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Belagavi, Karnataka-590 018**



TASK-2 REPORT

ON

**BLOCKCHAIN TECHNOLOGY
20CC621**

By

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2022-2023**

Library

This is a simple smart contract written in Solidity, a programming language used for creating smart contracts on the Ethereum blockchain. The contract is named "Library" and has two functions: "addEntry" and "checkEntry". The "addEntry" function takes a string argument "entry" and adds it to the contract's mapping data structure called "entryExists". The "checkEntry" function takes a string argument "entry" and returns a Boolean value indicating whether the entry exists in the mapping or not. The contract also includes a SPDX-License-Identifier statement at the top to indicate the license under which the contract code is released. In this case, it is released under the GPL-3.0 license.

Smart Contract Code:

```
// SPDX-License-Identifier: GPL-3.0

pragma solidity ^0.8.0;

contract Library {

    mapping (bytes32 => bool) private entryExists;

    event NewEntry(bytes32 indexed entryHash);

    function addEntry(string memory entry) public {

        bytes32 hash = keccak256(bytes(entry));

        require(!entryExists[hash], "Entry already exists");

        entryExists[hash] = true;

        emit NewEntry(hash);

    }

    function checkEntry(string memory entry) public view returns (bool) {

        bytes32 hash = keccak256(bytes(entry));

        return entryExists[hash];

    }

}
```

Snapshots of Output:

While deploying:

The screenshot shows the Remix IDE interface with a Solidity contract being deployed. The contract code is as follows:

```
1 // SPDX-License-Identifier: GPL-3.0
2 pragma solidity ^0.8.0;
3
4 contract Library {
5
6     mapping (bytes32 => bool) private entryExists;
7
8     event NewEntry(bytes32 indexed entryHash);
9
10    function addEntry(string memory entry) public {
11        bytes32 hash = keccak256(bytes(entry));
12        require(!entryExists[hash], "Entry already exists");
13        entryExists[hash] = true;
14        emit NewEntry(hash);
15    }
16
17    function checkEntry(string memory entry) public view returns (bool) {
18        bytes32 hash = keccak256(bytes(entry));
19        return entryExists[hash];
20    }
21 }
```

The MetaMask notification window shows the deployment details for the contract:

- Account: 6
- Contract Name: New contract
- URL: <https://remix.ethereum.org>
- Gas (estimated): 0.00114575
- Max fee: 0.00114575 ETH
- Total: 0.00114575
- Amount + gas fee: 0.00114575 ETH

The Remix IDE interface shows the deployment progress and a message indicating that the contract has been successfully deployed.

Gas used for deploying:

The screenshot shows the Ganache interface with a table displaying the gas usage for the deployed contracts. The table has the following columns: BLOCK, MINED ON, GAS PRICE, GAS LIMIT, HASH, NETWORK ID, RPC SERVER, MINING STATUS, and GAS USED.

BLOCK	MINED ON	GAS PRICE	GAS LIMIT	HASH	NETWORK ID	RPC SERVER	MINING STATUS	GAS USED
2	2023-05-07 17:04:46	20000000000	6721975	MERGE	5777	HTTP://127.0.0.1:7545	AUTOMINING	254612
1	2023-05-07 17:04:37							254612
0	2023-05-07 16:46:18							0

The table also includes a column for the number of transactions, with values 1 TRANSACTION, 1 TRANSACTION, and NO TRANSACTIONS respectively.

Add Entry:

The screenshot shows the Remix IDE interface with a Solidity contract named 'Library' being deployed. The contract code is as follows:

```
1 // SPDX-License-Identifier: GPL-3.0
2 pragma solidity ^0.8.0;
3
4 contract Library {
5
6     mapping (bytes32 => bool) private entryExists;
7
8     event NewEntry(bytes32 indexed entryHash);
9
10    function addEntry(string memory entry) public {
11        bytes32 hash = keccak256(bytes(entry));
12        require(!entryExists[hash], "Entry already exists");
13        entryExists[hash] = true;
14        emit NewEntry(hash);
15    }
16
17    function checkEntry(string memory entry) public view returns (bool) {
18        bytes32 hash = keccak256(bytes(entry));
19        return entryExists[hash];
20    }
21 }
```

The MetaMask confirmation dialog is displayed on the right, showing the transaction details for the 'ADD ENTRY' action. The gas fee is 0.00018637 ETH, and the total amount is 0.00018637 ETH. The dialog includes a 'Reject' button and a 'Confirm' button.

