Special Topics in Computer Engineering.

Assignment 2:

Smrt contract application.

Scope:

The student should be able to build an application one of the following smart contracts.

Requirements of the application:

1. Creating a smart contract that can perform one of the following tasks:
2. Uni-Directional Payment Channel (the sender sends an ether amount to receiver, the receiver sends back a message indicating the received funds, other wise the transaction is reverted)
3. Bidirectional payment, two participants can transfer funds.
4. Students’ grades management contracts, the student transfer fund to the grading contract to receive a report of his marks.
5. Shipment tracking smart contract, the location of a shipment is reported in a message if the tracing contract is called from another contract.
6. Voting system. ‘Use the example presented in the class’.
7. Messaging service based on smart contracts.
8. Maximum number of students in any project group is three students.
9. Contracts should be running on Remix EVM. And deployed. the students should provide a report that contains a link to the applied smart contract.

Resources:

Any used references should be clearly cited.