# PROJECT 17 INTERLEDGER AND RIPPLE SPRING TRIMESTER 2022 By NIKHIL PATEL

<u>Overview</u>: In this lab, I will study how to avoid money laundering by utilizing ripple, a complex cryptocurrency utilized by banks in 12-28-17 where one protocol, interledger, is used between two separate ledgers.

We use rippler money to generate a payment between the shopper and the consumer. We obtained a ripper address from the website ripple.com/build/xrp-test-net/. Here, we are constructing two addresses, one for the customer and one for the shopper. We may use one for the customer and leave the other.

## **Procedure:**

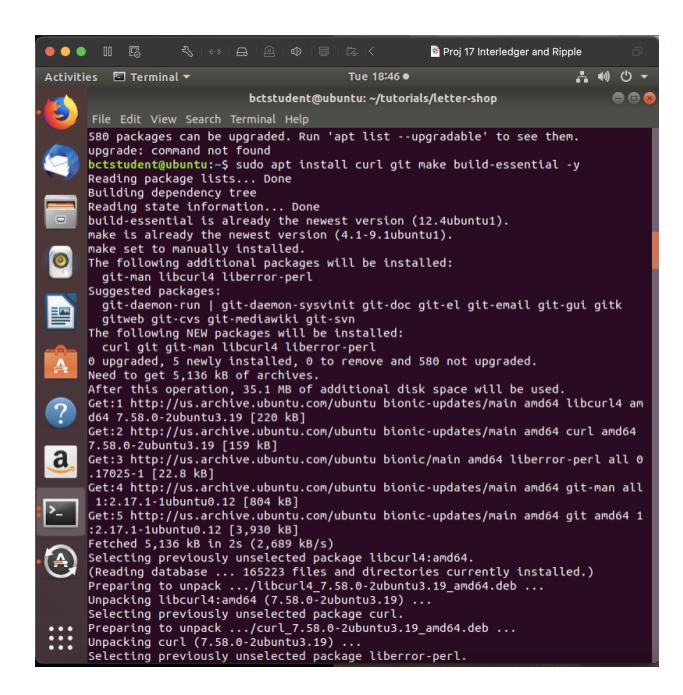
### 1. Install Node

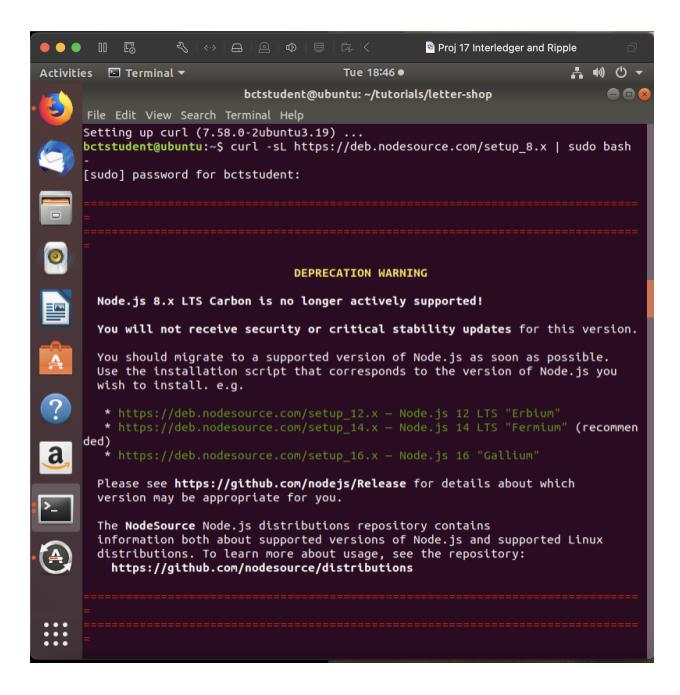
Go to terminal window, execute the following command:

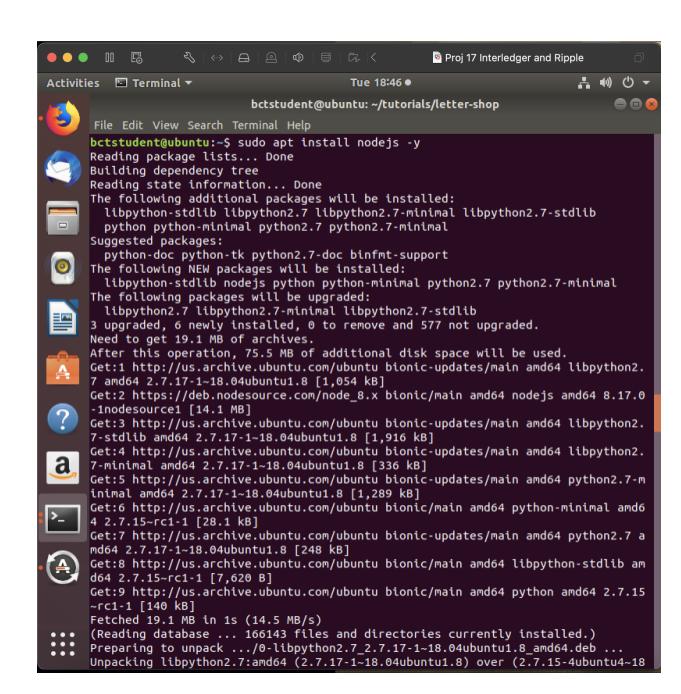
```
sudo apt update
sudo apt install curl git make build-essential -y
curl -sL https://deb.nodesource.com/setup_8.x | sudo bash -
sudo apt install nodejs -y
node -v
npm -v
```

Note: If you get a lock error in /var/lib/dpkg/lock, you must delete that directory and try again with the following command:

sudo rm /var/lib/dpkg/lock



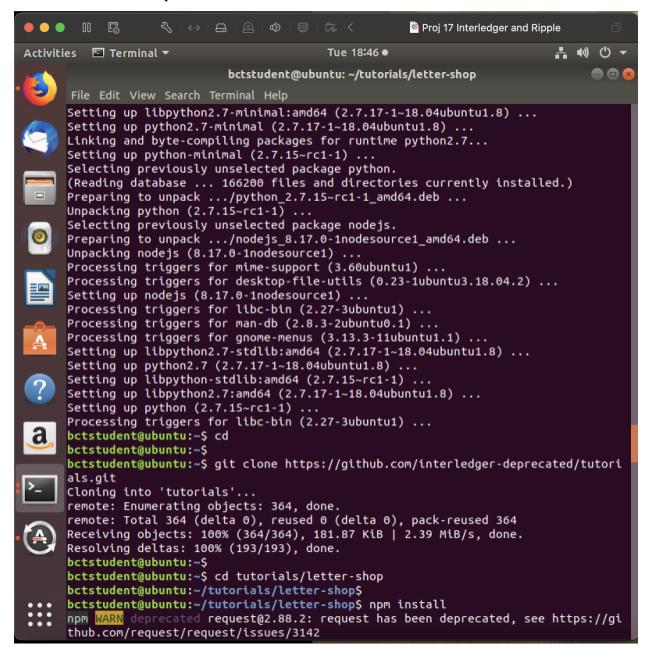


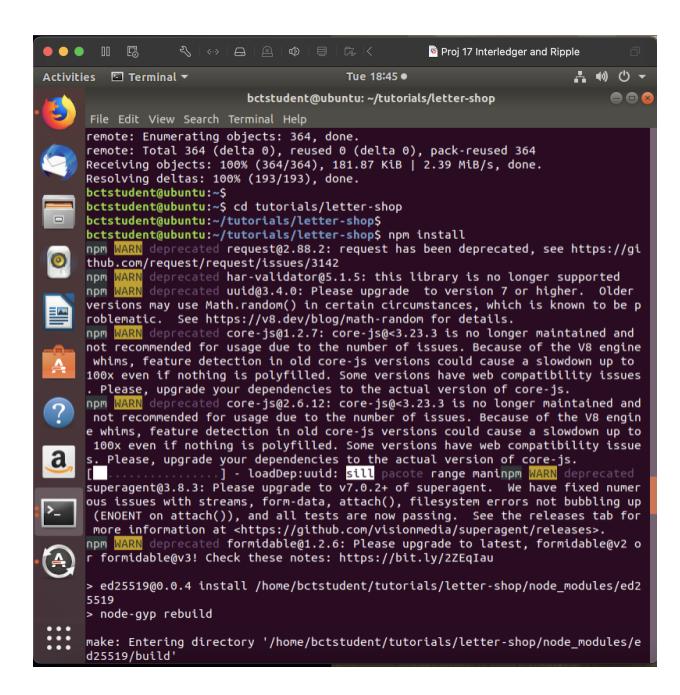


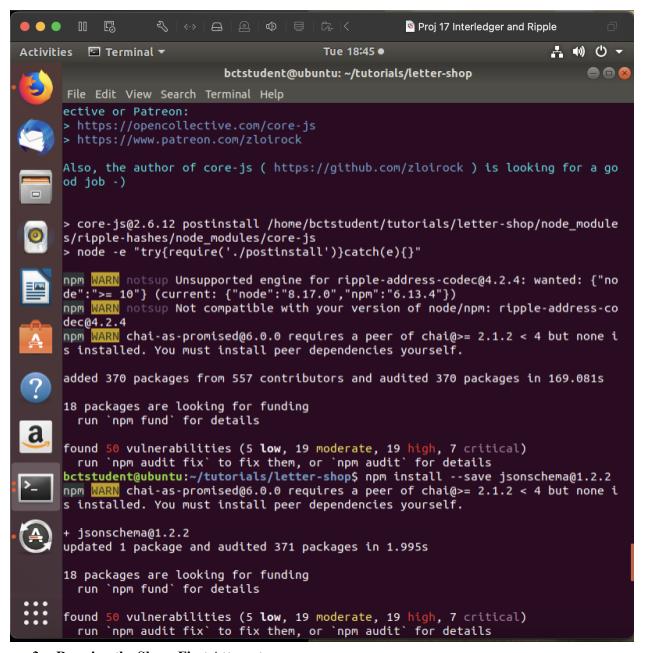
# 2. Getting the code

Go to terminal window, execute the following command:

cd git clone https://github.com/interledger-deprecated/tutorials.git cd tutorials/letter-shop npm install







# 3. Running the Shop: First Attempt

Go to terminal window, execute the following command:

```
npm install --save jsonschema@1.2.2 node shop.js
```

Because we need to add account numbers to the code in the file "plugins.js," you notice an error message, as shown below.

# 4. Getting Ripple Addresses

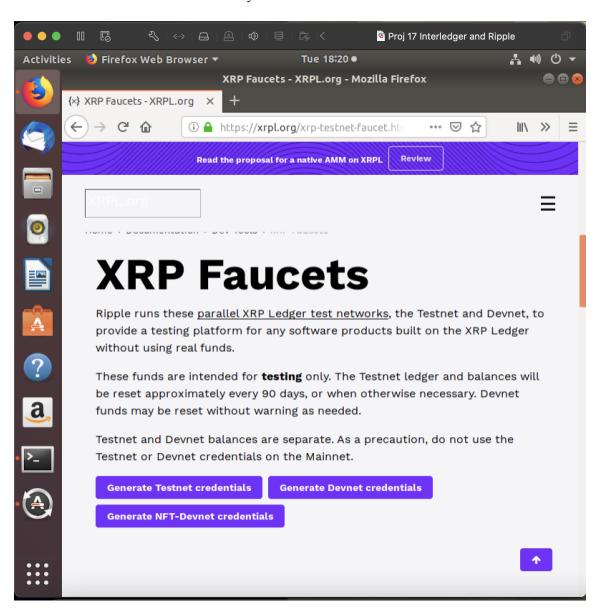
Go to web browser, and enter the link address mentioned below:

https://ripple.com/build/xrp-test-net/ or

https://xrpl.org/xrp-test-net-faucet.html

Click the generate test credential button. Copy address and secret value to text file for later use. These will be your **SHOPPER** credentials.

Click the generate test credential button. Copy address and secret value to text file for later use. These will be your **CUSTOMER** credentials.



### 5. Adding Credentials to plugins.js

Go to terminal window, execute the following command:

```
cp plugins.js plugins.js.bak
nano plugins.js
```

Add two slashes to the start of each line to comment the lines out.

Remove the / from the beginning of each line.

Copy and paste the ADDRESS, SECRET, and values into the lines for both the SHOP and the CUSTOMER. Take note that the address is for the Account.

### 6. Running the Shop: Second Attempt

Go to terminal window, execute the following command: **node shop.js** 

# 7. Connecting to the Ripple Account

Go to terminal window, execute the following command:

```
cp shop.js shop.js.bak1
nano shop.js
```

The code ends with a comment saying "Do something...", as shown below.

Paste this code at the end of the file to connect it with ripple account so that shop can receive fund:

```
console.log(` 1. Connecting to an account to accept payments...')
```

```
plugin.connect().then(function () {
    // Get ledger and account information from the plugin
    const ledgerInfo = plugin.getInfo()
    const account = plugin.getAccount()

console.log(` - Connected to ledger: ${ledgerInfo.prefix}`)
    console.log(` -- Account: ${account}`)
    console.log(` -- Currency: ${ledgerInfo.currencyCode}`)
    console.log(` -- CurrencyScale: ${ledgerInfo.currencyScale}`)

// Convert our cost (10) into the right format given the ledger scale
    const normalizedCost = cost / Math.pow(10,
    parseInt(ledgerInfo.currencyScale))

console.log(` 2. Starting web server to accept requests...`)
    console.log(` - Charging ${normalizedCost} ${ledgerInfo.currencyCode}`)
```

```
// Handle incoming web requests...
// Handle incoming transfers...
})
```

# 8. Running the Shop: Third Attempt

Go to terminal window, execute the following command:

node shop.js

## 9. Handling Web Requests

Go to terminal window, execute the following command:

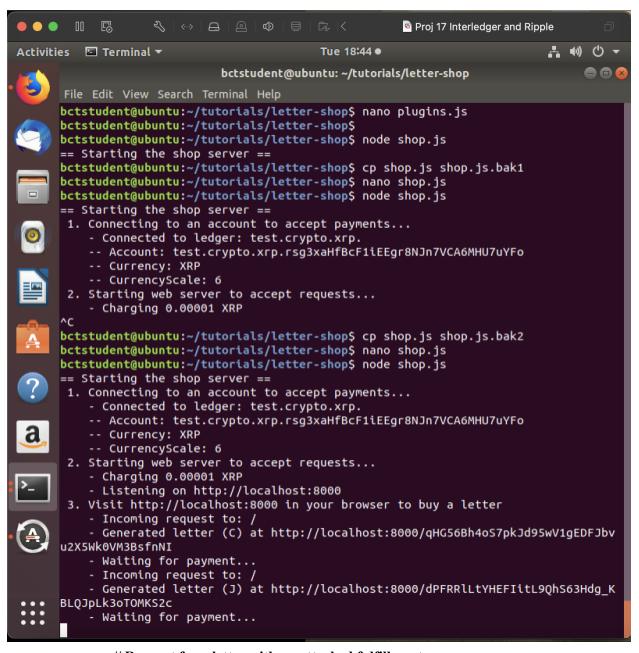
```
cp shop.js shop.js.bak2
nano shop.js
```