Gas used for AddEntry:

The screenshot shows the Remix IDE interface with the 'BLOCKS' tab selected. The table displays the following data:

BLOCK	MINED ON	GAS USED	TRANSACTIONS
BLOCK 3	2023-05-07 17:05:38	46042	1 TRANSACTION
BLOCK 2	2023-05-07 17:04:46	254612	1 TRANSACTION
BLOCK 1	2023-05-07 17:04:37	254612	1 TRANSACTION
BLOCK 0	2023-05-07 16:46:18	0	NO TRANSACTIONS

CheckEntry for true case:

The screenshot shows the Remix IDE interface. The left sidebar contains the 'DEPLOY & RUN TRANSACTIONS' panel. The 'VALUE' field is set to '0' with the unit 'Wei'. The 'CONTRACT' dropdown shows 'Library - contracts/lib.sol'. The 'Deploy' button is highlighted. Below it, the 'Publish to IPFS' option is unchecked. The 'At Address' and 'Load contract from Address' buttons are visible. The 'Transactions recorded' section shows one transaction. The 'Deployed Contracts' section shows the 'LIBRARY AT 0x003...BA2F1 (BLOK)' contract. The 'Balance: 0 ETH' is displayed. The 'addEntry' and 'checkEntry' functions are listed with their respective gas costs. The 'Low level interactions' section shows the 'CALLDATA' field and a 'Transact' button. The main editor displays the Solidity code for the 'Library' contract. The 'checkEntry' function is highlighted, showing it returns 'true' for the given input. The bottom status bar shows the transaction hash and the 'Debug' button.

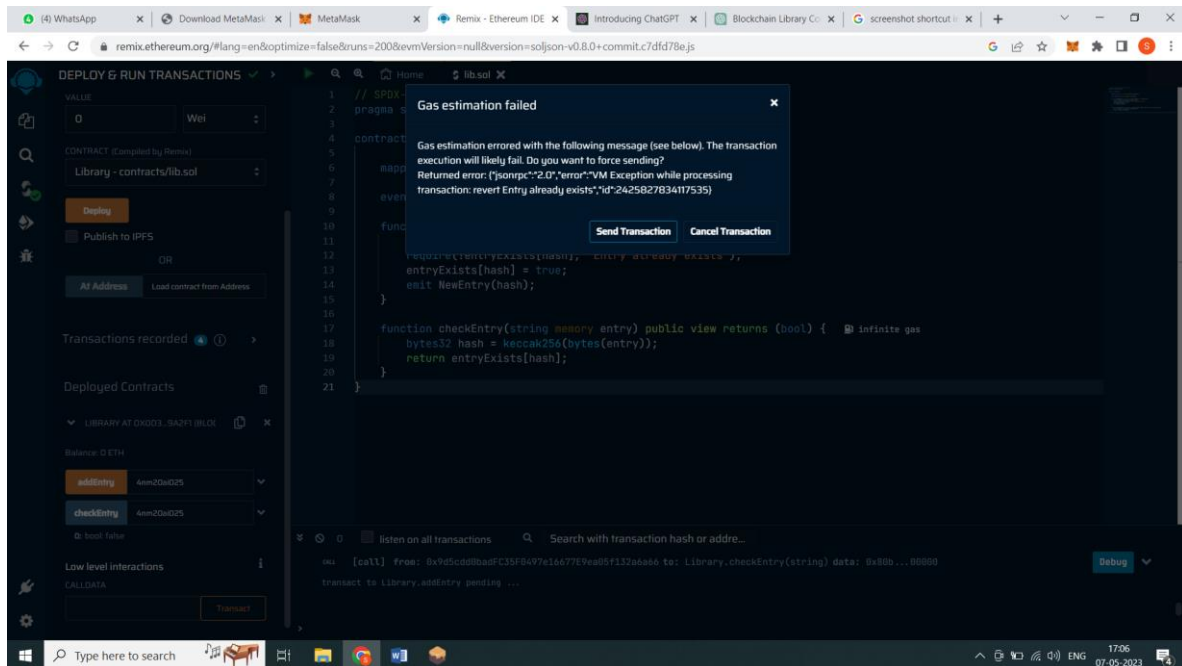
```
1 // SPDX-License-Identifier: GPL-3.0
2 pragma solidity ^0.8.0;
3
4 contract Library {
5
6     mapping (bytes32 => bool) private entryExists;
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8     event NewEntry(bytes32 indexed entryHash);
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10    function addEntry(string memory entry) public {
11        bytes32 hash = keccak256(bytes(entry));
12        require(!entryExists[hash], "Entry already exists");
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14        emit NewEntry(hash);
15    }
16
17    function checkEntry(string memory entry) public view returns (bool) {
18        bytes32 hash = keccak256(bytes(entry));
19        return entryExists[hash];
20    }
21 }
```

