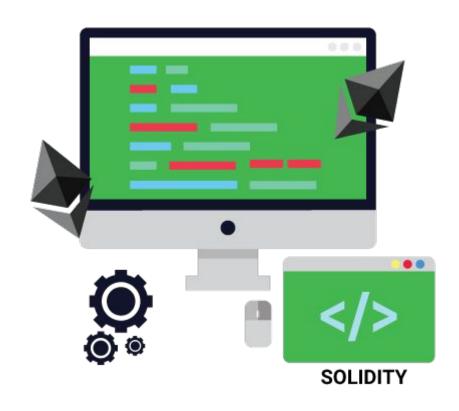


# Smart Contracts 101

Crafting the InfuyToken

#### **AGENDA**







#### **Smart Contracts and Solidity**

Quick introduction into Smart Contracts and Solidity Language specification



#### **Development Environment**

Setup using Ganache & Truffle framework. Web3.js



#### **Crafting the InfuyToken**

Creation of a non standard Token



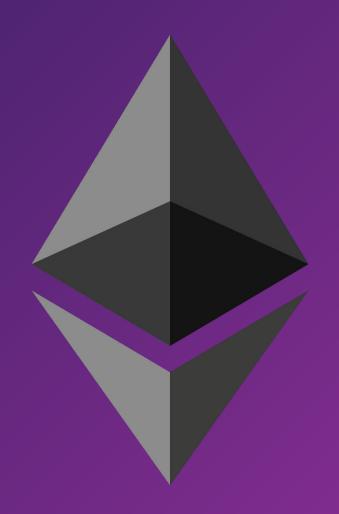
#### InfuyToken on TestNet

Contract deploy and Wallet interaction



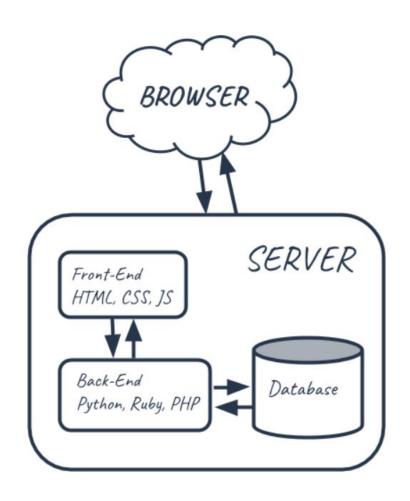
# Smart contracts & Solidity

# Ethereum





# Why Ethereum?



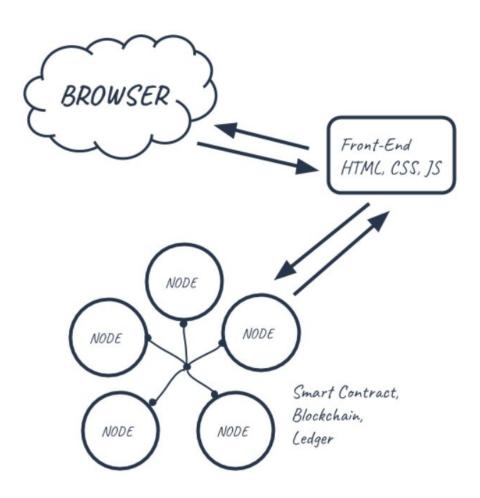


## Voting webapp issues

- 1. Data can be changed or lost
- 2. Votes can be counted twice
- 3. Source code can be modified at any time
- 4. Availability and Downtimes
- 5. Non-repudiation and transparency