Paste this code after the "// Handle incoming web requests" line and before the "// Handle incoming transfers...":

```
// Handle incoming web requests
```

```
http.createServer(function (req, res) {
    // Browsers are irritating and often probe for a favicon, just ignore
    if (req.url.startsWith(`/favicon.ico`)) {
        res.statusCode = 404
            res.end()
            return
        }
        console.log(` - Incoming request to: ${req.url}`)
        const requestUrl = url.parse(req.url)

        if (requestUrl.path === `/`) {
```



// Request for a letter with no attached fulfillment

```
// Respond with a 402 HTTP Status Code (Payment Required)
res.statusCode = 402

// Generate a preimage and its SHA256 hash,
// which we'll use as the fulfillment and condition, respectively, of the
// conditional transfer.
const fulfillment = crypto.randomBytes(32)
const condition = sha256(fulfillment)
```

```
// Get the letter that we are selling
 const letter = ('ABCDEFGHIJKLMNOPQRSTUVWXYZ')
  .split(")[(Math.floor(Math.random() * 26))]
   console.log(` - Generated letter(${letter}) ` +
   `at http://localhost:8000${req.url}${base64url(fulfillment)}`)
// Store the fulfillment (indexed by condition) to use when we get paid
   fulfillments[base64url(condition)] = fulfillment
// Store the letter (indexed by the fulfillment) to use when the customer
   // requests it
   letters[base64url(fulfillment)] = letter
   console.log(` - Waiting for payment...`)
   res.setHeader('Pay', '${cost} ${account} ${base64url(condition)}')
   res.end('Please send an Interledger payment of' +
      `${normalizedCost} ${ledgerInfo.currencyCode} to ${account}`
     ` using the condition ${base64url(condition)}\n` +
    `> node ./pay.js ${account} ${cost} ${base64url(condition)}`)
  } else {
   // Request for a letter with the fulfillment in the path
   // Get fulfillment from the path
   const fulfillmentBase64 = requestUrl.path.substring(1)
   // Lookup the letter we stored previously for this fulfillment
   const letter = letters[fulfillmentBase64]
   if (!letter) {
  // We have no record of a letter that was issued for this fulfillment
    // Respond with a 404 HTTP Status Code (Not Found)
    res.statusCode = 404
    console.log('
                   - No letter found for fulfillment: '+
                                fulfillmentBase64)
    res.end(`Unrecognized fulfillment.`)
   } else {
    // Provide the customer with their letter
```

+

# 10. Running the Shop: Fourth Attempt

Go to terminal window, execute the following command:

## node shop.js

The shop connects to a ledger, and says it's starting a web server,

# 11. Paying for a Letter: First Attempt

Go to web browser, and enter the link address mentioned below:

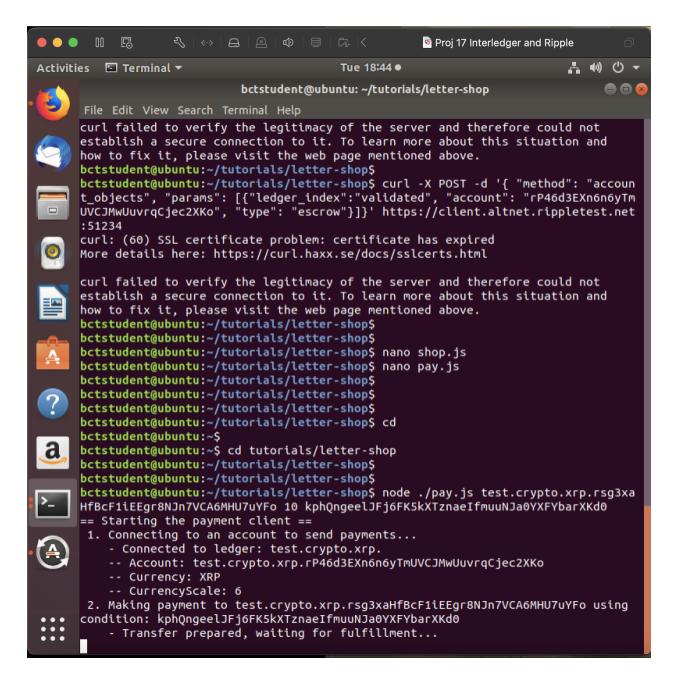
http://localhost:8000

Go to terminal window, execute the following command:

cd

### cd tutorials/letter-shop

After that, copy the command from the browser window and execute it in the Terminal window.



