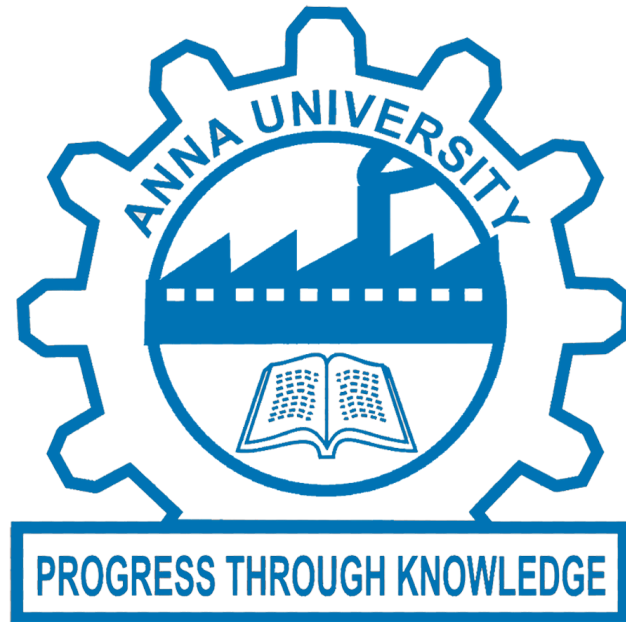


UNIVERSITY COLLEGE OF ENGINEERING KANCHEEPURAM

(A Constituent college of Anna University Chennai)

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING



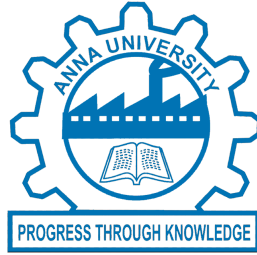
**CCS339 - CRYPTOCURRENCY AND BLOCKCHAIN
TECHNOLOGIES**

Name: _____

Register no: _____

Year/Semester: _____ **Branch:** _____

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KANCHEEPURAM - 631 552



BONAFIDE CERTIFICATE

REGISTER NO

--	--	--	--	--	--	--	--	--	--	--	--

Certified that this is the bonafide record of work done by
Mr/Ms..... of semester B.E. Computer Science
and Engineering Branch / Batch during the academic year 20....to 20.... in the
CCS339 – CRYPTOCURRENCY AND BLOCKCHAIN TECHNOLOGIES.

Staff In-Charge

Head of the Department

Submitted for the University Practical examination held on

Internal Examiner

External Examiner

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2.		Create and deploy a blockchain network and perform invoke and query on your blockchain network.		
3.		Interact with a blockchain network. Execute transactions and requests against a blockchain network by creating an app to test the network and its rules.		
4.		Deploy an asset-transfer app using blockchain.		
5.		Use blockchain to track fitness club rewards. Build a web app to track and trace member rewards.		
6.		Use blockchain to create a Car Auction Network		

EX.NO: 1	Install and understand Docker container, Node.js, Java and Hyperledger Fabric, Ethereum and perform necessary software installation on Local machine.
DATE:	

AIM:

- Verify the installation of Docker, Node.js, and Java.
- Set up Hyperledger Fabric using Docker.
- Set up a local Ethereum environment using Docker and Ganache.

PREREQUISITES:

- A machine running Ubuntu.
- Basic understanding of command-line operations

PROCEDURE:

VERIFYING DOCKER, NODEJS, JAVA INSTALLATION:

1. Open Linux terminal using **WSL (Windows Subsystem for Linux)** or using VirtualBox.

Docker:

2. Verify the installation of Docker.

```
root@BrienAustin:~# docker --version
Docker version 24.0.7, build afdd53b
root@BrienAustin:~#
```

3. If not download using the below command:

```
curl -fsSL https://get.docker.com -o get-docker.sh
sudo sh get-docker.sh
```

Nodejs:

4. Verify the installation of Nodejs and install if not present.

```
root@BrienAustin:~# nodejs --version
Command 'nodejs' not found, but can be installed with:
apt install nodejs
root@BrienAustin:~# apt install nodejs
```

Java:

5. Verify the installation of Java and install if not present

```
root@BrienAustin:~# java --version
openjdk 11.0.21 2023-10-17
OpenJDK Runtime Environment (build 11.0.21+9-post-Ubuntu-0ubuntu122.04)
OpenJDK 64-Bit Server VM (build 11.0.21+9-post-Ubuntu-0ubuntu122.04, mixed mode, sharing)
```

SETUP HYPERLEDGER FABRIC USING DOCKER:

1. Install cURL

```
root@BrienAustin:~# sudo apt-get install -y curl
```

2. Cloning sample fabric repository

```
root@BrienAustin:~# git clone https://github.com/hyperledger/fabric-samples.git
cd fabric-samples
```

<https://github.com/hyperledger/fabric-samples.git>
Ctrl+Click to follow link

3. Install Fabric samples, Binaries and Docker images.

```
root@BrienAustin:~/fabric-samples# curl -sSL https://bit.ly/2ysb0FE | bash -s|
```

4. Start the containers

```
root@BrienAustin:~/fabric-samples# cd test-network
root@BrienAustin:~/fabric-samples/test-network# ./network.sh up
Using docker and docker-compose
Starting nodes with CLI timeout of '5' tries and CLI delay of '3' seconds and using database 'leveldb'
LOCAL_VERSION=v2.5.9
DOCKER_IMAGE_VERSION=v2.5.9
[+] Running 3/3
  ✓ Container orderer.example.com      Started      0.8s
  ✓ Container peer0.org2.example.com   Started      0.9s
  ✓ Container peer0.org1.example.com   Started      0.9s
```

CONTAINER ID	IMAGE	COMMAND NAMES	CREATED	STATUS	PORTS
c60b6ebc79fb	hyperledger/fabric-peer:latest	"peer node start"	3 seconds ago	Up Less than a second	0.0.0.0:9051->9051/tcp,
7051/tcp, 0.0.0.0:9445->9445/tcp		peer0.org2.example.com			
32cdfae30092	hyperledger/fabric-peer:latest	"peer node start"	3 seconds ago	Up Less than a second	0.0.0.0:7051->7051/tcp,
0.0.0.0:9444->9444/tcp		peer0.org1.example.com			
d4a0c1539321	hyperledger/fabric-orderer:latest	"orderer"	3 seconds ago	Up Less than a second	0.0.0.0:7050->7050/tcp,
0.0.0.0:7053->7053/tcp, 0.0.0.0:9443->9443/tcp		orderer.example.com			
53f0ee13cacb	trufflesuite/ganache-cli:latest	"node /app/ganache-c..."	47 minutes ago	Exited (0) 43 minutes ago	
f46a82be527b	4f8d1b54d8b0	nodejs-ethlocal-ganache-1			
		"peer node start"	8 days ago	Exited (0) 8 days ago	
		exciting_hugle			

```
root@BrienAustin:~/fabric-samples/test-network#
```

5. Verify whether the containers are running using **Docker Desktop**

Containers [Give feedback](#)

Container CPU usage ⓘ
6.16% / 1000% (10 cores available)

Container memory usage ⓘ
138.01MB / 7.42GB

Show charts ▾

☐ Only show running containers

<input type="checkbox"/>	Name	Image	Status	CPU (%)	Port(s)	Last started	Actions
<input type="checkbox"/>	exciting_hugle f46a82be527b	hyperledger/fabric-peer:2.5	Exited	0%		9 days ago	
<input type="checkbox"/>	compose		Running (3/3)	6.16%		3 minutes ago	
<input type="checkbox"/>	peer0.org2.example.com c60b6ebc79fb	hyperledger/fabric-peer:latest	Running	2.76%	9051:9051 Show all ports (2)	3 minutes ago	
<input type="checkbox"/>	peer0.org1.example.com 32cdfae30092	hyperledger/fabric-peer:latest	Running	3.37%	7051:7051 Show all ports (2)	3 minutes ago	
<input type="checkbox"/>	orderer.example.com d4a0c1539321	hyperledger/fabric-orderer:latest	Running	0.03%	7050:7050 Show all ports (3)	3 minutes ago	
<input type="checkbox"/>	nodejs-ethlocal		Exited	0%		50 minutes ago	

Thus, **Hyperledger Fabric** is setup on **Local machine** through **Docker**.

