Add a simple frontend

This will be the final section in this chapter, where we'll add a simple frontend using React and near-api-js to communicate with the smart contract.

Dynamic duo of NEAR as the backend and React as a frontend. Art bylakila.near

There will be three main files we'll be working with:

- 1. src/index.js
- 2. will be the entry point, where NEAR network configuration will be set up, and the view-only call toget solution
- 3. will happen.
- 4. src/App.is
- 5. is then called and sets up the crossword table and checks to see if a solution has been found.
- 6. src/utils.js
- 7. is used to make a view-only call to the blockchain to get the solution, and other helper functions.

Entry point

We'll go over a pattern that may look familiar to folks who have surveyed the LEAR examples site. We'll start with an asynchronous JavaScript function that sets up desired logic, then pass that to the React app.

src/index.js loading ... See full example on GitHub Let's talk through the code above, starting with the imports.

We import from:

- · config.js
- which, at the moment, is a common pattern. This file contains details on the different networks. (Which RPC endpoint
 to hit, which NEAR Wallet site to redirect to, which NEAR Explorer as well...)
- utils.js
- for that view-only function call that will callget_solution
- to retrieve the correct solution hash when a person has completed the crossword puzzle correctly.
- hardcoded-data.js
- is a file containing info on the crossword puzzle clues. This chapter has covered the crossword puzzle where the solution isnear nomicon ref finance
- . , and according to the chapter overview we've committed to servingone
- puzzle. We'll improve our smart contract later, allowing for multiple crossword puzzles, but for now it's hardcoded here.

Next, we define an asynchronous function calledinitCrossword that will be called before passing data to the React app. It's often useful to set up a connection with the blockchain here, but in our case all we need to do is retrieve the crossword puzzle solution as a hash. Note that we're attempting to pass this environment variableNEAR_ENV into our configuration file.NEAR_ENV is used to designate the blockchain network (testnet, betanet, mainnet) and is also<u>used in NEAR CLI</u>.

Lastly, we'll callinitCrossword and, when everything is complete, pass data to the React app contained inApp.js.

React app

Here's a large portion of theApp.js file, which will make use of a fork of a React crossword library by Jared Reisinger.

src/App.js loading ... See <u>full example on GitHub</u>We'll discuss a few key points in the code above, but seeing as we're here to focus on a frontend connection to the blockchain, will brush over other parts that are library-specific.

The two imports worth highlighting are:

- parseSolutionSeedPhrase
- from the utility file we'll cover shortly. This will take the solution entered by the user and put it in the correct order according to the rules discussed in the chapter overview
- sha256
- will take the ordered solution from above and hash it. Then we'll compare that hash with the one retrieved from the smart contract.

const

 $[\ solutionFound\ ,\ setSolutionFound\]$

=

of the crossword puzzle enters the final letter of the crossword puzzle, having entries for all the letters on the board.

TheonCrosswordComplete andcheckSolution blocks of code fire events to check the final solution entered by the user, hash it, and compare it to the solution Hash that was passed in from the view-only call inindex.js earlier.

Finally, we return the JSX for our app and render the crossword puzzle! In this basic case we'll change this heading to indicate when the user has completed the puzzle successfully:

< h3

Status: { solutionFound } </ h3

Utility functions

We'll be using two utility functions here:

- parseSolutionSeedPhrase
- which will take a completed crossword puzzle and place the answers in the proper order. (Ascending by number, across answers come before down ones.)
- viewMethodOnContract
- makes the view-only call to the smart contract to retrieve the solution hash.

We'll only focus on the second method:

src/utils.js loading ... See full example on GitHub This API doesn't look warm and friendly yet. You caught us! We'd love some help to improve our API asdetailed in this issue, but for now, this is a concise way to get data from a view-only method.

We haven't had the frontend call a mutable method for our project yet. We'll get into that in the coming chapters when we'll want to have a prize sent to the first person to solve the puzzle.

Run the React app

Let's run our frontend on testnet! We won't add any new concepts at this point in the chapter, but note that theear examples typically create an account for you automatically with a NodeJS command. We covered the important pattern of creating a subaccount and deploying the smart contract to it, so let's stick with that pattern as we start up our frontend.

Go into the directory containing the Rust smart contract we've been working on

cd contract

Build (for Windows it's build.bat)

./build.sh

Create fresh account if you wish, which is good practice

near delete crossword.friend.testnet friend.testnet near create-account crossword.friend.testnet --masterAccount friend.testnet

Deploy

near deploy crossword.friend.testnet --wasmFile res/my_crossword.wasm $\ --initFunction 'new' \ --initArgs '{"solution": "69c2feb084439956193f4c21936025f14a5a5a78979d67ae34762e18a7206a0f"}'$

Return to the project root and start the React app

cd .. env CONTRACT_NAME=crossword.friend.testnet npm run start The last line sends the environment variableCONTRACT_NAME into the NodeJS script. This is picked up in theconfig.js file that's used to set up the contract account and network configuration:

src/config.js loading ... See full example on GitHub After running the last command to start the React app, you'll be given a link to a local website, likehttps://localhost:1234 . When you visit the site you'll see the simple frontend that interacts with our smart contract:

Again, the full code for this chapter is available here . Edit this page Last updatedonJan 19, 2024 by Damián Parrino Was this page helpful? Yes No

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