

# Ethereum



for noobs

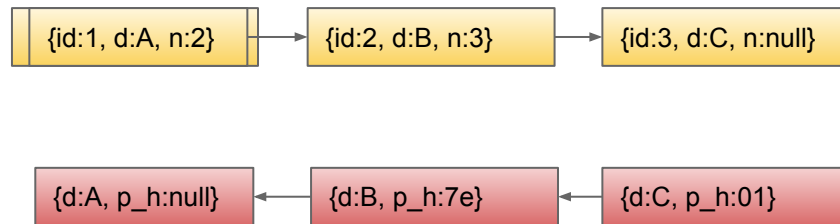
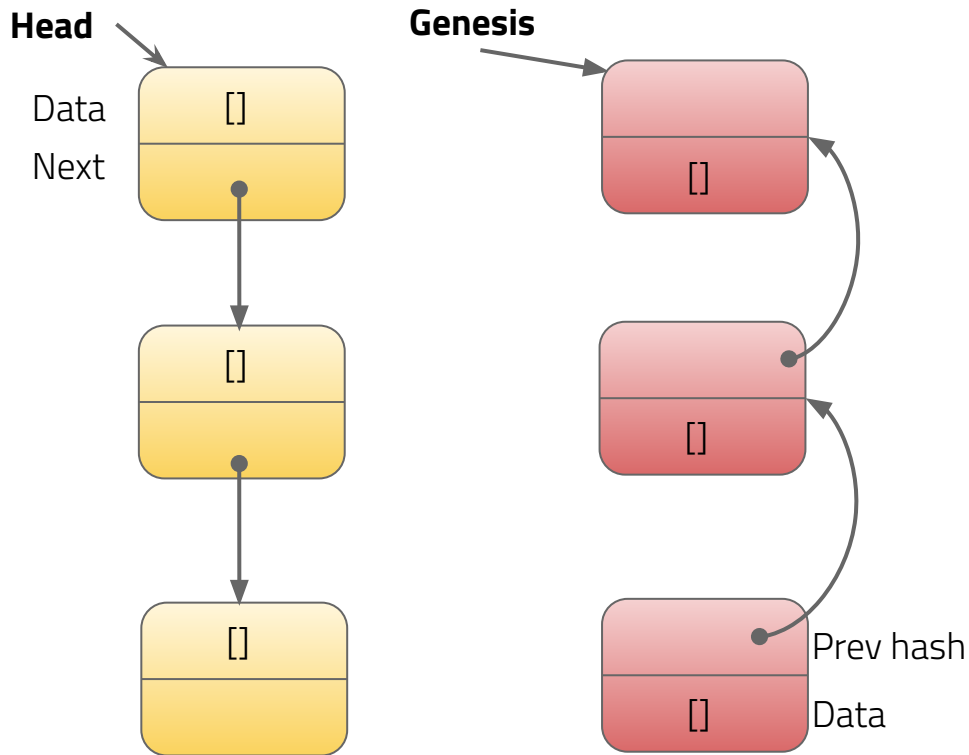
Overview & smart contract basic

Hội anh em blockchain "thiện lành"

# Contents

- Blockchain 101
- Ethereum overview
- Create smart contract using Solidity

# What is blockchain?

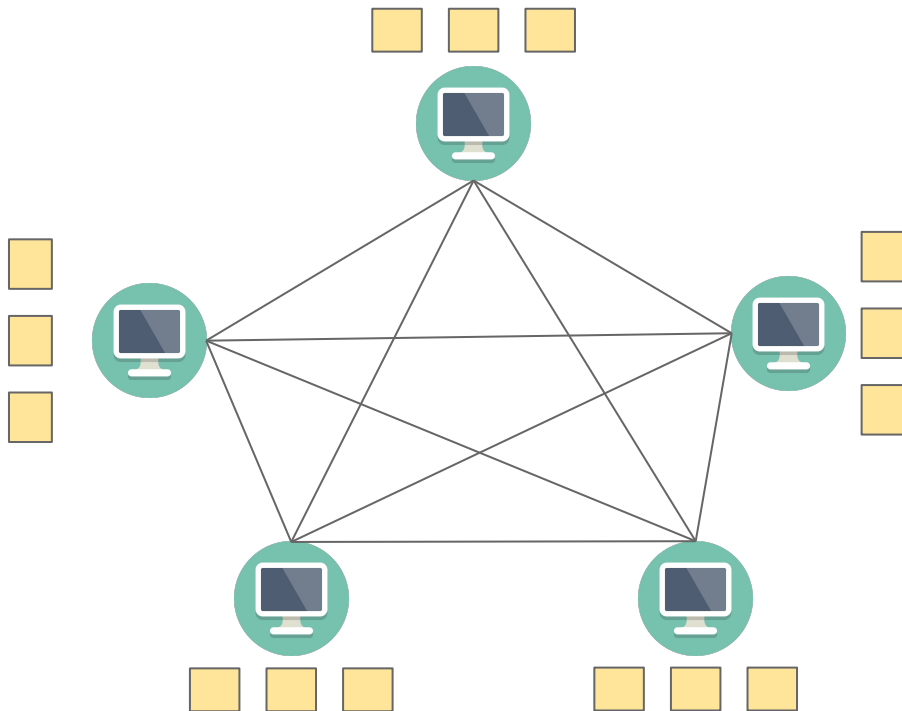


**Immutable**

**Blockchain is a data structure:**

- **Similar to linked list.**
- **Pointer is the hash of the previous element.**

# What is blockchain?



- No center server.
- A node connects directly to other nodes.
- Each node maintains a copy of the blocks.