CheckEntry for false case:

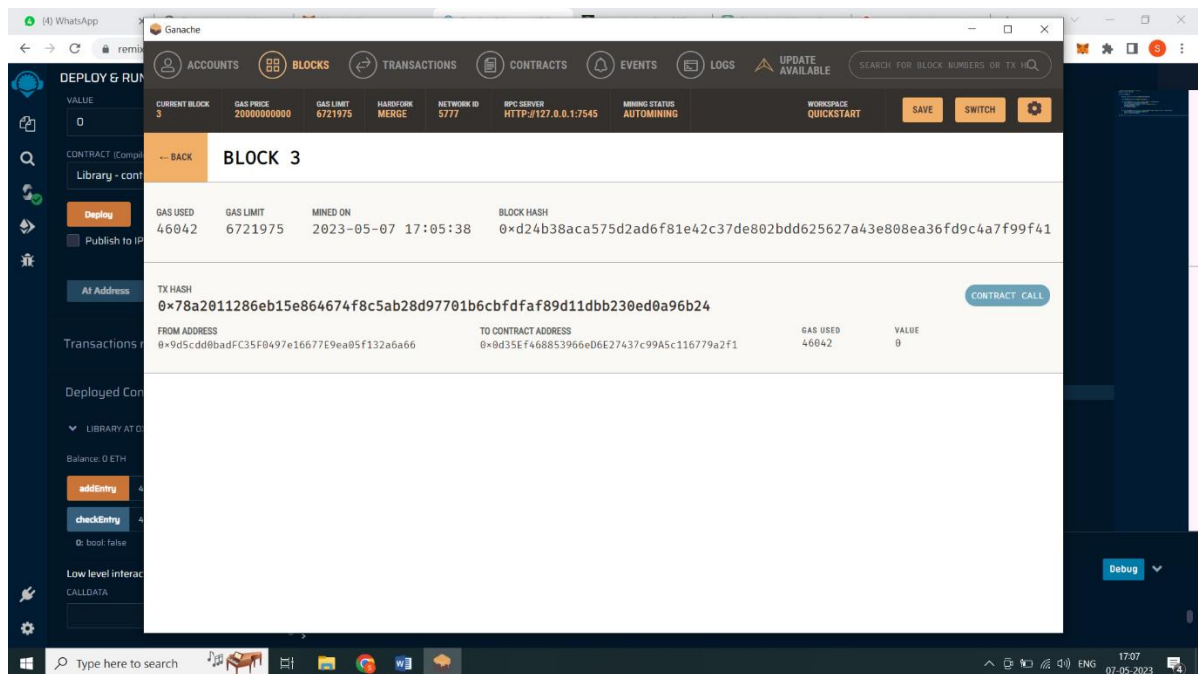
The screenshot shows the Remix IDE interface. The left sidebar contains the 'DEPLOY & RUN TRANSACTIONS' panel. The 'VALUE' field is set to '0' with the unit 'Wei'. The 'CONTRACT' dropdown shows 'Library - contracts/lib.sol'. The 'Deploy' button is highlighted. Below it, the 'Publish to IPFS' option is unchecked. The 'At Address' and 'Load contract from Address' buttons are visible. The 'Transactions recorded' section shows one transaction. The 'Deployed Contracts' section shows the 'LIBRARY AT 0x003...BA2F1 (BLOK)' contract. The 'Balance: 0 ETH' is displayed. The 'addEntry' and 'checkEntry' functions are listed with their respective gas costs. The 'Low level interactions' section shows the 'CALLDATA' field and a 'Transact' button. The main editor displays the Solidity code for the 'Library' contract. The 'checkEntry' function is highlighted, showing it returns 'false' for the given input. The bottom status bar shows the transaction hash and the 'Debug' button.

```
1 // SPDX-License-Identifier: GPL-3.0
2 pragma solidity ^0.8.0;
3
4 contract Library {
5
6     mapping (bytes32 => bool) private entryExists;
7
8     event NewEntry(bytes32 indexed entryHash);
9
10    function addEntry(string memory entry) public {
11        bytes32 hash = keccak256(bytes(entry));
12        require(!entryExists[hash], "Entry already exists");
13        entryExists[hash] = true;
14        emit NewEntry(hash);
15    }
16
17    function checkEntry(string memory entry) public view returns (bool) {
18        bytes32 hash = keccak256(bytes(entry));
19        return entryExists[hash];
20    }
21 }
```

Popup for Entry already exists:



Ganache block 3 status:



Final Metamask Activity:

