

## Background submission for 2K DAO

**Username: m00npapi**

1. At the most fundamental level, a smart contract is a set of instructions, that can be carried out by somebody on the EVM. There are important features besides the instructions however, once deployed it cannot ever be changed, by the person who made the instructions in the first place or anyone else.
2. All things on the blockchain require some “energy” to change, gas is the unit used to refer to how much “energy” to carry out or compute something on the EVM. You can think about it like you would gas in a car, the amount of gas in your tank lets you know how far you can drive. Just like with a real car, if you run out of gas you will get “stuck”. Gas is paid out in ether.
3. A hash is a different way to represent some information, let’s say a message that I send to you. The message says, “Hey my favorite color is green.” Let’s say this might be some important information, or I want to be able to prove, without a doubt that it was me who sent the message to you. Well, I would jumble up this message but in a way that can be decoded later, by using a set of instructions, otherwise known as a key – technically you don’t need the set of instructions but it would take you a really long time to figure out how to decode the message on your own. I would sign this message and let’s say that when I sign this message I receive a hash of the message. At any point in time after this, ANYONE would be able to decode the hash as long as they have the instructions to decode it and verify that I was the person who sent the message as well as the message contents.
4. So if you had a colorblind friend (like me), who is red green colorblind, they would see red and green as the same color (we can also imagine that this friend can only see in black and white, doesn’t really change anything). Let’s say he grabs a color pencil, and these pencils are broken so the name of each color isn’t visible anymore – the color he chose just so happens to be red – halfway through drawing the friend breaks that red color pencils tip, and we can’t seem to find a pencil sharpener anywhere! So he looks around and searches to see if any of the other pencils around match the color of the one he broke, some are kind of close but then he finds one that matches, and he exclaims “Found one! This is the same color!” He’s about to get back to his masterpiece before you stop him, and say “HEY! That pencil isn’t the same color as the other one!” and he looks at you a little funny, he goes “I don’t know what you’re talking about. Look” *he holds the broken pencil next to the one he just picked up* “They’re the same color.” You pause for a second and realize your friend might be colorblind, so you look at him and say, “How about I prove it to you!” and he replies “I don’t think I trust you, but ok prove it.”

“Here’s what we are gonna do, you know which pencil is broken, and which pencil isn’t, so I want you to take the pencils behind your back and switch them in your hands as many times as you like. You’ll cover the ends of the pencils so I can’t see which pencil is broken, but I will be able to see the other end of each pencil which are shaped the same. I’ll be able to tell you exactly which pencil is in each hand, because each pencil has another property besides being broken/not broken – each pencil has a color, and I know that the broken pencil is what I’ll call red, and the non-broken pencil is what I will call green.”

## Background submission for 2K DAO

Username: m00npapi

Hello\_world – store/retrieve int example

The screenshot displays the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, showing the environment set to 'JavaScript VM (London)' and the account '0x583...eddC4'. The contract 'HelloVote' is selected, and the 'Deploy' button is highlighted. Below the deployment options, the 'Deployed Contracts' section shows the 'HelloVote' contract at address '0x091...39138'. The 'StoreInt' button is highlighted, and the 'retrieveInt' button is also visible. The 'Low level interactions' section shows the 'CALLDATA' field with the value '0: uint256: 25' and a 'Transact' button.

The main editor shows the Solidity code for the 'HelloVote' contract:

```
1 //SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 contract HelloVote {
5
6
7     //initialize some variable for uint
8     uint256 input;
9
10
11     //function to store integer is public and takes some input of uint
12     function StoreInt (uint some_number) public {
13         input = some_number;
14     }
15
16     //function to retrieve is public and returns a uint
17     function retrieveInt () public view returns (uint) {
18         return input;
19     }
20
21 }
```

The right sidebar shows the 'ContractDefinition HelloVote' with 1 reference(s). Below this, the 'ethers.js' and 'remix' tabs are visible. The 'Type the library name to see available commands.' section shows the command 'creation of HelloVote pending...'. The 'Logs' section shows the following transactions:

- [vm] from: 0x583...eddC4 to: HelloVote.(constructor) value: 0 wei data: 0x088...70033 logs: 0 hash: 0xd9e...61373  
transact to HelloVote.StoreInt pending ...
- [vm] from: 0x583...eddC4 to: HelloVote.StoreInt(uint256) 0x091...39138 value: 0 wei data: 0x004...00019 logs: 0 hash: 0x272...b9971  
call to HelloVote.retrieveInt
- [call] from: 0x58380d6a781c568545dcfcd80fc8075f56bedc4 to: HelloVote.retrieveInt() data: 0x5e6...1d534

The screenshot shows the transaction details for the 'StoreInt' function call. The 'execution cost' is 43702 gas. The 'input' is '0x0d4...00019'. The 'decoded input' is a JSON object: `{ "uint256 some_number": "25" }`. The 'decoded output' is an empty object: `{}`. A 'Copy' button is visible next to the input field.

