533f4bA383c5721845c4478b3B4e7A388", //Add
recipient_address
        value: web3.utils.toWei("0.0001", "ether"),
      },
      "latest",
      ETH_DATA_FORMAT
    )
    .then((value) => {
      limit = value;
    });
  // Creating the transaction object
  const tx = {
    from: signer.address,
    to: "0x1328b19533f4bA383c5721845c4478b3B4e7A388",
    value: web3.utils.toWei("0.001", "ether"), // change AMOUNT to send
    gas: limit,
    nonce: await web3.eth.getTransactionCount(signer.address),
    maxPriorityFeePerGas: web3.utils.toWei("2", "gwei"),

    maxFeePerGas: maxFeePerGas.toString(),
    chainId: 11155111,
    type: 0x2,
  };

```

```
signedTx = await web3.eth.accounts.signTransaction(tx, signer.privateKey);
console.log("Raw transaction data: " + signedTx.rawTransaction);
// Sending the transaction to the network
const receipt = await web3.eth
  .sendSignedTransaction(signedTx.rawTransaction)
  .once("transactionHash", (txhash) => {
    console.log(`Mining transaction ...`);
    console.log(`https://sepolia.etherscan.io/tx/${txhash}`);
  });
// The transaction is now on chain!
console.log(`Mined in block ${receipt.blockNumber}`);
}
main();
```

```
const { Web3 } = require("web3");
const web3 = new Web3(
  "https://mainnet.infura.io/v3/9ef65ae1fe6c4c68b0a842493dfadeba"
);
// web3.eth.getBlockNumber().then(console.log);

const ganacheUrl = "HTTP://127.0.0.1:7545";
web3.eth.net
  .getId()
  .then((networkId) => {
    console.log("Connected to network ID:", networkId);
  })
  .catch((error) => {
    console.log("Connected to network ID:", networkId);
  })
  .catch((error) => {
    console.error("Error connecting to Ganache:", error);
  });
const accountAddress = "0xbc14dDeCD661d9de02ba1320d0C6204eB0BC160F";
web3.eth.getBalance(accountAddress).then((balance) => {
  console.log(
    "Account balance:",
    web3.utils.fromWei(balance, "ether"),
    "ETH"
  );
})
.catch((error) => {
  console.error("Error fetching balance:", error);
});
```

Using Web3.js to Interact with Smart Contracts.

- Make sure you have web3 installed and install truffle and verify installation.
Install command:

npm install -g truffle

check:

truffle version

- Create a new folder and initialize truffle

mkdir MyTruffleProject

cd MyTruffleProject

truffle init

- We get to see truffle-config.js

In that uncomment the following part and make the required changes

```
development: {  
  host: "127.0.0.1",    // Localhost (default: none)  
  port: 7545,          // Standard Ethereum port (default: none)  
  network_id: "*",     // Any network (default: none)  
},
```

```
compilers: {  
  solc: {  
    version: "0.8.0",
```

- Create a solidity file which will be your contract and put in MyTruffleProject/contracts

SimpleStorage.sol:

// SPDX-License-Identifier: MIT

pragma solidity ^0.8.0;

```
contract SimpleStorage {  
  uint256 public storedData;  
  
  function set(uint256 x) public {  
    storedData = x;  
  }  
  
  function get() public view returns (uint256) {  
    return storedData;  
  }  
}
```

- Compile the file using the following command

sudo truffle compile for windows **truffle compile**

- In MyTruffleProject/migrations create a file “2_deploy_contracts.js” with following code.

2_deploy_contracts.js:

```
const SimpleStorage = artifacts.require("SimpleStorage");
```

```
module.exports = function (deployer) {
  deployer.deploy(SimpleStorage);
};
```

- Deploy contracts using the following command in parent directory

truffle migrate --network development

- Now create a ‘.js’ file in MyTruffleProject Folder with the following code

testContract.js :

```
const {Web3} = require('web3');
```

```
const web3 = new Web3('http://127.0.0.1:7545'); // Ganache RPC server address
```

```
// Get the contract ABI and address from the build files
```

```
const contractABI = /* ABI generated by Truffle */;
```

```
const contractAddress = /* Deployed contract address */;
```

```
const simpleStorage = new web3.eth.Contract(contractABI, contractAddress);
```

```
// Interact with the contract
```

```
async function interactWithContract() {
```

```
  const accounts = await web3.eth.getAccounts();
```

```
  const receipt = await simpleStorage.methods.set(42).send({ from: accounts[0] });
```

```
  console.log('Transaction receipt:', receipt);
```

```
  const value = await simpleStorage.methods.get().call();
```

```
  console.log('Stored value:', value);
```

```
}
```

```
interactWithContract();
```

- You can find the ABI in MyTruffleProject/Build/SimpleStorage.json
- Change the contractAddress to the address you got while compiled in quotes
- Run using the command **node testContract.js**

```
fn main(){
    print!("hello");
}
```

```
fn main()
{
    let x:i32 = 5;
    let y:f32 = 6.14;
    let z:char = 'a';
    let a:bool = true;
    let b:bool = false;
    let name:&str = "Lokesh";
    println!("Integer:{}",x);
    println!("Float:{}",y);
    println!("Character:{}",z);
    println!("Boolean:{}",a);
    println!("Boolean:{}",b);
    println!("String:{}",name);
}
```

```
fn main()
{
    let age:i32 = 20;
    let height:f32 = 5.9;
    let name:&str = "Lokesh";

    println!("Age:{},name:{},height:{}",age,name,height);
    println!("Binary: {:b}, Hex: {:x}, Octal: {:o}", age, age, age);
}
```

```
use std::io;

fn main() {
    // Prompt the user for the first number
    println!("Enter the first number:");
    let mut first_number = String::new();
    io::stdin().read_line(&mut first_number).expect("Failed to read line");
    let first_number: f64 = first_number.trim().parse().expect("Invalid input");

    // Prompt the user for the second number
    println!("Enter the second number:");
    let mut second_number = String::new();
    io::stdin().read_line(&mut second_number).expect("Failed to read line");
}
```

```

    let second_number: f64 = second_number.trim().parse().expect("Invalid
input");

    // Perform arithmetic operations
    let sum = first_number + second_number;
    let difference = first_number - second_number;
    let product = first_number * second_number;
    let quotient = first_number / second_number;

    // Display the results
    println!("Sum: {}", sum);
    println!("Difference: {}", difference);
    println!("Product: {}", product);
    println!("Quotient: {}", quotient);
}

```

```

fn main() {
    let a: u8 = 0b1100;
    let b: u8 = 0b1010;

    println!("Bitwise AND: {:08b}", a & b);
    println!("Bitwise OR: {:08b}", a | b);
    println!("Bitwise XOR: {:08b}", a ^ b);
    println!("Bitwise NOT: {:08b}", !a);
    println!("Left shift: {:08b}", a << 1);
    println!("Right shift: {:08b}", a >> 1);

    let x = true;
    let y = false;

    println!("Logical AND: {}", x && y);
    println!("Logical OR: {}", x || y);
    println!("Logical NOT: {}", !x);
}

```

```

fn main()
{
    let mut x:i32 = 5;
    let mut y:i32 = 6;

    println!("before swapping x={},y = {}",x,y);

    x = x + y;
    y = x-y;
}

```



```
x = x - y;  
println!("After swapping x={},y = {}",x,y);  
}
```

```
use std::io;

#[derive(Debug)]
struct Person {
    name: String,
    age: u32,
}

fn main() {
    // Tuple components
    let mut int_input = String::new();
    let mut float_input = String::new();
    let mut string_input = String::new();
    let mut arr = [0; 3];
    let mut name_input = String::new();
    let mut age_input = String::new();

    // Input for integer
    println!("Enter an integer:");
    io::stdin().read_line(&mut int_input).expect("Failed to read line");
    let int_value: i32 = int_input.trim().parse().expect("Please enter a valid integer");

    // Input for float
    println!("Enter a float:");
    io::stdin().read_line(&mut float_input).expect("Failed to read line");
    let float_value: f64 = float_input.trim().parse().expect("Please enter a valid float");

    // Input for array
    println!("Enter 3 integers for the array:");
    for i in 0..3 {
        let mut input = String::new();
        io::stdin().read_line(&mut input).expect("Failed to read line");
        arr[i] = input.trim().parse().expect("Please enter a valid number");
    }

    // Input for string
    println!("Enter a string:");
    io::stdin().read_line(&mut string_input).expect("Failed to read line");
    let string_value = string_input.trim().to_string();

    // Input for struct
    println!("Enter a name for the struct:");
    io::stdin().read_line(&mut name_input).expect("Failed to read line");
    let name = name_input.trim().to_string();
}
```

```
println!("Enter an age for the struct:");
io::stdin().read_line(&mut age_input).expect("Failed to read line");
let age: u32 = age_input.trim().parse().expect("Please enter a valid age");

let person = Person { name, age };

// Create the tuple
let tuple = (int_value, float_value, arr, string_value, person);

// Print the tuple
println!("Tuple: {:?}", tuple);
println!("Struct inside tuple: Name = {}, Age = {}", tuple.4.name,
tuple.4.age);
}
```

```
fn main() {  
    // Example of a loop  
    let mut count = 0;  
    loop {  
        println!("Count: {}", count);  
        count += 1;  
        if count >= 5 {  
            break;  
        }  
    }  
  
    // Example of a while loop  
    let mut num = 0;  
    while num < 3 {  
        println!("Number: {}", num);  
        num += 1;  
    }  
  
    // Example of a for loop  
    let numbers = [1, 2, 3, 4, 5];  
    for number in numbers.iter() {  
        println!("Number: {}", number);  
    }  
  
    // Example of a conditional loop  
    let mut i = 0;  
    loop {  
        if i % 2 == 0 {  
            println!("Even number: {}", i);  
        } else {  
            println!("Odd number: {}", i);  
        }  
        i += 1;  
        if i >= 5 {  
            break;  
        }  
    }  
}
```