### 12. Connecting to an Account

On the terminal, execute:

nano pay.js

At the bottom, paste in this code:

# console.log(` 1. Connecting to an account to send payments...')

```
plugin.connect().then(function () {
  const ledgerInfo = plugin.getInfo()
  const account = plugin.getAccount()
  console.log(` - Connected to ledger: ${ledgerInfo.prefix}`)
  console.log(` -- Account: ${account}`)
  console.log(` -- Currency: ${ledgerInfo.currencyCode}`)
  console.log(` -- CurrencyScale: ${ledgerInfo.currencyScale}`)

// Make payment...

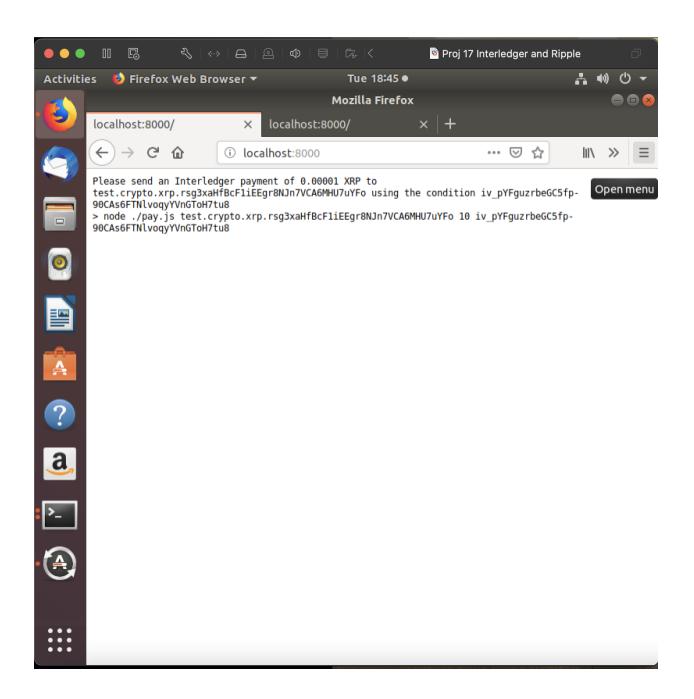
// Listen for fulfillments...

})
```

## 13. Paying for a Letter: Second Attempt

Go to the terminal window, execute the same command you copied from the browser.

The client connects to an account, but then just hangs



### 14. Connecting to an Account

There is more code missing from the *pay.js* file. We will add some of them.

Execute: nano pay.js

Near the bottom, after the "// Make payment..." line, paste in this code:

```
// Send the transfer
plugin.sendTransfer({
 to: destinationAddress,
 amount: destinationAmount.
 executionCondition: condition,
 id: uuid(),
 from: plugin.getAccount(),
 ledger: plugin.getInfo().prefix,
 ilp: base64url(IlpPacket.serializeIlpPayment({
  amount: destinationAmount,
  account: destinationAddress
 })),
 expiresAt: new Date(new Date().getTime() + 1000000).toISOString()
}).then(function () {
 console.log(' - Transfer prepared, waiting for fulfillment...')
}, function (err) {
 console.error(err.message)
})
 Press Ctrl+X, Y, Enter to save the file.
```

## 15. Paying for a Letter: Third Attempt

Go to the terminal window, execute the same command you copied from the browser.