The screenshot shows the transaction details for the 'retrieveInt' function call. The 'to' address is 'HelloVote.retrieveInt() 0xd9145CCE52D386f254917e481eB44e9943F39138'. The 'execution cost' is 23501 gas (Cost only applies when called by a contract). The 'input' is '0x5e6...1d534'. The 'decoded input' is an empty object: `{}`. The 'decoded output' is a JSON object: `{ "0": "uint256: 25" }`. The 'logs' section is empty.

Ballot Contract with 5 minute time limit/modifier

## Background submission for 2K DAO

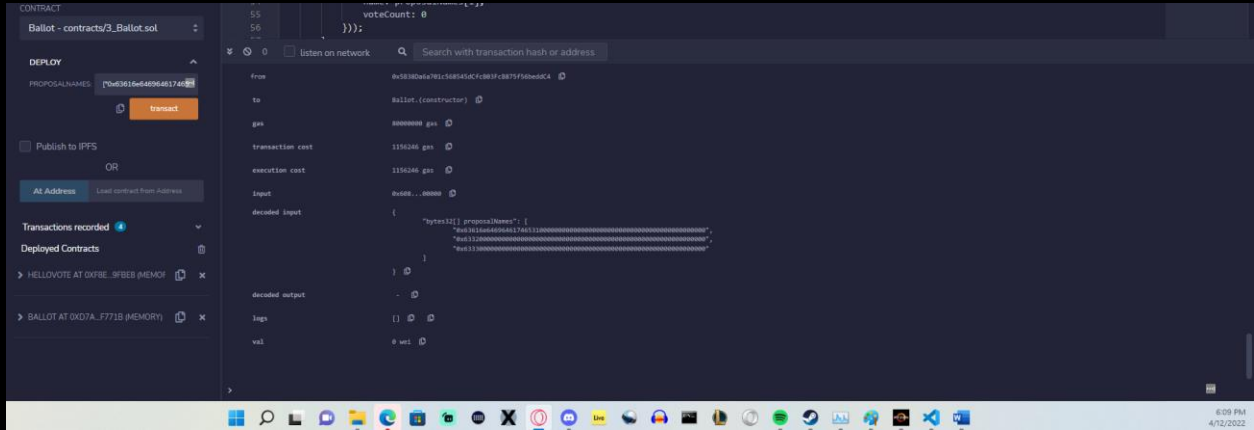
**Username: m00npapi**

## Ballot input

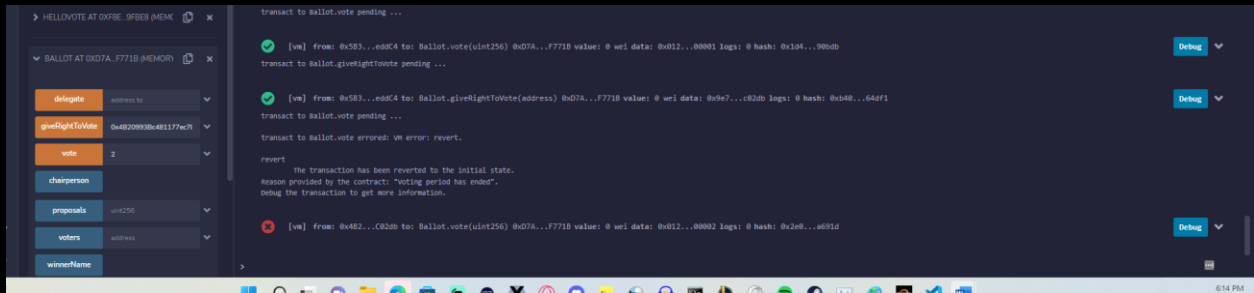
```
["candidate1", "c2", "c3"] → bytes32[]
```

[illegible]

Voting starting 6:09 pm est



Voting ended: 6:14 pm est



```
commit a8400d554e365b77507fbb542e7bbd3d521ddc8e
```

<https://github.com/mugrebot/ZKstarter.git>