# Cairo Crash Course

### Components - Exercise 1

In this exercises we will integrate the Ownable component from OpenZeppelin into our contract, and test it



#### Contract Implementation

You have given an initial contract that has a value: u32 in the storage, you also have the interface of the contract that you need to implement. The interface contains the following functions:

- 1. get\_value View function that returns the value in the contract storage.
- 2. update\_value External function that updates the value in the contract storage.

In the working\_with\_components.cairo file:

- 1. Incorporate the Ownable component by OpenZeppelin. Follow the steps given in the lecture, and check also the OpenZeppelin Ownable Component page.
- 2. Add the ownable component Events and Storage.
- 3. In the constructor, initialize the ownable component with the account that is being sent as a parameter, also initialize the value in the storage to 100.
- 4. Load the implementations of the Component (both the External and Internal functions) in the contract.
- 5. Implement a View function to retrieve the value that is in the contract storage.
- 6. Implement an External function that can only be called by the owner of the contract. This function should set a value in the contract storage.

#### In test\_components\_2.cairo file:

You already have implemented function that receives an address as parameter and deploys the contract with that address as the owner.

- 1. In the first test test\_ownership\_component\_success:
  - 1. Generate an address for alice, and deploy the contract with alice as the owner.
  - 2. Make sure the initial value in the contract is correct.
  - 3. Call the update\_value function with alice as the sender, and check that the value in the contract storage has been updated correctly.
- 2. Implement the second test test\_ownership\_component\_fail:
  - 1. Generate an address for alice and bob, and deploy the contract with alice as the owner.
  - 2. Make sure the initial value in the contract is correct.
  - 3. Call the update\_value function with bob as the sender, and check that the transaction reverts.

## Useful links

Components