SETUP ETHEREUM ENVIRONMENT USING DOCKER AND GANACHE:

1. Install Ganache
2. The interface will be like this :

Ganache

ACCOUNTS

BLOCKS

TRANSACTIONS

CONTRACTS

EVENTS

LOGS

SEARCH FOR BLOCK NUMBERS OR TX HASHES

CURRENT BLOCK
0

GAS PRICE
20000000000

GAS LIMIT
6721975

HARDFORK
MERGE

NETWORK ID
5777

RPC SERVER
HTTP://127.0.0.1:7545

MINING STATUS
AUTOMINING

WORKSPACE
TAWDRY-STOVE

SWITCH

MNEMONIC ⓘ
clarify ceiling endless foam sight scrap match monitor retire badge version prison

HD PATH
m44'60'0"0account_index

ADDRESS	BALANCE	TX COUNT	INDEX	
0x0825E539e63F2B7078D438a774Be8d4f56dea6D8	100.00 ETH	0	0	
0xFb936C607a75A6bfaA5892500CAE689eb6689F0E	100.00 ETH	0	1	
0x3197cB5C0395BD5d56C721986AA91ac695ED4E8e	100.00 ETH	0	2	
0x8Eb64692e759f240DE6af13F6C283B0a1C237d65	100.00 ETH	0	3	
0xB35B46700dA4128272534A61a11AC0c32b080726	100.00 ETH	0	4	
0x6D5F489E7Eb202188e4A2BAE431071f0f3A19B02	100.00 ETH	0	5	
0x4880b8a51ADEaa6193Ae8cA2c2B992B1fa9FEA0F	100.00 ETH	0	6	

3. Create a folder **Ethereum_ganache**

```
E:\cbt>mkdir ethereum_ganache && cd ethereum_ganache
E:\cbt\ethereum_ganache>|
```

4. Inside it create a docker-compose.yml file.

5. Write the following code in it:

```
version: '3'
services:
  ganache:
    image: trufflesuite/ganache-cli
    ports:
      - "8545:8545"
    command: >
      ganache-cli
      --host 0.0.0.0
      --port 8545
      --networkId 5777
      --mnemonic "candy maple cake sugar pudding cream honey rich smooth crumble sweet treat"
```

6. Create and start the container

```
E:\cbt\ethereum_ganache>docker-compose up -d
[+] Running 2/2
 ✓ Network ethereum_ganache_default      Created          0.2s
 ✓ Container ethereum_ganache-ganache-1  Started           0.3s
```

7. View the Logs











```
E:\cbt\ethereum_ganache>docker logs 80f322bb72e16df5cc4a88964be32a15d7fa6c120546ba9169fd2f9cd2538e2d
Ganache CLI v6.12.2 (ganache-core: 2.13.2)
(node:1) [DEP0005] DeprecationWarning: Buffer() is deprecated due to security and usability issues. Please use the Buffer.alloc(), Buffer.allocUnsafe(), or Buffer.from() methods instead.
(Use 'node --trace-deprecation ...' to show where the warning was created)

Available Accounts
=====
(0) 0x627306090aba83A6e1400e9345bC60c78a8BEf57 (100 ETH)
(1) 0xf17f52151EbEf6C7334FAD080c5704D77216b732 (100 ETH)
(2) 0xC5fd4f4076b8f3A5357c5E395ab970B5854098Fef (100 ETH)
(3) 0x821aEa9a577a9b4429989c15c88cf3087f3b5544 (100 ETH)
(4) 0xed1d4e623D10F9F8A5Db95830F7d3839406c6AF2 (100 ETH)
(5) 0x2932b7a235506f6ec4b5c0866040cc31df207a2e (100 ETH)
(6) 0x2191af87E923777ec08F7c08Eb105Ef5408cCD5 (100 ETH)
(7) 0x0F4F2Ac550A1b4e2280d04c21cEa7E8D02293bb5 (100 ETH)
(8) 0x6330A53Fc93768F612722B88c2eC78aC9083bbc (100 ETH)
(9) 0x5AEDA56215b167893e00B4fE645BA6d58ab767DE (100 ETH)

Private Keys
=====
(0) 0xc87509a1c067bbde78beb793e6fa76530b6382a4c0241e5e4a9ec0a0f44dc0d3
(1) 0xae6ae8e5ccbf04590405997ee2d522b338726137b875053c36d94e974d162f
(2) 0x0dbbe8e4ae425a6d2687f1a7e3ba17bc98c073636790f1b8ad91193c05875ef1
(3) 0xe080b703fb90bba894bb6aef5a544fb2c78a10e19b14cd085da03b71f9772aa6c
(4) 0x388c684f9b1ef5017716adb5d21a053ea8e96277d08668237519f07bede614118
(5) 0x659cbb0e2411a44db63778987b1e22153c086a95eb6b18bdf89de078917abc63
(6) 0x82d052c865f5763aad42add428569276c00d3d88a2d062d36b2bae914d58b8c8
(7) 0xaa3680d5d48a8283413f7a108367c7299ca73f553735860a87b08f39395618b7
(8) 0x0f62d96d6675f32685bbdb8a13cda7c23436f63efbb9d07700d8669ff12b7c4
(9) 0x8d5366123c560bb606379f90a0bdf4769eccc0557f1b362dcae9012b548b1e5

HD Wallet
=====
Mnemonic:      candy maple cake sugar pudding cream honey rich smooth crumble sweet treat
Base HD Path:  m/44'/60'/0'/0/[account_index]
```

8. Verify in Docker Desktop

<input type="checkbox"/>	 ethereum_ganache	Running (1/1)	0%	4 minutes ago	  
<input type="checkbox"/>	 ganache-1 80f322bb72e1 	trufflesuite/ganache-cli	Running	0% 8545:8545 	4 minutes ago   

RESULT:

Thus, **Docker, Java, NodeJS** have been successfully installed and the **Hyperledger Fabric** and **Ethereum Network** have been setup on the **Local machine** using **Docker**

.

EX.NO: 2

DATE:

Create and deploy a blockchain network and perform invoke and query on your blockchain network.

AIM:

To create a blockchain network and perform invoke and query on the deployed blockchain network.

PROCEDURE:

1. Install Ganache and install **ganache** package globally.

```
C:\Users\brien>npm i ganache -g
added 336 packages in 30s
6 packages are looking for funding
run 'npm fund' for details
```

```
C:\Users\brien>ganache --version
ganache v7.9.2 (@ganache/cli: 0.10.2, @ganache/core: 0.10.2)
```

2. Ganache Desktop version can be downloaded from <https://archive.trufflesuite.com/ganache/>
3. Create a Folder and name it as *ethereum_blockchain*
4. Install **truffle** globally

```
C:\Users\brien>npm i truffle -g
```

5. Initialize **truffle**

```
PS E:\cbt\query_ethereum\ethereum_blockchain> truffle init

Starting init...
=====
> Copying project files to E:\cbt\query_ethereum\ethereum_blockchain

Init successful, sweet!

Try our scaffold commands to get started:
$ truffle create contract YourContractName # scaffold a contract
$ truffle create test YourTestName         # scaffold a test

http://trufflesuite.com/docs
```

6. Modify the truffle with the code below

```
module.exports = {
  networks : {
    development : {
      host : '127.0.0.1',
      port : 5777,
      network_id : "*"
    }
  },
  compilers : {
    solc : {
      version : "0.8.19"
    }
  }
}
```

7. Now, in the contracts folder create a contract and name it as **SimpleStorage.sol**

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.19;

contract SimpleStorage {
    uint256 storedData;

    function set(uint256 x) public {
        storedData = x;
    }

    function get() public view returns (uint256) {
        return storedData;
    }
}
```

8. This contract allows us to **invoke** and **query** the locally deployed **Ethereum Blockchain**.

9. Now, in the migrations folder create a file and name it as **2_deploy_contracts.js** and write the code below

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

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

10. Now compile the contract

```
PS E:\cvt\query_ethereum\ethereum_blockchain>
truffle compile

Compiling your contracts...
=====
> Compiling .\contracts\SimpleStorage.sol
> Artifacts written to E:\cvt\query_ethereum\ethereum_blockchain\build\contracts
> Compiled successfully using:
   - solc: 0.8.19+commit.7dd6d404.Emscripten.clang
PS E:\cvt\query_ethereum\ethereum_blockchain> █
```

11. Now, migrate to the deployed local ethereum network.

```
PS E:\cbt\query_ethereum\ethereum_blockchain> truffle migrate

Compiling your contracts...
=====
> Compiling .\contracts\SimpleStorage.sol
> Artifacts written to E:\cbt\query_ethereum\ethereum_blockchain\build\contracts
> Compiled successfully using:
   - solc: 0.8.19+commit.7dd6d404.Emscripten.clang

Starting migrations...
=====

2_deploy_contracts.js
=====

Deploying 'SimpleStorage'
-----
> transaction hash: 0xbe1a47d31a1b06e5faa25683764dc33defc4e72591011399636d594b49b353e9
> Blocks: 0        Seconds: 0
> contract address: 0xc3706De7fe6303B91c9311857E48CD422A21eA94
> block number:    3
> block timestamp: 1722780613
> account:         0xD899BC185694179F78f98302E723105de2B0f1E6
> balance:         99.99414184
> gas used:        125653 (0x1ead5)
> gas price:       20 gwei
> value sent:      0 ETH
> total cost:      0.00251306 ETH

> Saving artifacts
-----
> Total cost:      0.00251306 ETH

Summary
=====
> Total deployments: 1
> Final cost:       0.00251306 ETH

PS E:\cbt\query_ethereum\ethereum_blockchain> 
```

12. Now, we will be able to interact with the blockchain, by using the command **truffle console**.

```
PS E:\cbt\query_ethereum\ethereum_blockchain> truffle console
truffle(development)> 
```

13. Create an instance to invoke and query the blockchain

```
truffle(development)> const contract = artifacts.require('SimpleStorage')
undefined
truffle(development)> let interaction = await contract.deployed();
undefined
```

14. Now, invoke a value to the SimpleStorage contract

```
truffle(development)> await interaction.set(42)
```

[illegible]

15. Now, query for the value

```
truffle(development)> let value = await interaction.get()
undefined
truffle(development)> console.log(value.toString())
42
undefined
truffle(development)>
```

16. Thus, the contract works perfectly.

RESULT:

Thus, created a blockchain network and performed invoke and query on the deployed blockchain network.

EX.NO: 3	Interact with a blockchain network. Execute transactions and requests against a blockchain network by creating an app to test the network and its rules.
DATE:	

AIM:

To setup a Blockchain network and execute Transactions and Requests against a Blockchain network and test by developing an application.

PROCEDURE:

1. Install **Nodejs** and install the packages **ganache** and **truffle**.
2. Create a new folder and initialize **truffle** in the project by the below code
truffle init
3. Modify the **truffle-config.js** with the below code

```
module.exports = {
  networks: {
    development: {
      host: '127.0.0.1',
      port: 7545,
      network_id: '*'
    }
  },
  compilers: {
    solc: {
      version: "0.8.19"
    }
  }
}
```

4. Create a Smart Contract for a sample data storing app

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.19;

contract SimpleStorage {

    uint256 private storedData;

    event DataStored(uint256 value);

    function set(uint256 x) public {
        storedData = x;
        emit DataStored(x);
    }
}
```

```

    }

    function get() public view returns (uint256) {
        return storedData;
    }
}

```

5. Compile and deploy the contract

```

truffle migrate -reset
truffle compile
truffle console

```



6. Develop a Frontend Application to test the contract

7. Create a React Vite App

`npx create-vite@latest <project-name>`

8. Now create a folder named **utils/constants** and create a file named **contract_data.js** and store the **abi** and **contract_address**

```

src > utils > constants >  contract_data.js >  contractAddress
1 > export const abi = [ ...
42 ]
43
44 export const contractAddress = "0x74850845E62574663CC49c38e1D59De4bB2b25fB"

```

9. Now create a component for interacting with the contract

```

import { ethers } from "ethers";
import { useEffect, useState } from "react";
import toast from "react-hot-toast";
import { abi, contractAddress } from "../utils/constants/contract_data";

const SimpleStorageComponent = () => {
    const [storedValue, setStoredValue] = useState("");
    const [valueToSet, setValueToSet] = useState("");
    const [loading, setLoading] = useState(false);

    useEffect(() => {
        fetchStoredValue();
    }, []);

    const fetchStoredValue = async () => {
        const provider = new ethers.BrowserProvider(window.ethereum);
        const contract = new ethers.Contract(contractAddress, abi, provider);
        try {
            const value = await contract.get();
            setStoredValue(value.toString());
        } catch (error) {
            console.error(error);
            toast.error('Failed to fetch stored value from contract');
        }
    }
}

```

```

    }
  };

const setValue = async (e) => {
  e.preventDefault();
  setLoading(true);
  const provider = new ethers.BrowserProvider(window.ethereum);
  const contract = new ethers.Contract(contractAddress, abi, provider);
  try {
    const signer = await provider.getSigner();
    const tx = await contract.connect(signer).set(valueToSet);
    await tx.wait();
    toast.success('Value set successfully!');
    fetchStoredValue();
  } catch (error) {
    console.error(error);
    toast.error('Error setting value');
  } finally {
    setLoading(false);
  }
};

return (
  <div className="flex flex-col items-center mt-16">
    <h1 className="text-3xl text-neutral-700 font-bold">Simple Storage</h1>

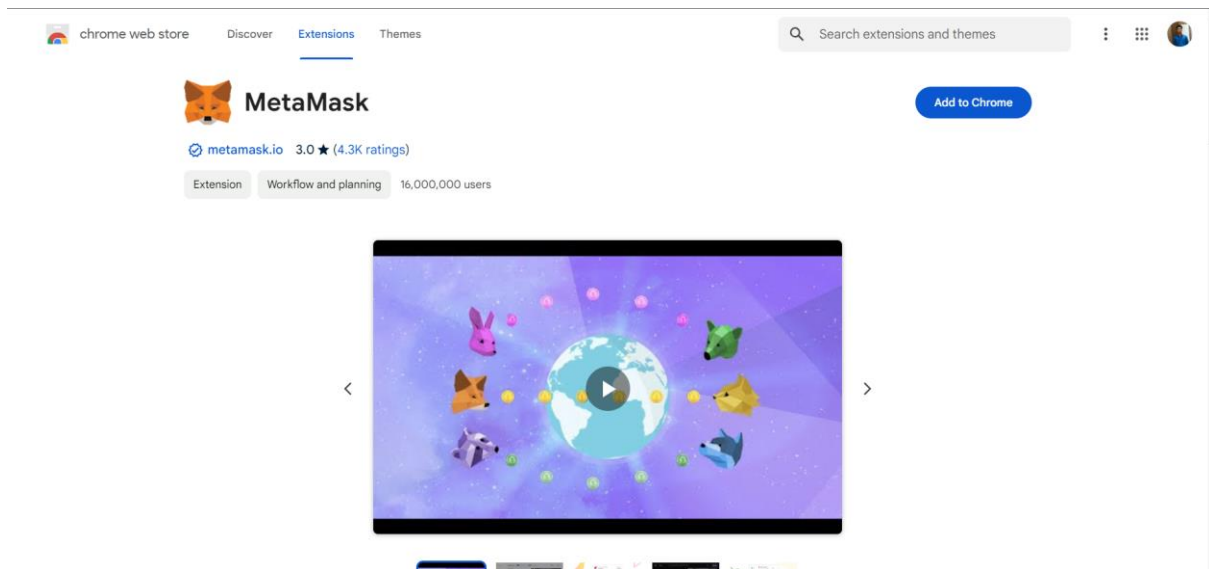
    <form onSubmit={setValue} className="flex flex-col items-center mt-6">
      <input
        type="number"
        value={valueToSet}
        onChange={(e) => setValueToSet(e.target.value)}
        className="border rounded-md p-2 mb-2"
        placeholder="Set a value"
        required
      />
      <button
        type="submit"
        className="bg-blue-500 text-white px-3 py-2 rounded-md shadow-sm"
        disabled={loading}
      >
        {loading ? 'Setting Value...' : 'Set Value'}
      </button>
    </form>

    <div className="mt-6">
      <h2 className="text-xl">Stored Value: {storedValue}</h2>
    </div>
  </div>
);
};

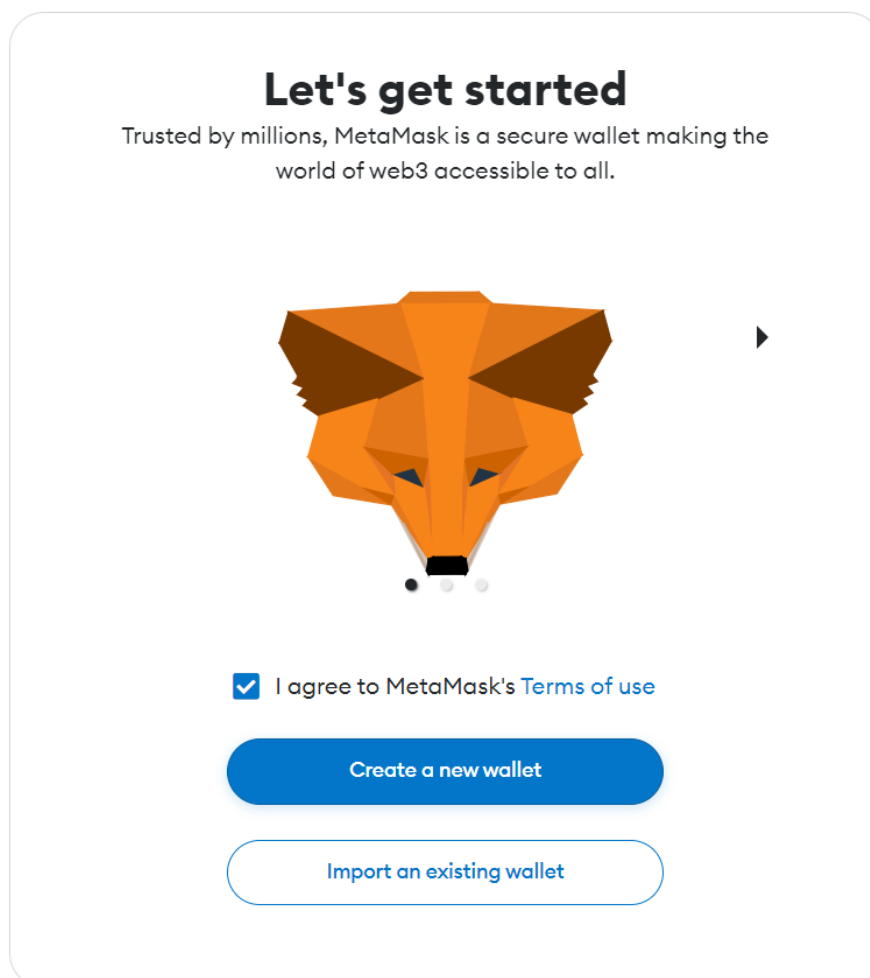
export default SimpleStorageComponent;

```

10. Now let's create a **metamask wallet** and test out our **contract**.



- Create a new wallet



- Add password and setup the account

1

2

3

Create passwordSecure walletConfirm secret recovery phrase

Create password

This password will unlock your MetaMask wallet only on this device. MetaMask can not recover this password.

New password (8 characters min)

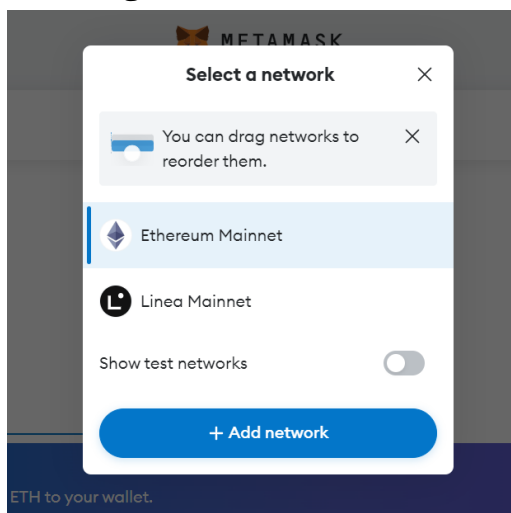
Show

Confirm password

☐ I understand that MetaMask cannot recover this password for me. [Learn more](#)

Create a new wallet

11. Add ganache to the metamask



[Add a network manually](#)

i A malicious network provider can lie about the state of the blockchain and record your network activity. Only add custom networks you trust.

Network name

Ganache

New RPC URL

http://127.0.0.1:7545

Chain ID **i**

1337

Currency symbol

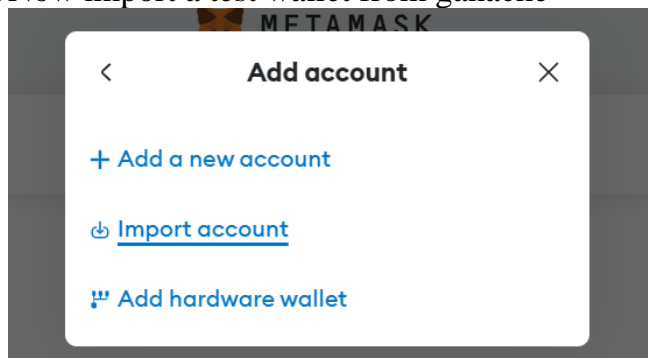
ETH

Block explorer URL (Optional)

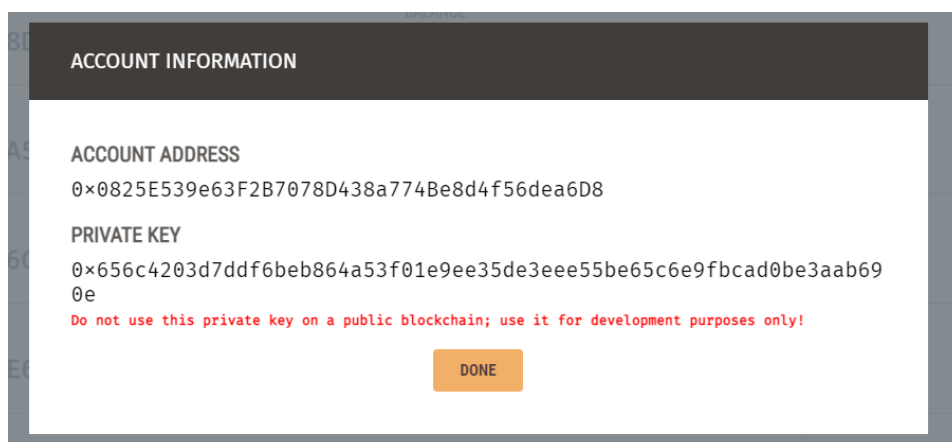
Cancel

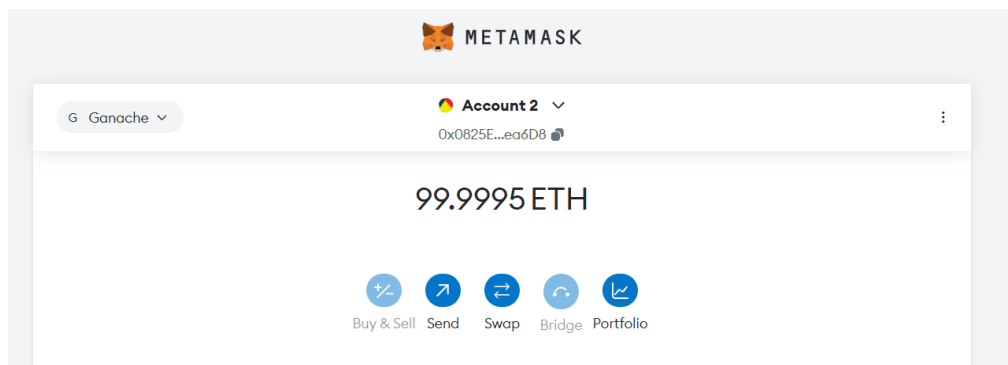
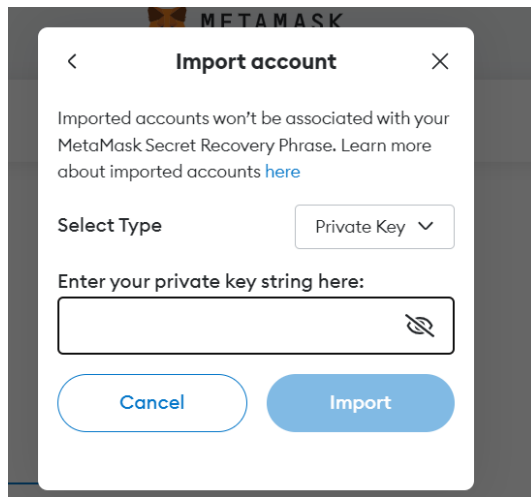
Save

12. Now import a test wallet from ganache



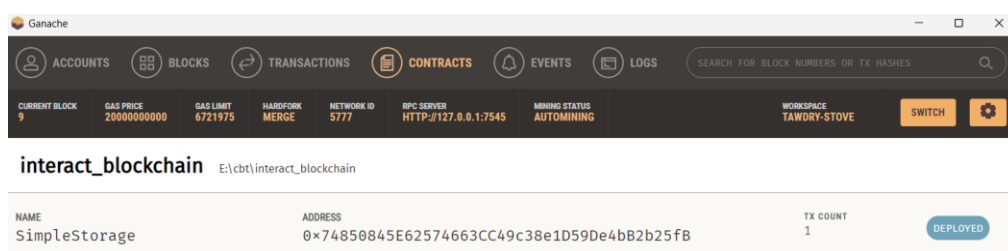
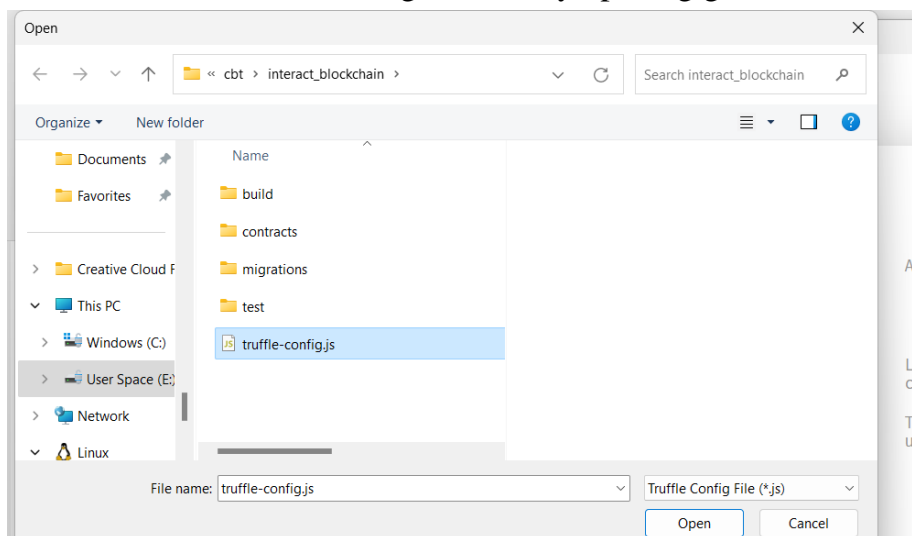
13. Paste the private key of a wallet from Ganache





After pasting, we can test our app

14. Now link the contract to ganache , by opening ganache and adding **truffle-config.js**

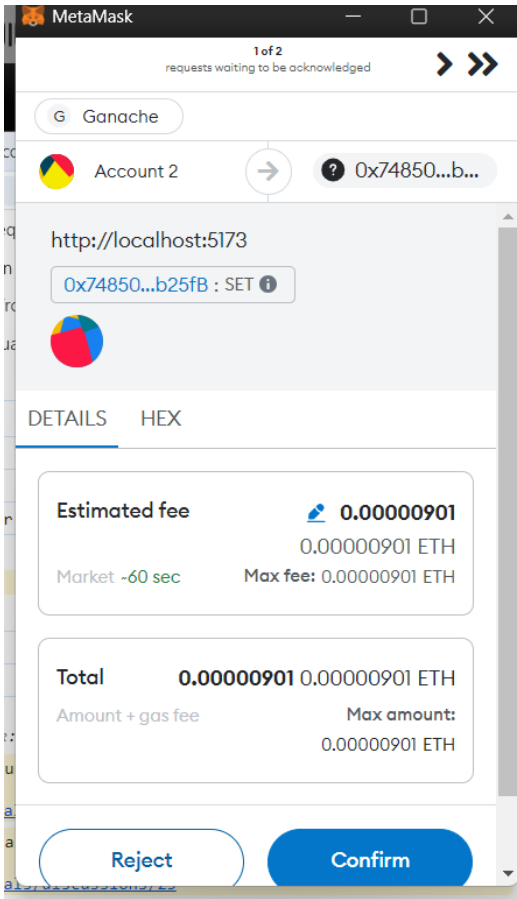


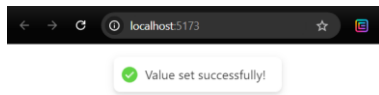
15. Now, testing our web app

Simple Storage

Set Value

Stored Value: 100





Simple Storage

Set Value

Stored Value: 2024

16. And now we can see the changed value as well as do transactions.

RESULT:

Thus, interacted with a blockchain network and executed transactions and requests against a blockchain network by creating an app to test the network and its rules.

EX.NO: 4	Deploy an asset-transfer app using blockchain.
DATE:	

AIM:

To create an asset transfer app using solidity smart contract and testing out using truffle

PROCEDURE:

1. Create a folder and initialize smart contract, using command truffle init
2. Inside the contracts folder create contract file and write the following code

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;

contract SimpleAssetTransfer {
    struct Asset {
        string name;
        address owner;
    }

    mapping(uint256 => Asset) public assets;
    mapping(address => uint256[]) private ownerAssets;

    event AssetTransferred(uint256 indexed assetId, address indexed from,
address indexed to);

    function createAsset(uint256 _id, string memory _name) public {
        assets[_id] = Asset(_name, msg.sender);
        ownerAssets[msg.sender].push(_id);
    }

    function transferAsset(uint256 _assetId, address _to) public {
        require(assets[_assetId].owner == msg.sender, "Not the asset owner");
        require(_to != address(0), "Invalid recipient address");

        address previousOwner = assets[_assetId].owner;
        assets[_assetId].owner = _to;

        removeAssetFromOwner(previousOwner, _assetId);
        ownerAssets[_to].push(_assetId);

        emit AssetTransferred(_assetId, previousOwner, _to);
    }

    function getAssetOwner(uint256 _assetId) public view returns (address) {
        return assets[_assetId].owner;
    }

    function getOwnerAssets(address _owner) public view returns (uint256[]
memory) {
        return ownerAssets[_owner];
    }

    function removeAssetFromOwner(address _owner, uint256 _assetId) internal {
        uint256[] storage assetsOfOwner = ownerAssets[_owner];
        for (uint256 i = 0; i < assetsOfOwner.length; i++) {
            if (assetsOfOwner[i] == _assetId) {
                assetsOfOwner[i] = assetsOfOwner[assetsOfOwner.length - 1];
                assetsOfOwner.pop();
                break;
            }
        }
    }
}
```

```

    }
  }
}

```

3. Inside migrations folder create a file 2_deploy_contracts.js and write the following code

```

const SimpleAssetTransfer = artifacts.require("SimpleAssetTransfer");

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

```

4. Now deploy by using command truffle migrate --reset

5. After deploying, test the contract using command truffle console

6. Now develop a Frontend using React, using the code below

```

import { ethers } from "ethers";
import { useEffect, useState } from "react";
import toast from "react-hot-toast";
import { abi, contractAddress } from "../utils/constants/contract_data";

const SimpleAssetTransferComponent = () => {
  const [assetId, setAssetId] = useState("");
  const [assetName, setAssetName] = useState("");
  const [storedOwner, setStoredOwner] = useState("");
  console.log(storedOwner)
  const [valueToTransfer, setValueToTransfer] = useState("");
  const [loading, setLoading] = useState(false);
  const [ownerAssets, setOwnerAssets] = useState([]);

  useEffect(() => {
    if (storedOwner) {
      fetchOwnerAssets(storedOwner);
    }
  }, [storedOwner]);

  const createAsset = async (e) => {
    e.preventDefault();
    setLoading(true);
    const provider = new ethers.BrowserProvider(window.ethereum);
    const contract = new ethers.Contract(contractAddress, abi, provider);
    try {
      const signer = await provider.getSigner();
      const tx = await contract.connect(signer).createAsset(assetId, assetName);
      await tx.wait();
      toast.success('Asset created successfully!');
    } catch (error) {
      console.error(error);
      toast.error('Error creating asset');
    } finally {

```

```

        setLoading(false);
    }
};

const transferAsset = async (e) => {
    e.preventDefault();
    setLoading(true);
    const provider = new ethers.BrowserProvider(window.ethereum);
    const contract = new ethers.Contract(contractAddress, abi, provider);
    try {
        const signer = await provider.getSigner();
        const tx = await contract.connect(signer).transferAsset(assetId,
valueToTransfer);
        await tx.wait();
        toast.success('Asset transferred successfully!');
        fetchOwnerAssets(valueToTransfer);
    } catch (error) {
        console.error(error);
        toast.error('Error transferring asset');
    } finally {
        setLoading(false);
    }
};

const fetchOwner = async (id) => {
    const provider = new ethers.BrowserProvider(window.ethereum);
    const contract = new ethers.Contract(contractAddress, abi, provider);
    try {
        const owner = await contract.getAssetOwner(id);
        setStoredOwner(owner);
        toast.success('Fetched asset owner successfully!');
    } catch (error) {
        console.error(error);
        toast.error('Error fetching asset owner');
    }
};

const fetchOwnerAssets = async (owner) => {
    const provider = new ethers.BrowserProvider(window.ethereum);
    const contract = new ethers.Contract(contractAddress, abi, provider);
    try {
        const assets = await contract.getOwnerAssets(owner);
        setOwnerAssets(assets);
        console.log(assets)
    } catch (error) {
        console.error(error);
        toast.error('Error fetching owner assets');
    }
};

return (
    <div className="flex flex-col items-center mt-16">

```



```
      <h1 className="text-3xl text-neutral-700 font-bold">Simple Asset
Transfer</h1>
```

```
    <form onSubmit={createAsset} className="flex flex-col items-center mt-6">
      <input
        type="number"
        value={assetId}
        onChange={(e) => setAssetId(e.target.value)}
        className="border rounded-md p-2 mb-2"
        placeholder="Asset ID"
        required
      />
      <input
        type="text"
        value={assetName}
        onChange={(e) => setAssetName(e.target.value)}
        className="border rounded-md p-2 mb-2"
        placeholder="Asset Name"
        required
      />
      <button
        type="submit"
        className="bg-blue-500 text-white px-3 py-2 rounded-md shadow-sm"
        disabled={loading}
      >
        {loading ? 'Creating Asset...' : 'Create Asset'}
      </button>
    </form>
```

```
    <form onSubmit={transferAsset} className="flex flex-col items-center mt-6">
      <input
        type="text"
        value={valueToTransfer}
        onChange={(e) => setValueToTransfer(e.target.value)}
        className="border rounded-md p-2 mb-2"
        placeholder="Transfer to address"
        required
      />
      <button
        type="submit"
        className="bg-blue-500 text-white px-3 py-2 rounded-md shadow-sm"
        disabled={loading}
      >
        {loading ? 'Transferring Asset...' : 'Transfer Asset'}
      </button>
    </form>
```