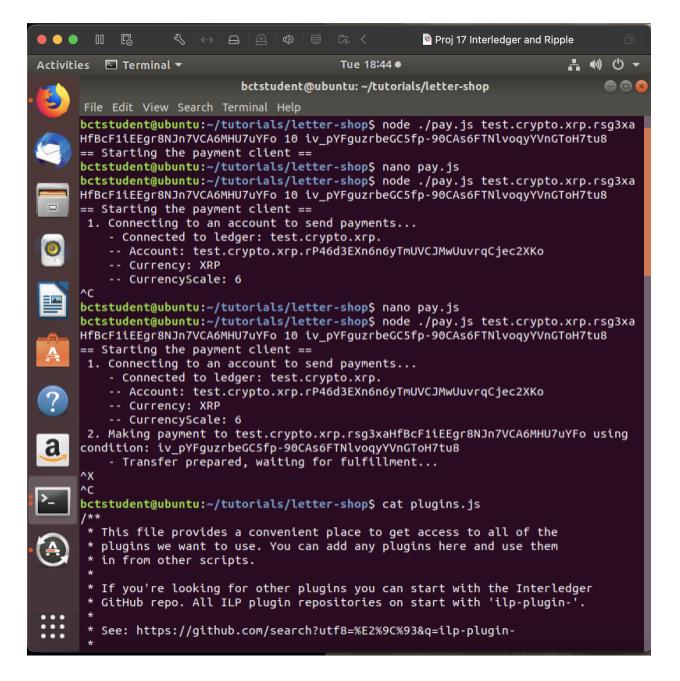
The client makes the payment, but stops with a "waiting for fulfillment" message

# 16. Finding Your CUSTOMER Account Number

Go to the terminal window (second terminal tutorials/letters-shop), execute:

### cat plugins.js

The CUSTOMER account number appears at the end of the output.



### 17. Finding Your Transfer on the Ledger

Go to new terminal,replacing **YOUR-SENDING-ADDRESS** with your own CUSTOMER address:

```
curl -X POST -d '{ "method": "account_objects", "params":
[{"ledger_index":"validated", "account": "YOUR-SENDING-ADDRESS", "type":
"escrow"}]}' https://client.altnet.rippletest.net:51234
```

## 18. Accepting the Payment

There is more code missing from the shop.js file. We will add some of them.

```
nano shop.js
```

name: 'Wrong Condition',

message: `Unable to fulfill the condition: `+

`\${transfer.executionCondition}`,

Near the bottom, after the "//Handle incoming transfers..." line, paste in this code:

```
// Handle incoming payments
 plugin.on('incoming prepare', function (transfer) {
  if (parseInt(transfer.amount) < 10) {
   // Transfer amount is incorrect
   console.log(` - Payment received for the wrong amount ` +
                       `(${transfer.amount})... Rejected`)
   const normalizedAmount = transfer.amount /
                Math.pow(10, parseInt(ledgerInfo.currencyScale))
   plugin.rejectIncomingTransfer(transfer.id, {
    code: 'F04',
    name: 'Insufficient Destination Amount',
    message: 'Please send at least 10 ${ledgerInfo.currencyCode},' +
          `you sent ${normalizedAmount}`,
    triggered by: plugin.getAccount(),
    triggered_at: new Date().toISOString(),
    forwarded by: [],
    additional_info: {}
   })
  } else {
   // Lookup fulfillment from condition attached to incoming transfer
   const fulfillment = fulfillments[transfer.executionCondition]
   if (!fulfillment) {
    // We don't have a fulfillment for this condition
    console.log( - Payment received with an unknown condition: '+
                           `${transfer.executionCondition}`)
    plugin.rejectIncomingTransfer(transfer.id, {
     code: 'F05',
```

```
triggered by: plugin.getAccount(),
    triggered at: new Date().toISOString(),
    forwarded by: [],
    additional info: {}
   })
  }
  console.log(`4. Accepted payment with condition `+
                          `${transfer.executionCondition}.`)
                 - Fulfilling transfer on the ledger `+
  console.log(`
                  `using fulfillment: ${base64url(fulfillment)}`)
  // The ledger will check if the fulfillment is correct and
  // if it was submitted before the transfer's rollback timeout
  plugin.fulfillCondition(transfer.id, base64url(fulfillment))
   .catch(function () {
    console.log(` - Error fulfilling the transfer`)
   })
  console.log(` - Payment complete`)
}
})
```

# 19. Adding the Event Listener to the Client

There is more code missing from the pay is file. We will add some of them.

# nano pay.js

Near the bottom, after the "// Listen for fulfillments..." line, paste in this code:

### 20. Buying a Letter

Go to the web browser, execute:

http://localhost:8000

### Note the command got as an output from above step.

Go to the terminal window (second terminal tutorials/letters-shop), execute:

cd

### cd tutorials/letter-shop

Now copy the command from the browser window and execute it in the Terminal window.

### node shop.js

```
bctstudent@ubuntu:~/tutorials/letter-shop$ cp shop.js shop.js.bak2
bctstudent@ubuntu:~/tutorials/letter-shop$ nano shop.js
bctstudent@ubuntu:~/tutorials/letter-shop$ node shop.js
== Starting the shop server ==
1. Connecting to an account to accept payments...
    - Connected to ledger: test.crypto.xrp.
    -- Account: test.crypto.xrp.rsg3xaHfBcF1iEEgr8NJn7VCA6MHU7uYFo
    -- Currency: XRP
    -- CurrencyScale: 6
2. Starting web server to accept requests...
    - Charging 0.00001 XRP

    Listening on http://localhost:8000

3. Visit http://localhost:8000 in your browser to buy a letter
    - Incoming request to: /
    - Generated letter (C) at http://localhost:8000/qHG56Bh4oS7pkJd95wV1gEDFJbv
u2X5Wk0VM3BsfnNI
    - Waiting for payment...
    - Incoming request to: /
    - Generated letter (J) at http://localhost:8000/dPFRRlLtYHEFIitL9QhS63Hdg_K
BLQJpLk3oT0MKS2c

    Waiting for payment...
```

```
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$ nano shop.js
bctstudent@ubuntu:~/tutorials/letter-shop$ nano pay.js
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$ cd
bctstudent@ubuntu:~$
bctstudent@ubuntu:~$ cd tutorials/letter-shop
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$
bctstudent@ubuntu:~/tutorials/letter-shop$ node ./pay.js test.crypto.xrp.rsg3xa
HfBcF1iEEgr8NJn7VCA6MHU7uYFo 10 kphQngeelJFj6FK5kXTznaeIfmuuNJa0YXFYbarXKd0
== Starting the payment client ==
 1. Connecting to an account to send payments...
    - Connected to ledger: test.crypto.xrp.
    -- Account: test.crypto.xrp.rP46d3EXn6n6yTmUVCJMwUuvrqCjec2XKo
    -- Currency: XRP
    -- CurrencyScale: 6
 2. Making payment to test.crypto.xrp.rsg3xaHfBcF1iEEgr8NJn7VCA6MHU7uYFo using
condition: kphQngeelJFj6FK5kXTznaeIfmuuNJa0YXFYbarXKd0
    - Transfer prepared, waiting for fulfillment...
```

**CONCLUSION**: To summarize, we can generate money by utilizing the shop file and the xrp (ripple cryptocurrency) file, but we are using the test net here. When we initially ran shop.js, we discovered that we needed to provide shopper and customer account credentials, keys, and addresses. So we can get those details from the ripple.com website, and once we add both addresses, we run shop.js again, and this time the server successfully starts, so we add receive fund code in shop.js and run again, and now the shopper can receive funds from global requests; however, we still cannot receive web requests, so we add handling web request code in shop.js and run shop.js again.

We can now send money to that shoper's address by adding pay code to pay.js and running it. Then we add the transfer code to pay.js and run it again. So we execute the pay command and wait to see if we are paid. Because it did not function in this case, we used the curl API command to examine the jason output and saw that the status was successful. Then we added the fulfillment code to pay.js and ran it again, but we still didn't finish because Rippler crashed by 92 percent or for some other reason that we didn't discover.