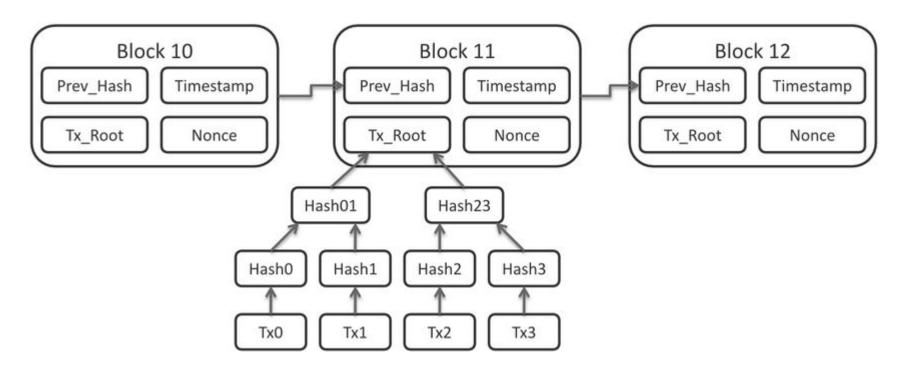
# Why Ethereum?

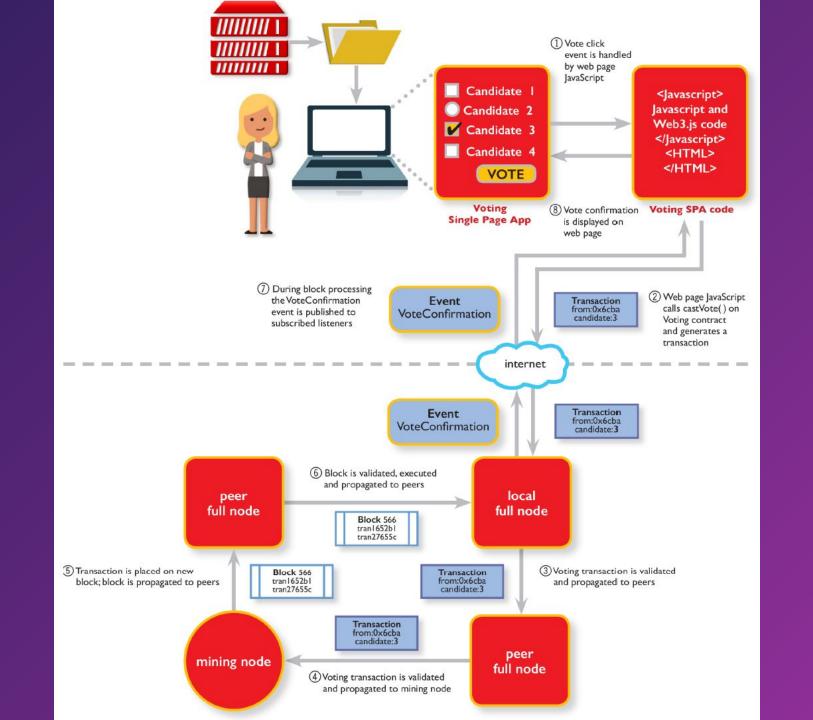




#### **How Ethereum works?**

- 1. Nodes share the data across all the network
- 2. Transactions (data) are signed and stored in Blocks
- 3. All the nodes shares the same consensus algorithm
- 4. Blocks are validated and chained together







#### **Ethereum Transactions**

#### **Ether sending**

```
txnCount = web3.eth.getTransactionCount(web3.eth.accounts[0])

const rawTxn = {
    nonce: web3.toHex(txnCount),
    gasPrice: web3.toHex(10000000000),
    gasLimit: web3.toHex(140000),
    to: '0xcc7cf01aa54726245764bbd9a53e896520f22ef6', // <----
    value: web3.toHex(web3.toWei(1, 'ether')), // <----
    chainId: 1
};</pre>
```

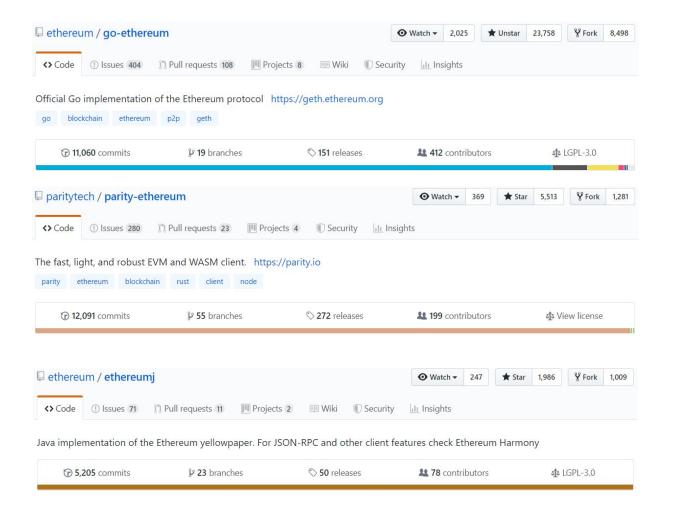


#### **Ethereum Transactions**

#### **Contract execution**



# Ethereum implementations









#### **Smart Contracts**





#### **Smart contracts**



- First used by Nick Szabo (CS, law scholar and cryptographer)
- 1997, before Bitcoin creation
- Digitalize real life contracts and publish them into a public ledger.

## What is a Smart Contract?



#### **Immutability**



### Removes third parties

Piece of code stored at the blockchain

Defines conditions which using parties agrees





#### **Autonomous**

If required conditions are met certain actions are executed



#### Trusted decentralization

Validated for each blockchain node

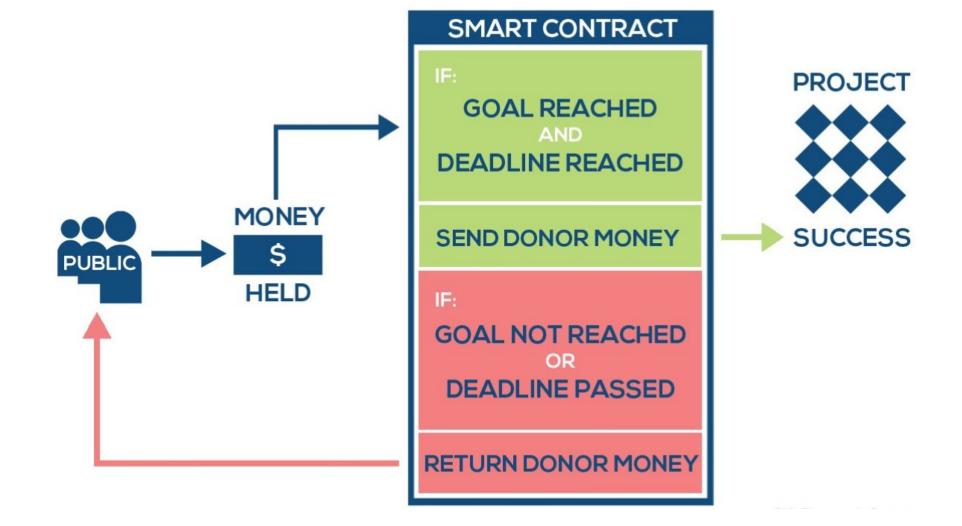


# **Example: crowdfunding**





# **Example: crowdfunding**



# Solidity





## What is Solidity?

- Object oriented language for smart contracts development
- Influenced by C++, Python and JavaScript
- Designed to target the Ethereum Virtual Machine (EVM)
- Static typing (during compilation phase)
- Supports inheritance and composition
- Supports user-defined types



# **Solidity Contracts**

```
pragma solidity >=0.4.16 <0.7.0;

contract Simple {
    uint sum;
    function taker(uint _a, uint _b) public {
        sum = _a + _b;
    }
}</pre>
```



#### **State Variables**

```
pragma solidity >=0.4.0 <0.7.0;

contract SimpleStorage {
    uint storedData; // State variable
    // ...
}</pre>
```



#### **Functions**



#### **Function Modifiers**

```
pragma solidity >= 0.4.22 < 0.7.0;
contract Purchase {
    address public seller;
   modifier onlySeller() { // Modifier
        require(
            msg.sender == seller,
            "Only seller can call this."
   function abort() public view onlySeller { // Modifier usage
       // ...
```