**Decentralized**

Peer to peer network

# What is blockchain?

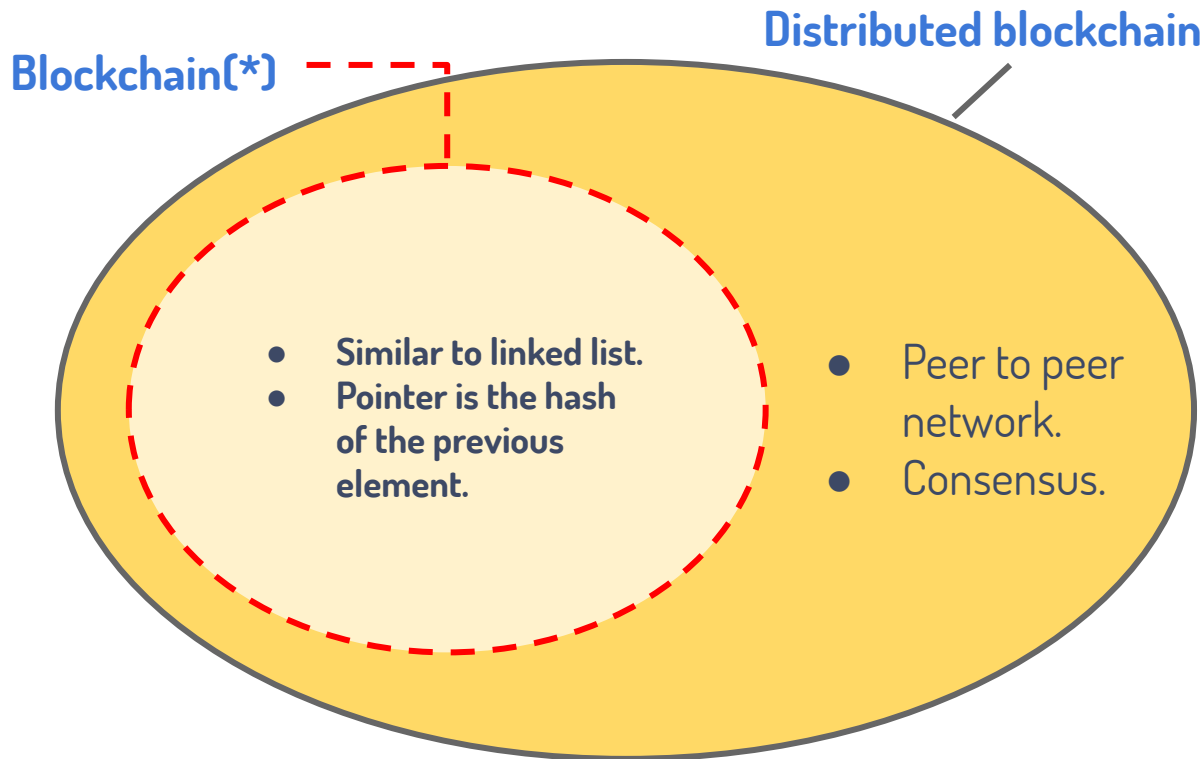


A protocol that is used to achieve the common agreement.

**Transparent**

<https://www.leadstrat.com/blog/5-finger-consensus/>

# What is blockchain?



- **Immutable**
- **Decentralized**
- **Transparent**



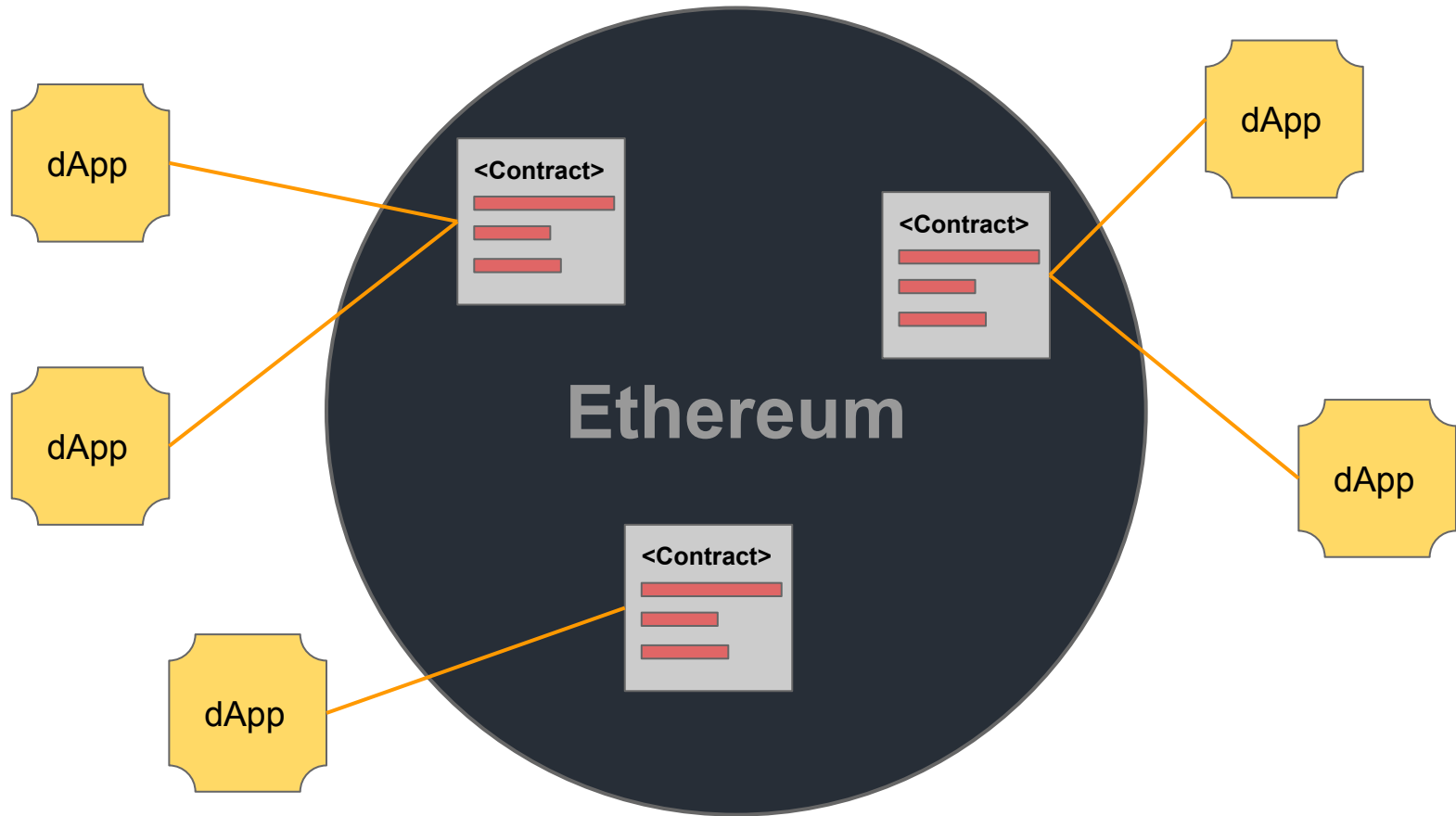
**Peer-to-Peer Electronic Cash  
System**

**VS**



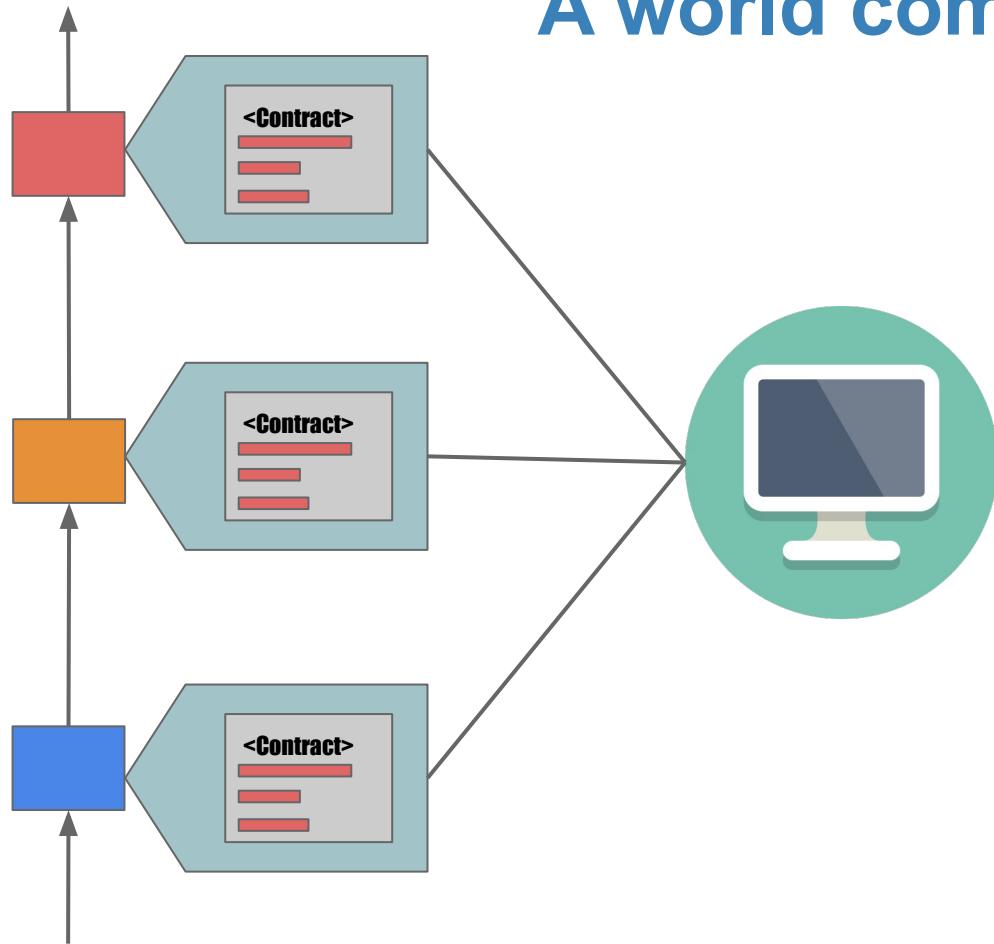
**Decentralized app platform**

# Ethereum is a blockchain app platform.



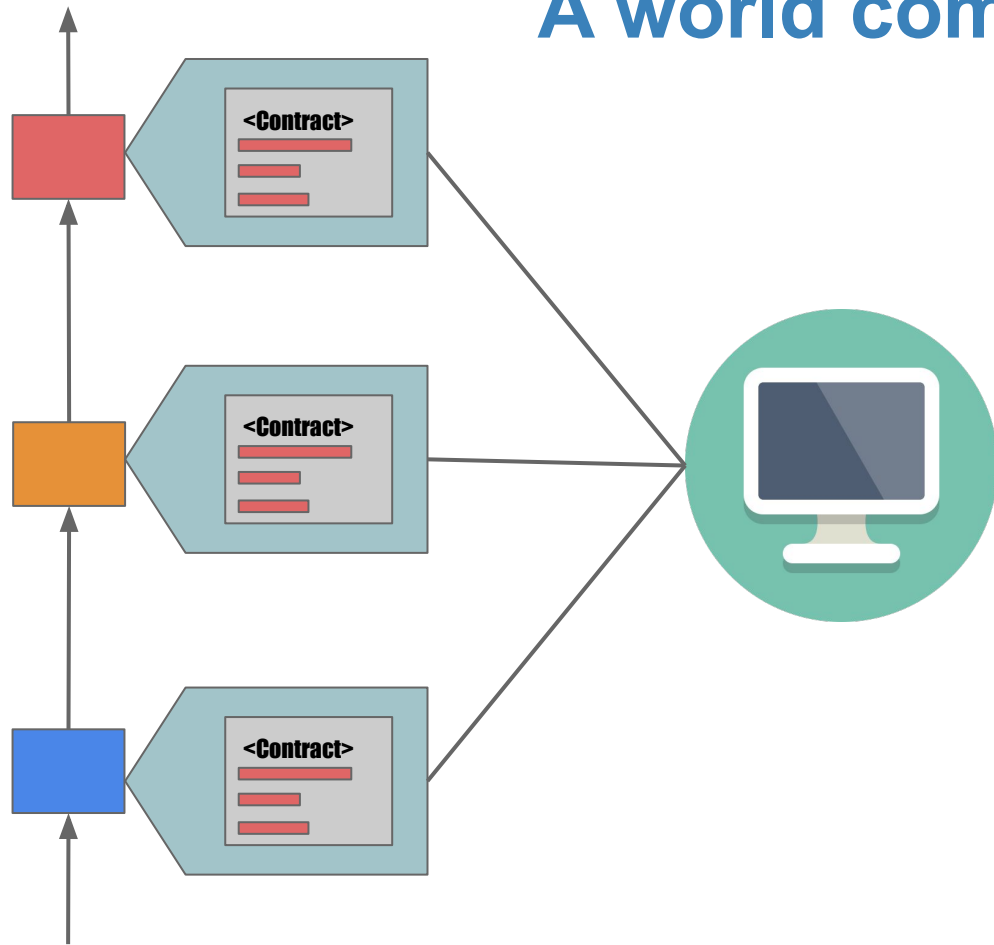


# A world computer.

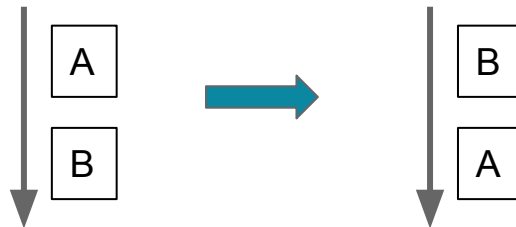


- Decentralized
- Transparent
- Atomic

# A world computer.



- Expensive
- Slow
- Single thread
- The order of messages' execution can be reorganized



# This computer uses "ether" to run.

1ether =  $10^{18}$  wei

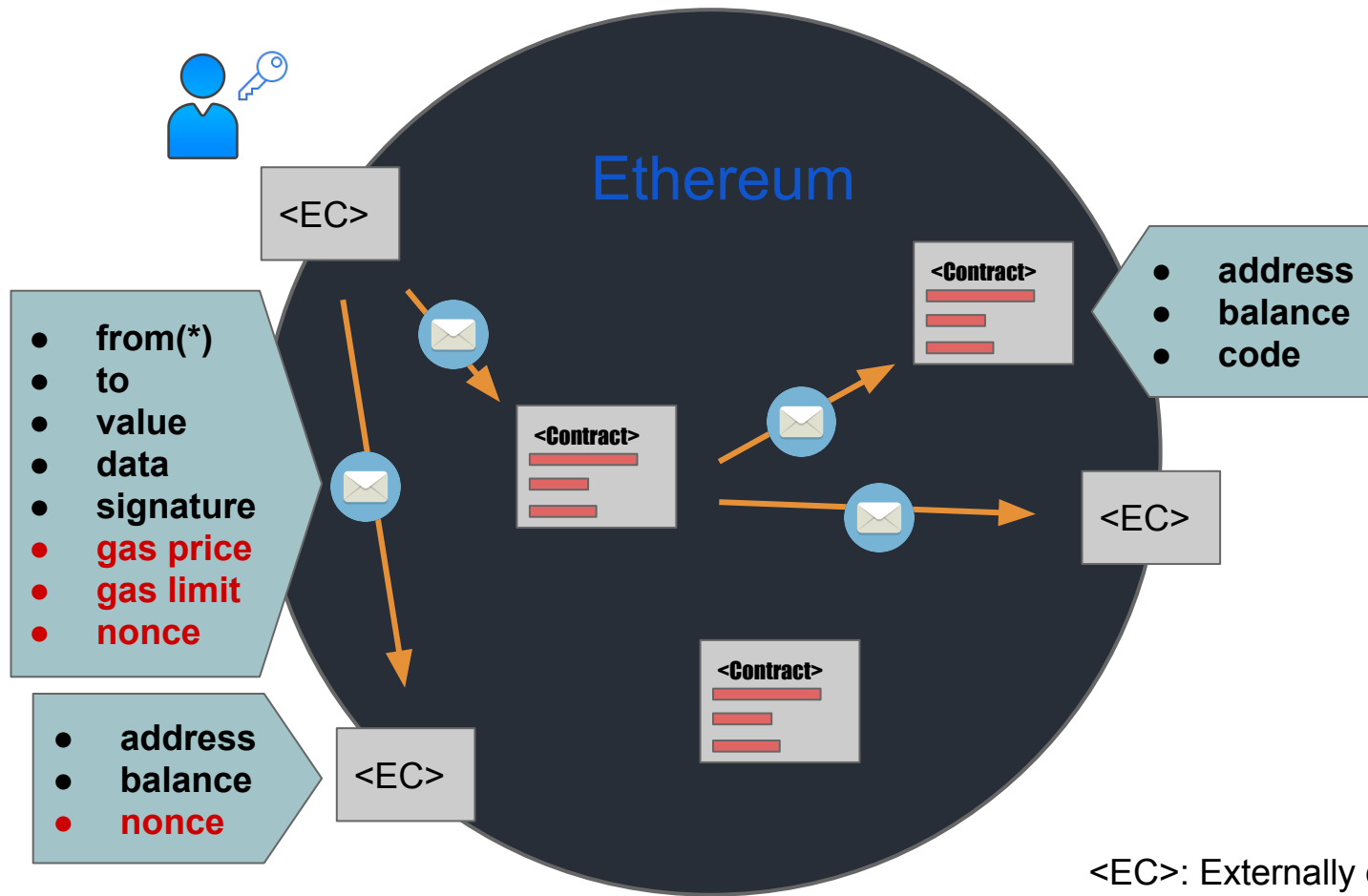
**Proof of work mining**

**2ethers/block/15seconds**

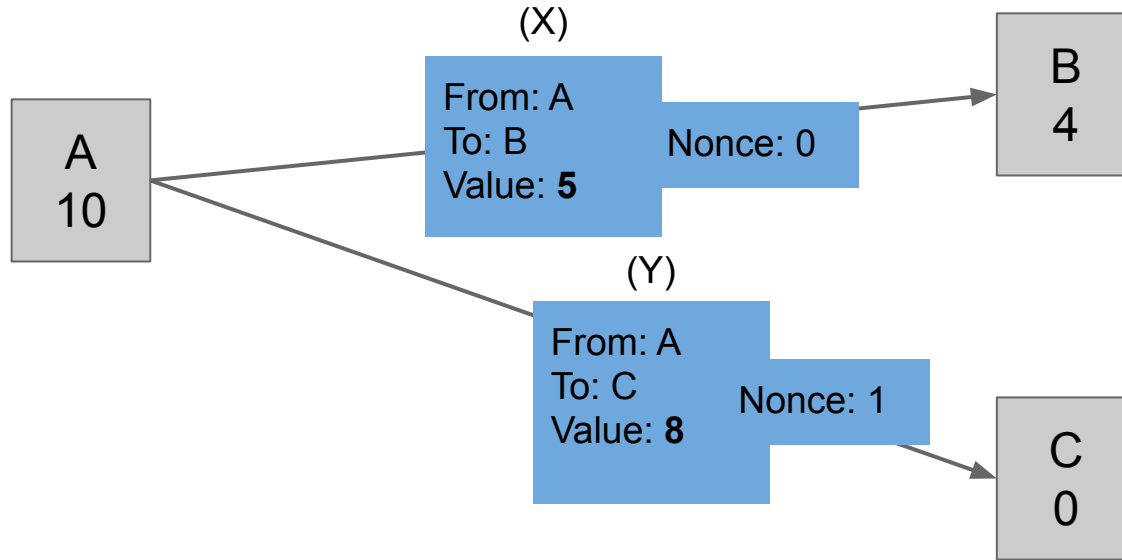
(transaction fee, uncle block fee)



<https://coinmarketcap.com/currencies/ethereum/#charts>



# What is account's nonce using for?



Nonce number specifies the order of transactions of an account.

Nonce of an account is total of successful transactions that were sent.

**At the same time, commit 2 transactions<sup>(\*)</sup> (X) and (Y). Which will be accepted?**

(\*) Transaction is a message that is sent from an externally owned account



- from(\*)
- to
- value
- data
- signature
- **gas price**
- **gas limit**
- nonce

## What will happen if one of contracts has an infinity loop?

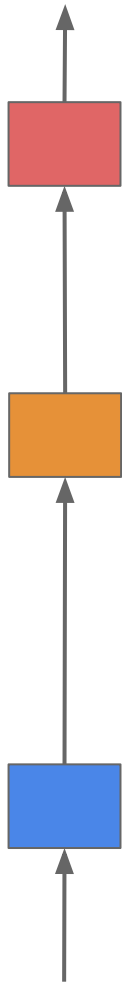
**Pay to run → How much I have to pay?**

- Gas: Cost of 1 step run.
- Gas limit: Maximum gas.
- Gas price: Number of “ether” we pay for 1 gas.

Avg:  $3.100.000.000\text{wei} = 3.1\text{Gwei} = 0.000000031\text{ether}(3.1 \cdot 10^{-8})$

$$\text{fee} = \text{gas limit} * \text{gas price}$$

# Block

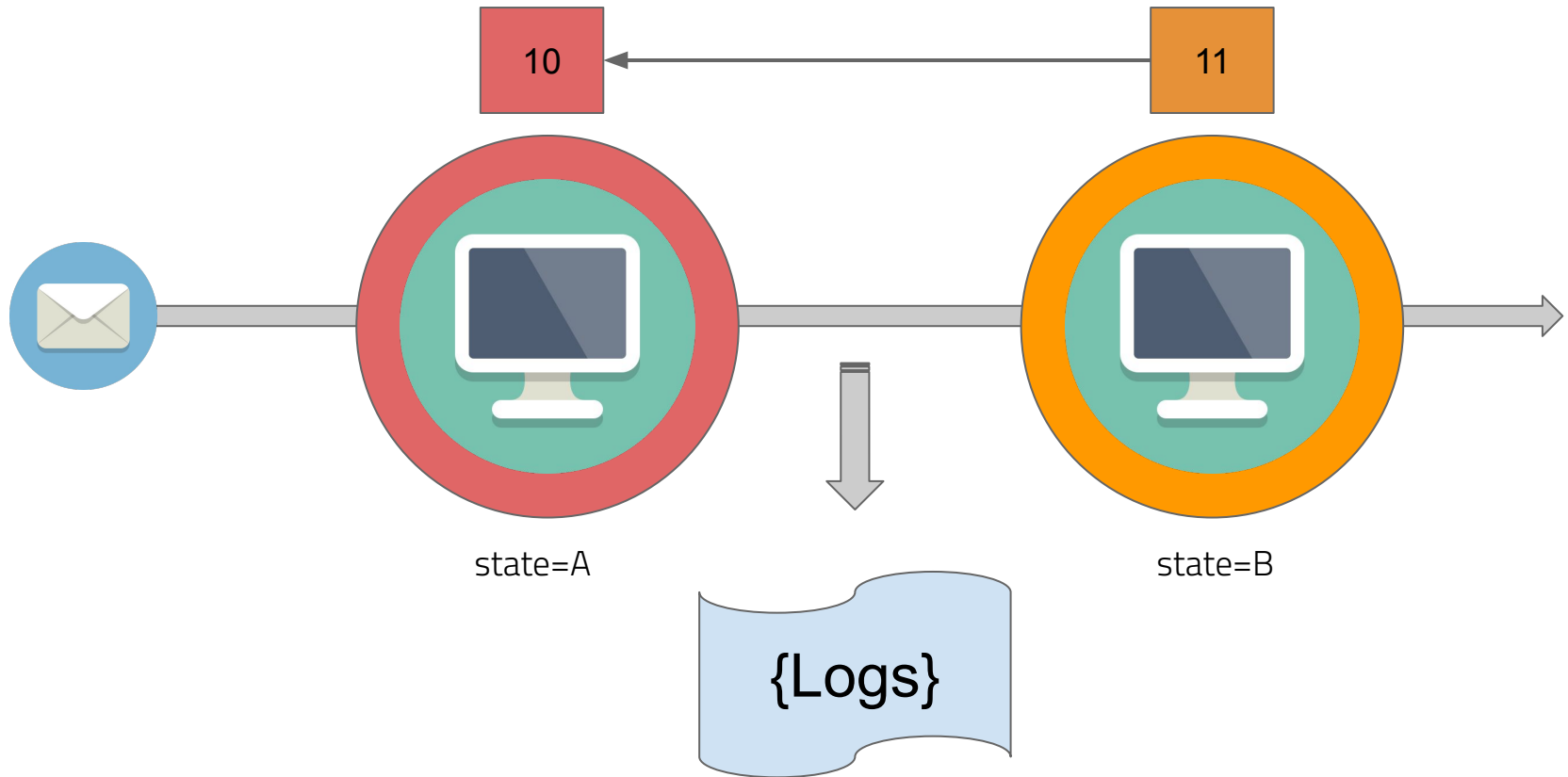


- parent's hash
- list of transactions
- timestamp
- miner address
- nonce
- gas limit
- gas used
- state root
- receipt root
- ...

- No size limit
- Gas limit is the maximum of total gas of all transactions
- Total used gas of all transactions

$6.700.000/21.000 \sim 319 \text{ txs/block}$

# Event





# Summary

- **Account<sup>(\*)</sup>**
  - Nonce is total successful transactions that were sent.
- **Transaction<sup>(\*)</sup>**
  - Gas limit: Total gas that is allowed to use when the EVM run a transaction.
  - Gas price: Price of 1 gas(base on wei).
  - Nonce: The execution order of transactions of the sender account.
- **Block**
  - Gas limit: The maximum of total gas of all transactions.
- **Contract**
  - Only external owned account can trigger a transaction which calls a smart contract.
  - Need gas to execute.

# Ethereum clients & networks

## Clients

- Go-ethereum
- Parity
- Cpp-ethereum
- Pyethapp
- Ethereum(J)

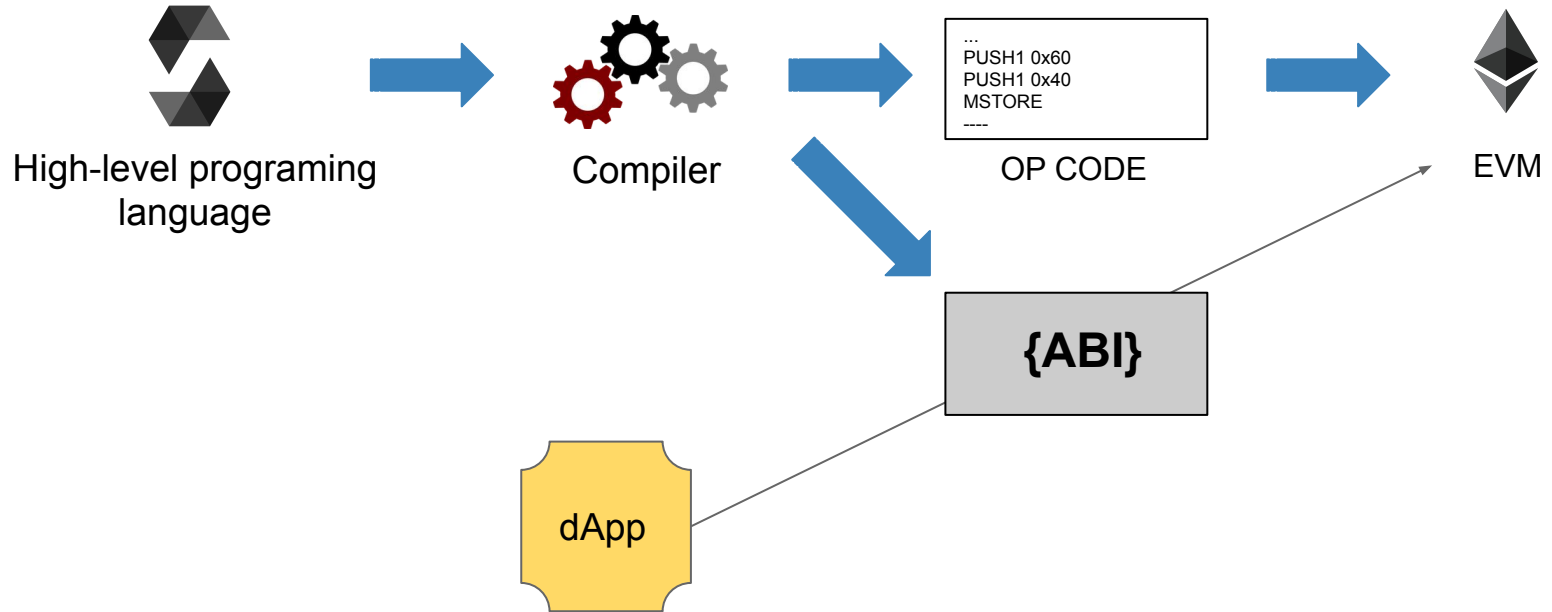


## Networks

- Mainnet
- Testnet
  - Ropsten
  - Kovan
  - Rinkeby
- Private net

< ether.camp >

# Smart contract



# Smart contract

```
pragma solidity ^0.4.0;

contract A {
    uint256 public total;
    function add() {
        total += 1;
    }
}
```

Compiler

## OP Code

```
0x6060604052341561000f57600080fd5b5
b60b88061001e6000396000f30060606040
5263fffffffff7c0100000000000000000
0000000000000000000000000000000000
006000350416632ddb13a8114604657806
34f2be91f146068575b600080fd5b341560
5057600080fd5b6056607a565b604051908
15260200160405180910390f35b34156072
57600080fd5b60786080565b005b6000548
1565b6000805460010190555b5600a16562
7a7a723058203980fdf4ba4267d30a67872
353d9240267848a68557534188a403900f7
ab070a0029
```

## Application Binary Interface

```
[{ "constant": true,
  "inputs": [],
  "name": "total",
  "outputs": [{
    "name": "",
    "type": "uint256"
  }],
  "payable": false,
  "type": "function"
},{
  "constant": false,
  "inputs": [],
  "name": "add",
  "outputs": [],
  "payable": false,
  "type": "function"
}]
```

# Choosing a language

- **Solidity**: similar to JavaScript
- **Serpent**: similar to Python
- **LLL**: similar to Assembly
- **Mutan**: similar to C



# Solidity



- Solidity is a contract-oriented, high-level language whose syntax is similar to that of JavaScript and it is designed to target the Ethereum Virtual Machine (EVM).
- Solidity is statically typed, supports inheritance, libraries and complex user-defined types among other features.

# Solidity

- Layout of a Solidity Source File
- Types
- Variable
- Function
- Globally Available Variables
- Solidity Assembly

# Solidity: Source file example

Contracts in Solidity are similar to classes in object-oriented languages.

```
pragma solidity ^0.4.4; // Version pragma
import './coin3.sol'; // Import from code from another file

// Declare a contract
contract Coin1 {

}

// Declare a contract
contract Coin2 is Coin1 {

}
```



# Solidity: Source file example

```
pragma solidity ^0.4.0;
contract Token {
    uint256 public totalSupply;
    uint256 public availableNumber;
    mapping (address => uint256) balances;
    address owner;
    uint price = 100; // 1 ETH = 100 Token
    event Transfer(address indexed _from, address indexed _to, uint256 _amount);
    function Token(uint256 _totalSupply) public {
        totalSupply = _totalSupply;
        availableNumber = _totalSupply;
        // Set owner is the person who deploy this contract
        owner = msg.sender;
    }
    function () payable public {
        // Calculate amount of token
        uint256 amount = msg.value * price / 1 ether;
        .....
    }
}
```

# Solidity: *Types*

- Booleans
- Integers
- **Address**
- Fixed-size byte arrays
- Dynamically-sized byte array
- Enums
- Arrays
- Structs
- **Mappings**

# Solidity: Types

## Address properties

- `<address>.balance (uint256)`: get balance of the Address in Wei
- `<address>.transfer(uint256 amount)`: send given amount of Wei to Address, throws on failure
- `<address>.send(uint256 amount) returns (bool)`: send given amount of Wei to Address, returns false on failure

# Solidity: Types

## Address properties

- `<address>.call(...)` returns (bool): issue low-level **CALL**, returns false on failure
- `<address>.staticcall(...)` returns (bool): issue low-level **STATICCALL**. (This is basically the same as call, but will revert if the called function modifies the state in any way)
- `<address>.delegatecall(...)` returns (bool): issue low-level **DELEGATECALL**, returns false on failure

# Solidity: Types

## Mapping properties

### mapping(\_KeyType => \_ValueType)

- The **\_KeyType** can be any elementary type
- **\_ValueType** can be any type, including mappings
- If **a** is a mapping, then **delete a[x]** will delete the value stored at **x**

```
contract MappingExample {  
    mapping(address => uint) public balances;  
  
    function update(uint newBalance) public {  
        balances[msg.sender] = newBalance;  
    }  
}
```

# Solidity: Variable

## Three places to store a variable

- Storage: store in “blockchain” → expensive.
- Memory: hold temporary values → cheap.
- Stack: hold small local variables → limited (16 slots).

```
contract test3 {  
    uint public constant TOTAL=100;  
    uint[] public a;  
    uint[] private b;  
    function push() public {  
        uint[] memory x = a;  
        uint[] storage y = b;  
    }  
}
```

# Solidity: *Function*

**function <name>([params])[modifier][visibility][returns type]**

- Modifier: Change the behaviour of functions.
  - Payable: Able to receive ETH.
- Visibility: internal, external, private, public.
- Returns: Return types.

```
function issue(uint _amount) onlyIssuer(msg.sender) payable public returns(bool, uint) {  
    balances[issuer] += _amount;  
    return true, balances[issuer];  
}
```

# Solidity: *Function*

**Modifiers** can be used to easily change the behaviour of functions.

```
modifier onlyIssuer(address _addr) {  
    require(issuer == _addr);  
    _;  
}  
  
function issue(uint _amount)  
    onlyIssuer(msg.sender)  
    returns(bool, uint)  
{  
    balances[issuer] += _amount;  
    return true, balances[issuer];  
}
```



# Solidity: *Function*

**Fallback** is the unnamed function of a smartcontract which is executed whenever the contract receives plain Ether.

**Only 2300 cost gas, so we can not:**

- Writing to storage
- Creating a contract
- Calling an external function which consumes a large amount of gas
- Sending Ether

```
pragma solidity ^0.4.4;
contract Token {
    function() payable public {
    }
}
```

# Solidity: *Globally Variables*

- `block.number` (uint): current block number
- `msg.sender` (address): sender of the message (current call)
- `msg.value` (uint): number of wei sent with the message
- `now` (uint): current block timestamp (alias for `block.timestamp`)
- `tx.gasprice` (uint): gas price of the transaction
- `tx.origin` (address): sender of the transaction (full call chain)
- `sha256(bytes memory)` returns (bytes32): compute the SHA-256 hash of the input
- .....

<https://solidity.readthedocs.io/en/develop/units-and-global-variables.html>

# Solidity: Assembly

Use OPCODE directly in solidity code.

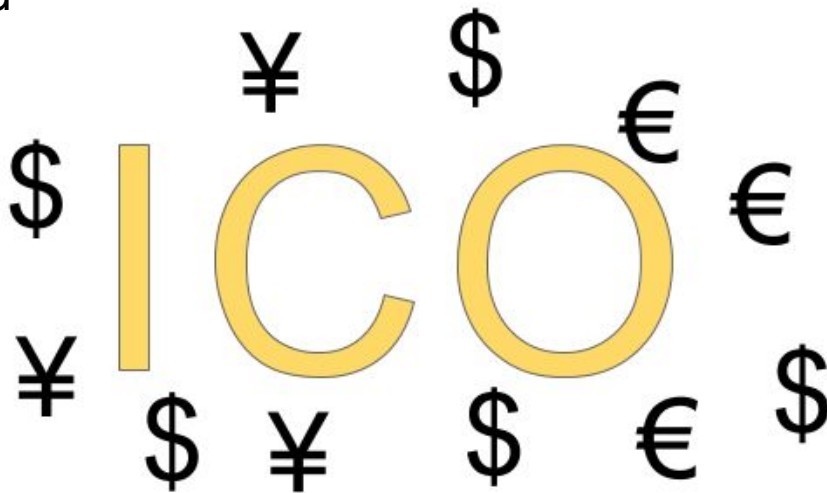
```
function isSmartContract (address _addr) returns (bool) {  
    uint size;  
    assembly {  
        // retrieve the size of the code, this needs assembly  
        size := extcodesize(_addr)  
    }  
    return size > 0;  
}
```