```
    <div className="mt-6">
      <h2 className="text-xl">Asset Owner: {storedOwner}</h2>
      <button
        onClick={() => fetchOwner(assetId)}
        className="mt-2 bg-blue-500 text-white px-3 py-2 rounded-md"
```

```

        <button>
            Get Asset Owner
        </button>
    </div>

    <div className="mt-6">
        <h2 className="text-xl">Assets Owned:</h2>
        <ul>
            {ownerAssets.map((id) => (
                <li key={id.toString()}>Asset ID: {id.toString()}</li>
            ))}
        </ul>
    </div>
</div>

);
};

export default SimpleAssetTransferComponent;

```

Simple Asset Transfer

Asset Owner: 0x0825E539e63F2B7078D438a774Be8d4f56dea6D8

Assets Owned:

- Asset ID: 1
- Asset ID: 1
- Asset ID: 2
- Asset ID: 10
- Asset ID: 12

RESULT:

Thus, an asset transfer app created using Ethereum Blockchain.

EX.NO: 5	Use blockchain to track fitness club rewards. Build a web app to track and trace member rewards
DATE:	

AIM:

To develop a web app to track the fitness club rewards using Blockchain

PROCEDURE:**1. Develop the smart contract for tracking fitness club rewards.**

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;

contract Fitness {
    struct Member {
        address memberAddress;
        uint256 points;
        bool isMember;
    }

    mapping(address => Member) public members;
    address public owner;

    event MemberAdded(address indexed memberAddress);
    event PointsUpdated(address indexed memberAddress, uint256 points);

    modifier onlyOwner() {
        require(msg.sender == owner, "Only owner can execute this function");
        _;
    }

    modifier onlyMember() {
        require(members[msg.sender].isMember, "Only members can execute this function");
        _;
    }

    constructor() {
        owner = msg.sender;
    }

    function addMember(address _memberAddress) public onlyOwner {
        require(!members[_memberAddress].isMember, "Address is already a member");
        members[_memberAddress] = Member({
            memberAddress: _memberAddress,
            points: 0,
            isMember: true
        });
    }
}
```

```

        });
        emit MemberAdded(_memberAddress);
    }

    function updatePoints(address _memberAddress, uint256 _points) public
    onlyOwner {
        require(members[_memberAddress].isMember, "Address is not a member");
        members[_memberAddress].points += _points;
        emit PointsUpdated(_memberAddress, members[_memberAddress].points);
    }

    function getPoints(address _memberAddress) public view onlyMember returns
    (uint256) {
        require(members[_memberAddress].isMember, "Address is not a member");
        return members[_memberAddress].points;
    }

    function redeemPoints(address _memberAddress, uint256 _points) public
    onlyOwner {
        require(members[_memberAddress].isMember, "Address is not a member");
        require(members[_memberAddress].points >= _points, "Insufficient points");
        members[_memberAddress].points -= _points;
        emit PointsUpdated(_memberAddress, members[_memberAddress].points);
    }
}

```

2. Initialize a truffle project, write the above smart contract in the contracts folder and then in migrations folder create a js file and name it as **2_deploy_contracts.js**

the 2_deploy_contracts.js should be in the below format

```

const contract = artifacts.require(<contract-name>)
module.exports = function (deployer) {
    deployer.deploy(contract);
};

```

3. Then, modify the **truffle-config.js**

```

module.exports = {
  networks: {
    development: {
      host: '127.0.0.1',
      port: 7545,
      network_id: '*'
    }
  },
  compilers: {
    solc: {
      version: "0.8.19"
    }
  }
}

```

4. After configuring, deploy the contract by **truffle migrate --reset**

5. From build/contracts/<contract-name>.json , copy the **abi** and the **contract address** from **networks** key in the json file.
6. Now, integrate with Frontend Framework like React
- 7.
8. Install the following

```
npm i react-hot-toast ethers @metamask/detect-provider @metamask/sdk-react
```

9. In the src, create a folder utils/constants/contract.js and then paste the **abi** and **contractAddress**.

10. Wrap the Providers of react-hot-toast and metamask

```
import React from 'react'
import ReactDOM from 'react-dom/client'
import App from './App.jsx'
import './index.css'
import { Toaster } from 'react-hot-toast'
import { MetaMaskProvider } from '@metamask/sdk-react'

ReactDOM.createRoot(document.getElementById('root')).render(
  <React.StrictMode>
    <MetaMaskProvider>
      <Toaster/>
      <App />
    </MetaMaskProvider>
  </React.StrictMode>,
)
```

11. Create a component for the Fitness Club Reward Tracker

```
import detectEthereumProvider from "@metamask/detect-provider";
import { ethers } from "ethers";
import { useEffect, useState } from "react";

import { Trophy } from "lucide-react";
import toast from "react-hot-toast";
import { abi, contractAddress } from "../utils/constants/contract";

const FitnessComponent = () => {
  const [account, setAccount] = useState(null);
  const [dataLoading, setDataLoading] = useState(false);
  const [addPointsLoading, setAddPointsLoading] = useState(false);
  const [isConnected, setIsConnected] = useState(false);
  const [network, setNetwork] = useState(null);
  console.log(network)
  const [data, setData] = useState(null);
  const [pointsToAdd, setPointsToAdd] = useState(0); // State for points to add
  const [addressToAdd, setAddressToAdd] = useState(""); // State for the address
  to which points will be added

  useEffect(() => {
    const connectMetaMask = async () => {
      const provider = await detectEthereumProvider();
      if (provider) {
```

```

const accounts = provider.selectedAddress ? [provider.selectedAddress] :
[];

handleAccountsChanged(accounts);
handleNetworkChanged(provider.networkVersion);
provider.on('accountsChanged', handleAccountsChanged);
provider.on('chainChanged', handleNetworkChanged);
} else {
  toast.error('Please install MetaMask!');
}
};

connectMetaMask();
}, []);

const handleAccountsChanged = (accounts) => {
  if (accounts.length === 0) {
    toast.error('Please connect to MetaMask.');
```

```

    setAccount(null);
    setIsConnected(false);
    setData(null);
  } else {
    setAccount(accounts[0]);
    setIsConnected(true);
  }
};

const fetchData = async () => {
  setDataLoading(true)
  if (!account) {
    toast.error('No account connected. Please connect your wallet.');
```

```

    return;
  }

  const provider = new ethers.BrowserProvider(window.ethereum);
  const contract = new ethers.Contract(contractAddress, abi, provider);
  try {
    const data = await contract.checkRewardPoints(account);
    setData(data.toString() === '0' ? '0' : data.toString());
    setDataLoading(false)
  } catch (error) {
    console.error(error);
    toast.error('Failed to fetch data from contract');
```

```

  }
};

const handleNetworkChanged = (networkId) => {
  setNetwork(networkId);
};

const connectWallet = async () => {
  const provider = await detectEthereumProvider();
  if (provider) {
```

```

        try {
            const accounts = await provider.request({ method: 'eth_requestAccounts'
});
            handleAccountsChanged(accounts);
        } catch (err) {
            if (err.code === 4001) {
                toast.error('Please connect to MetaMask.');
```

```

            } else {
                console.error(err);
                toast.error('Something went wrong');
            }
        }
    } else {
        toast.error('Please install MetaMask!');
```

```

    }
};

const addRewardPoints = async () => {
    setAddPointsLoading(true)
    if (!account || !isConnected) {
        toast.error('Please connect to MetaMask and select an account.');
```

```

        return;
    }

    const provider = new ethers.BrowserProvider(window.ethereum);
    const contract = new ethers.Contract(contractAddress, abi, provider);

    try {
        const signer = await provider.getSigner();
        const tx = await contract.connect(signer).addRewardPoints(addressToAdd,
pointsToAdd);
        await tx.wait();
        fetchData();
        setPointsToAdd(0);
        setAddressToAdd("");
        setAddPointsLoading(false) // Reset address input after adding points
        toast.success('Reward points added successfully!'); // Success notification
    } catch (error) {
        console.error(error);
        toast.error('Error adding points');
```

```

    }
};

return (
    <div className="">
        <div className="fixed right-3 top-3">
            <button onClick={connectWallet} className="flex bg-black justify-center
text-white px-3 py-2 rounded-lg">
                <h1 className="w-24 truncate">{isConnected ? `${account}` : `Connect
Wallet`}</h1>
            </button>
        </div>
    </div>
);

