

Encryption

phenix.js provides an easy-to-use function to encrypt your inputs before sending them to the Fhenix blockchain.

tip Encryption in Fhenix is done using the global chain key. This key is loaded when you create a phenix.js client automatically. When we perform encryption, we specify the type of uint (Encrypted Integer) we want to create. This should match the expected type in the Solidity contract we are working with.

First, initialize the library -

```
import
```

```
{ FhenixClient }
```

```
from
```

```
'fhenixjs' ; import
```

```
{ BrowserProvider }
```

```
from
```

```
"ethers" ;
```

```
const provider =
```

```
new
```

```
BrowserProvider ( window . ethereum ) ;
```

```
const client =
```

```
new
```

```
FhenixClient ( { provider } ) ; Then, you can use the created client to encrypt
```

```
import
```

```
{ FhenixClient , EncryptedType , EncryptedUint8 }
```

```
from
```

```
'fhenixjs' ;
```

```
const result : EncryptedUint8 =
```

```
await client . encrypt ( number , EncryptionTypes . uint8 ) ; const result : EncryptedUint16 =
```

```
await client . encrypt ( number , EncryptionTypes . uint16 ) ; const result : EncryptedUint32 =
```

```
await client . encrypt ( number , EncryptionTypes . uint32 ) ; Or, we can use the lower-level type specific functions
```

```
const resultUint8 =
```

```
await client . encrypt_uint8 ( number ) ; const resultUint16 =
```

```
await client . encrypt_uint16 ( number ) ; const resultUint32 =
```

```
await client . encrypt_uint32 ( number ) ; The returned types from the encrypt function will be of the type EncryptedUint8 , EncryptedUint16 or EncryptedUint32 depending on the type you specified.
```

The EncryptedUint type sound scary, but are actually pretty simple. It's just a

```
export
```

```
interface
```

```
EncryptedNumber
```

```
{ data : Uint8Array ; }
```

```
export
```

interface

EncryptedUint8

extends

EncryptedNumber

{ } These types exist in order to enable type checking when interacting with Solidity contracts, and to make it easier to work with encrypted data. However, feel free to use the data field directly if you prefer. [Edit this page](#)

[Previous Installation & Basics](#) [Next \(Un\)Sealing](#)