#### **Events**

```
pragma solidity >=0.4.21 <0.7.0;

contract SimpleAuction {
    event HighestBidIncreased(address bidder, uint amount); // Event

    function bid() public payable {
        // ...
        emit HighestBidIncreased(msg.sender, msg.value); // Triggering event
    }
}</pre>
```



#### Structs

```
pragma solidity >=0.4.0 <0.7.0;

contract Ballot {
    struct Voter { // Struct
        uint weight;
        bool voted;
        address delegate;
        uint vote;
    }
}</pre>
```



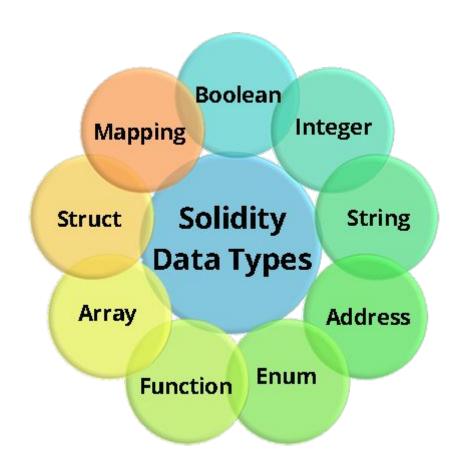
#### Enums

```
pragma solidity >=0.4.0 <0.7.0;

contract Purchase {
   enum State { Created, Locked, Inactive } // Enum
}</pre>
```



# **Types**





## Globally Available Variables

```
• block.gaslimit (uint): current block gaslimit
• block.number ( uint ): current block number
 block.timestamp ( uint ): current block timestamp as seconds since unix epoch
 gasleft() returns (uint256) : remaining gas
 msg.data (bytes calldata): complete calldata
 msg.sender ( address payable ): sender of the message (current call)
 msg.sig (bytes4): first four bytes of the calldata (i.e. function identifier)
  msg.value ( uint ): number of wei sent with the message

    now ( uint ): current block timestamp (alias for block.timestamp )

• tx.gasprice (uint): gas price of the transaction
```



# **Error handling**

```
assert(bool condition):
```

causes an invalid opcode and thus state change reversion if the condition is not met - to be used for internal errors.

```
require(bool condition):
```

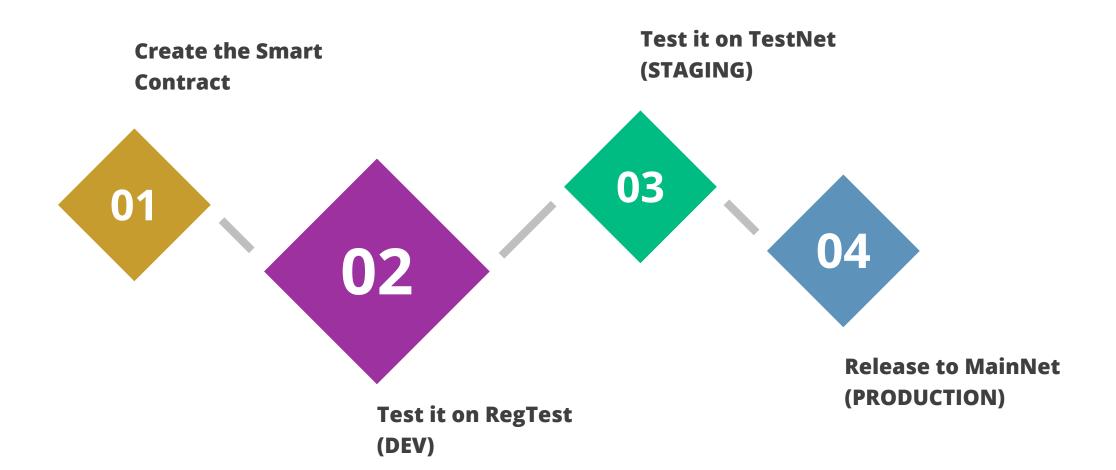
reverts if the condition is not met - to be used for errors in inputs or external components.



# Development Environment

#### **DEVELOPMENT PROCESS**





# Truffle



# mkdir InfuyToken cd InfuyToken truffle init



# Truffle project structure

```
marcos@marcos-rsk:~/Desktop/InfuyToken$ tree
    contracts
        Migrations.sol
    migrations

    1 initial migration.js

    test
    truffle-config.js
  directories, 3 files
```



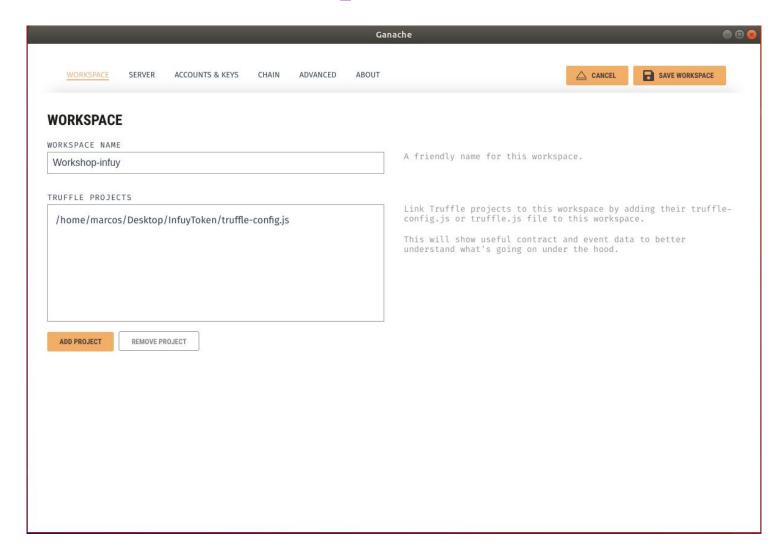
# truffle-config.js

### Ganache



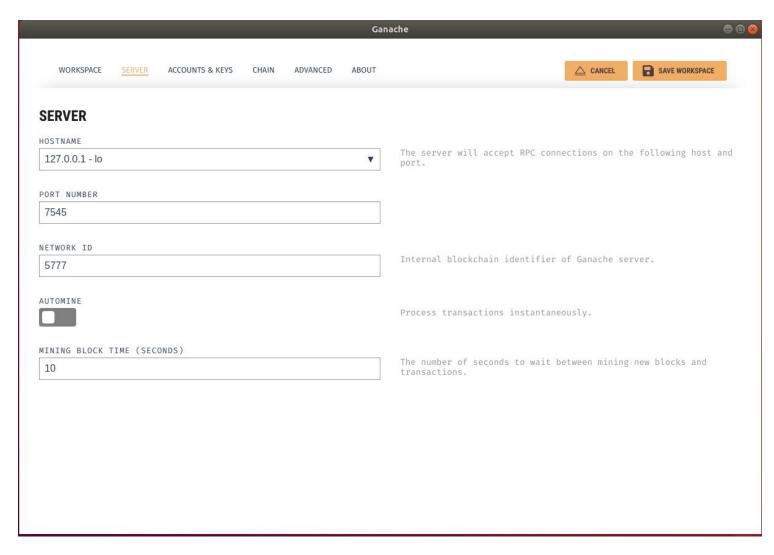


#### Ganache Setup (1/2)





#### Ganache Setup (2/2)



#### Web3.js









#### Crafting the InfuyToken

#### Lets code! 6











#### InfuyToken requirements

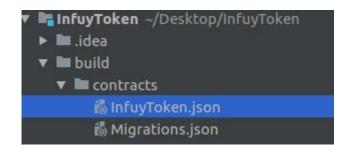
- 1. The InfuyToken must be a Smart Contract
- 2. The smart contract must store the balances of the accounts
- 3. The owner of the Smart Contract must have 100 InfuyTokens
- 4. Anybody can query the balance of an account
- 5. Must provide a way to send balance to other accounts
- 6. An user can only send tokens if has enough balance
- 7. Must emit an event when transfer succeeds (for dapps)

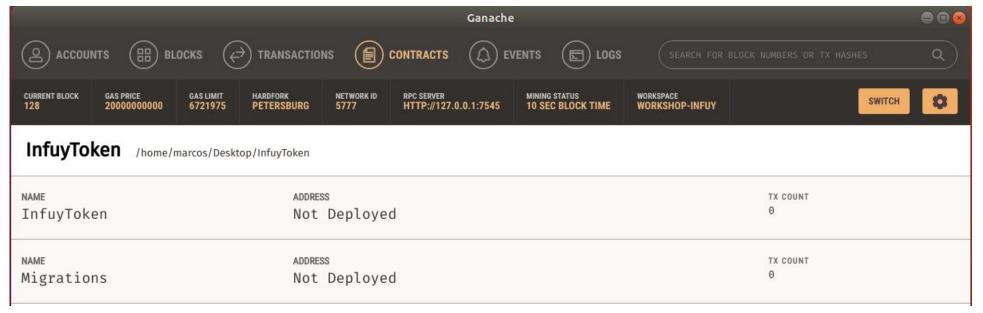














#### 2. Must store the balances of the accounts



#### 2. Must store the balances of the accounts

```
InfuyToken.sol × infuyToken.json ×

pragma solidity >=0.4.22 <0.6.0;

contract InfuyToken {
    mapping(address ⇒ uint256) balances;
}

a

a

a

a

b

contract InfuyToken {
    mapping(address ⇒ uint256) balances;
}

a

a

b

contract InfuyToken {
    mapping(address ⇒ uint256) balances;
}

contract InfuyToken {
    mapping(address ⇒ uint256) balances;
}

contract InfuyToken {
    mapping(address ⇒ uint256) balances;
}
</pre>
```



## 3. The owner must have 100 InfuyTokens



## 3. The owner must have 100 InfuyTokens

```
infuyToken.json
InfuyToken.sol ×
     pragma solidity >=0.4.22 <0.6.0;
    contract InfuyToken {
         mapping(address => uint256) balances;
         constructor() public {
            balances[msg.sender] = 100;
```



### 4. Anybody can query the balance of an account



## 4. Anybody can query the balance of an account

```
InfuyToken.sol ×
                  infuyToken.json
    pragma solidity >=0.4.22 <0.6.0;
    contract InfuyToken {
        mapping(address => uint256) balances;
        constructor() public {
            balances[msq.sender] = 100;
        function getBalance(address from) view public returns (uint256) {
             return balances[from];
```



## 5. Provide a way to send balance to others



## 5. Provide a way to send balance to others

```
♦ InfuyToken.sol × 🕍 InfuyToken.json
      pragma solidity >=0.4.22 <0.6.0;
      contract InfuyToken {
          mapping(address => uint256) balances;
          constructor() public {
              balances[msq.sender] = 100;
           function getBalance(address from) view public returns (uint256) {
               return balances[from];
           function transfer(address to, uint256 value) public returns (bool){
              balances[msq.sender] -= value;
              balances[to] += value:
               return true;
```



## 6. An user can only send tokens if has enough balance



## 6. An user can only send tokens if has enough balance

```
♦ InfuyToken.sol ×
                     M InfuyToken.json
       pragma solidity >=0.4.22 <0.6.0;
      contract InfuyToken {
           mapping(address => uint256) balances;
           constructor() public {
               balances[msq.sender] = 100;
           function getBalance(address from) view public returns (uint256) {
               return balances[from];
           function transfer(address to, uint256 value) public returns (bool){
               if(balances[msq.sender] < value){
               balances[msq.sender] -= value;
               balances[to] += value;
               return true;
```



#### 7. Must emit an event when transfer succeeds



## 7. Must emit an event when transfer succeeds

```
♦ InfuyToken.sol ×
                     infuyToken.json
       pragma solidity >=0.4.22 <0.6.0;
      contract InfuyToken {
           mapping(address => uint256) balances;
           event Transfer(address indexed from, address indexed to, uint256 value);
           constructor() public {
               balances[msq.sender] = 100;
           function getBalance(address from) view public returns (uint256) {
                return balances[from]:
           function transfer(address to, uint256 value) public returns (bool){
               if(balances[msg.sender] < value){
               balances[msq.sender] -= value;
               balances[to] += value;
               emit Transfer(msq.sender, to, value);
```

#### Deploy!





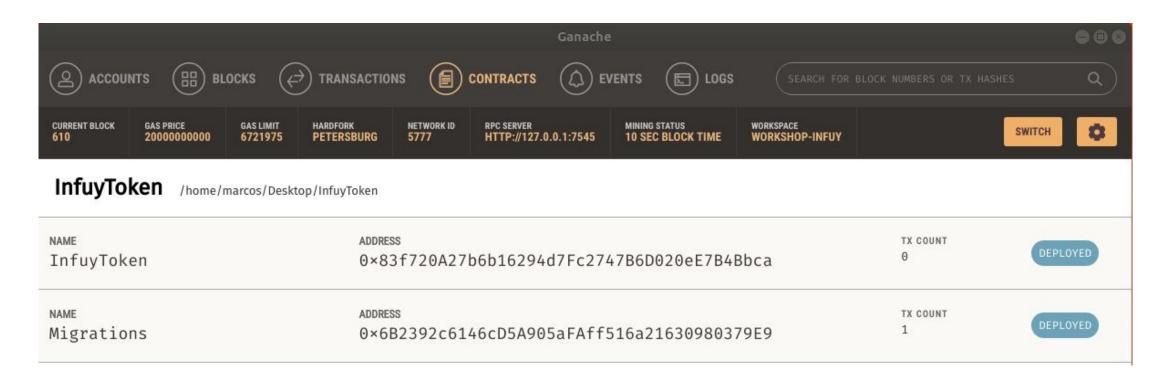


#### 2. deploy\_contracts.js

# truffle console --network ganache compile migrate

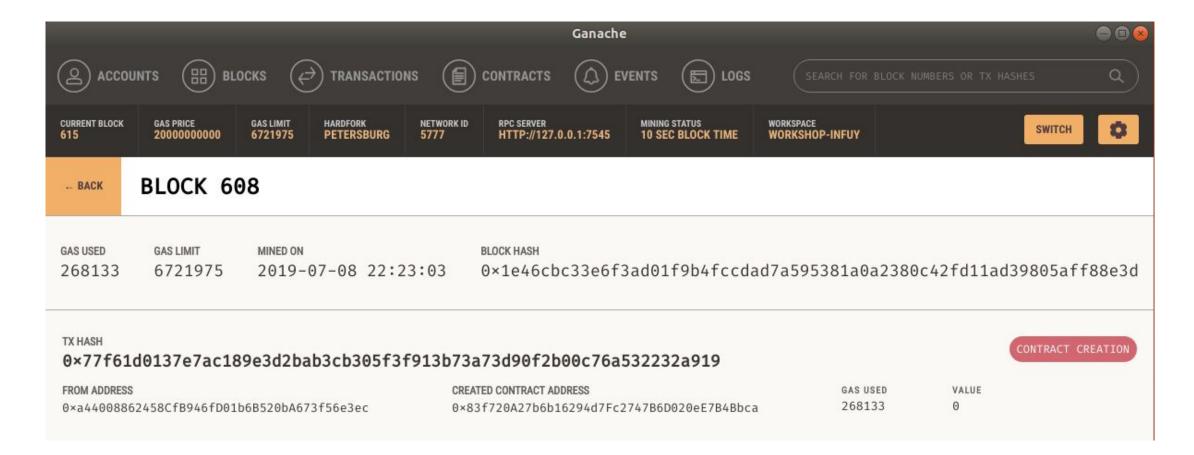


#### Deploy





#### Deploy



#### Sending Tokens!

https://github.com/marcosmartinez7/infuy-sc-workshop





https://myetherwallet.com



https://github.com/marcosmartinez7/infuy-sc-workshop

#### Thanks!



https://forms.gle/gY1E5CJZH8u7rxU66