```

```

<div className="mt-16 flex items-center flex-col ">
  <h1 className="text-3xl text-neutral-700 font-bold">Fitness Club Reward
Tracker</h1>

  <div className="flex flex-col items-center mt-6">
    <input
      type="text"
      value={addressToAdd}
      onChange={(e) => setAddressToAdd(e.target.value)}
      className="border rounded-md p-2 mb-2"
      placeholder="Address to add points"
    />
    <input
      type="number"
      value={pointsToAdd}
      onChange={(e) => setPointsToAdd(e.target.value)}
      className="border rounded-md p-2"
      placeholder="Points to add"
    />
    <button
      onClick={addRewardPoints}
      className="bg-green-500 mt-2 text-white px-3 py-2 rounded-md shadow-
sm"
      disabled={addPointsLoading || !isConnected || pointsToAdd <= 0 ||
!addressToAdd }
    >
      {
        addPointsLoading ? <div className="flex items-center gap-2">
          <div className="h-3 w-3 border border-t-transparent rounded-full
animate-spin"></div>
          Adding ...
        </div> : <div> Add Points</div>
      }
    </button>
  </div>

  <button
    onClick={fetchData}
    className="bg-blue-700 mt-6 text-white px-3 py-2 rounded-md shadow-sm"
    disabled={!isConnected}
  >
    {
      dataloading ? <div className="flex items-center gap-2">
        <div className="h-3 w-3 border border-t-transparent rounded-full
animate-spin"></div>
        Fetching...
      </div> : <div> My Rewards</div>
    }
  </button>

  {data !== null && <p className="flex items-center gap-2 mt-5">{data}
<Trophy className="text-yellow-400" size={18} /></p>}

```



```
        </div>
      </div>
    );
  };

export default FitnessComponent;
```

12. The created web app will be like this

Fitness Club Reward Tracker

Address to add points

0

Add Points

My Rewards

0x0825e53...

RESULT:

Thus, a web application for Tracking Fitness Club Rewards was doen with the help of Ethereum Blockchain.

EX.NO: 6

DATE:

Use blockchain to create a Car Auction Network

AIM:

To create a car Auction network using Blockchain technology using Ethereum Blockchain

PROCEDURE:

1. Develop the Smart contract by applying all logics required for creating a Car Auction Network.

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;

contract CarAuction {
    struct Car {
        string make;
        string model;
        uint256 year;
    }

    struct Auction {
        Car car;
        address payable seller;
        uint256 startingBid;
        uint256 highestBid;
        address payable highestBidder;
        bool active;
    }

    uint256 public auctionCount;
    mapping(uint256 => Auction) public auctions;

    event AuctionCreated(uint256 indexed auctionId, address indexed seller,
        string make, string model, uint256 year, uint256 startingBid);
    event HighestBidIncreased(uint256 indexed auctionId, address indexed bidder,
        uint256 amount);
    event AuctionEnded(uint256 indexed auctionId, address indexed winner,
        uint256 amount);

    function createAuction(string memory _make, string memory _model, uint256
        _year, uint256 _startingBid) public {
        auctions[auctionCount] = Auction({
            car: Car({
                make: _make,
                model: _model,
                year: _year
            }),
            seller: payable(msg.sender),
            startingBid: _startingBid,
            highestBid: 0,
            highestBidder: payable(address(0)),
            active: true
        });
        emit AuctionCreated(auctionCount, msg.sender, _make, _model, _year,
            _startingBid);
        auctionCount++;
    }

    function bid(uint256 _auctionId) public payable {
```

```

        Auction storage auction = auctions[_auctionId];
        require(auction.active, "Auction is not active");
        require(msg.value > auction.highestBid, "There already is a higher
bid");
        require(msg.value >= auction.startingBid, "Bid is lower than the starting
bid");

        if (auction.highestBidder != address(0)) {
            auction.highestBidder.transfer(auction.highestBid);
        }

        auction.highestBid = msg.value;
        auction.highestBidder = payable(msg.sender);
        emit HighestBidIncreased(_auctionId, msg.sender, msg.value);
    }

    function endAuction(uint256 _auctionId) public {
        Auction storage auction = auctions[_auctionId];
        require(msg.sender == auction.seller, "Only the seller can end the
auction");
        require(auction.active, "Auction is not active");

        auction.active = false;
        auction.seller.transfer(auction.highestBid);
        emit AuctionEnded(_auctionId, auction.highestBidder,
auction.highestBid);
    }

    function getAuctionDetails(uint256 _auctionId) public view returns (string
memory make, string memory model, uint256 year, uint256 startingBid, uint256
highestBid, address highestBidder, bool active) {
        Auction storage auction = auctions[_auctionId];
        return (auction.car.make, auction.car.model, auction.car.year,
auction.startingBid, auction.highestBid, auction.highestBidder,
auction.active);
    }
}

```

2. Deploy the contract to truffle after configuring the truffle project

3. Write the test cases for the contract

```

const CarAuction = artifacts.require("CarAuction");

contract("CarAuction", accounts => {
    it("should create an auction", async () => {
        const instance = await CarAuction.deployed();
        await instance.createAuction("Toyota", "Camry", 2020, web3.utils.toWei("1",
"ether"), { from: accounts[0] });
        const auction = await instance.auctions(0);
        assert.equal(auction.car.make, "Toyota");
        assert.equal(auction.car.model, "Camry");
        assert.equal(auction.car.year, 2020);
    });

    it("should allow bidding", async () => {
        const instance = await CarAuction.deployed();
        await instance.bid(0, { from: accounts[1], value: web3.utils.toWei("2",
"ether") });
        const auction = await instance.auctions(0);
        assert.equal(auction.highestBid, web3.utils.toWei("2", "ether"));
        assert.equal(auction.highestBidder, accounts[1]);
    });
});

```

```
it("should end the auction", async () => {
  const instance = await CarAuction.deployed();
  await instance.endAuction(0, { from: accounts[0] });
  const auction = await instance.auctions(0);
  assert.equal(auction.active, false);
});
});
```

```
PS E:\cvt\car-auction> truffle test
Using network 'development'.

Compiling your contracts...
=====
> Compiling .\contracts\CarAuction.sol
> Artifacts written to C:\Users\brien\AppData\Local\Temp\test--16588-Cz
rdwQFRMBzT
> Compiled successfully using:
   - solc: 0.8.19+commit.7dd6d404.Emscripten.clang

Contract: CarAuction
  ✓ should create an auction (241ms)
  ✓ should allow bidding (114ms)
  ✓ should end the auction (154ms)

3 passing (563ms)
```

RESULT:

Thus, a Car Auction network have been created by Ethereum Blockchain and tested