<http://solidity.readthedocs.io/en/develop/assembly.html>

# Examples

## Create a token system:

- User send Eth to contract to get token
- Pay dividend



## Issue token



## Claim dividend



Code: <https://github.com/phukq/token-example>

# Tools



Source code editor



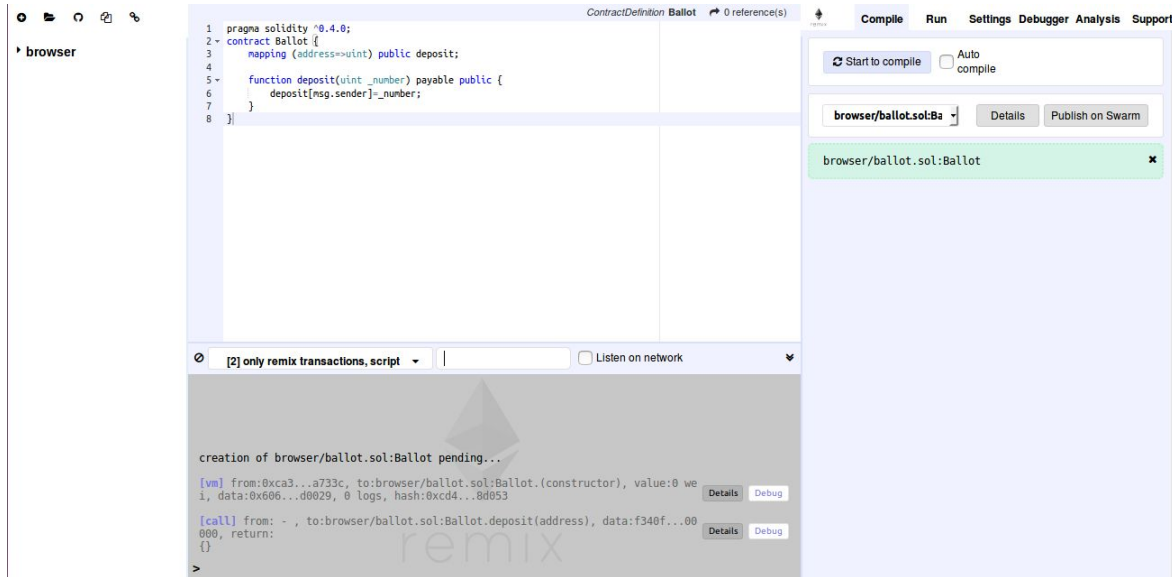
Development framework



Ganache-cli

# Remix

- Online code editor
- Online code compiler
- Integrate with network via web3



<https://remix.ethereum.org/#version=soljson-v0.4.18+commit.9cf6e910.js>

# Ganache

```
npm install -g ganache-cli  
ganache-cli
```

```
phu@phu-ubuntu-3550:~$ testrpc  
EthereumJS TestRPC v6.0.1 (ganache-core: 2.0.0)  
  
Available Accounts  
=====
```

(0)	0x4abe547546e25a90dd27b36a74199a125423e666
(1)	0x5dbc4abf391ed54eccdca0111ac3773e99667d1e
(2)	0xf7537727dd1d0764d0d92353a3485bf863d2454c
(3)	0xbdba22185531d385344e98636e598fecea0d78b6
(4)	0x55aa98d7c6e57ece93ae099cb2f9187c52f3beaa
(5)	0x16cae7858ff68eda683fb7f3651ad09f656825dc
(6)	0x221896021331935579eeef8de7881d3adb4fd60
(7)	0x714941eedbe820f14e22016f447d205e6a5cb1e3
(8)	0x5dedcbfa2e46de85c78296583148aea11e24e498
(9)	0xc5bcfff65afab589d7e2f1bc8dd22fde1845d85a

```
Private Keys  
=====
```

(0)	ce1378a94bdd1863f7266721a5aadc9abfc4f12d3249b20e17ef0fca58c514f
(1)	d7623d7d7cf4e85622374a0dc239bef06007d39dd9876cc7f8cb700ceca1146e
(2)	b4eff9d2f7f022c0c12c693663b2296a8114abbe9407d4f019fc91bd5fa0f625
(3)	2b164798321d9028b8fdb0659408957ee07c7eaf70ecf8c4bcaae8e4087c5ffa
(4)	cbc6d8f78be55abae300bf1d9fc1925315a6dcacf81bb821a980263fc062660f4
(5)	1f514e0721cb93d4519f77b85f83c881fc1545899220740189b931a118fe5fe2
(6)	b97a5579b67ed9f7e52521032eee411b077fa5a0ef57cf0aae572b10c2a923a4
(7)	e1696c87882c0223aef25868cc20615a9eae5308a442139539430ad4b7129db
(8)	bf671195e2e6e1426990f93d537cd3bb6b671f1d2d96767dd35df4d69fda42cb
(9)	6c41dfe5c5fda26913f23a0578f148bfc78e9b8a9fa0e7af882e1b4b35a90964



# Truffle

```
npm install -g truffle
mkdir smartcontract-example
cd smartcontract-example
truffle init
```



# Truffle

## Project structure

- `contracts/` - directory where Truffle expects to find solidity contracts.
- `migrations/` - directory to place scriptable deployment files.
- `test/` - location of test files for testing your application and contracts.
- `truffle.js` - your main Truffle configuration file.

# Truffle

Compiling contracts

```
truffle compile
```

Running migrations

```
truffle migrate
```

# References:

- Noobs image credit: <https://medium.com/@ConsenSys/a-101-noob-intro-to-programming-smart-contracts-on-ethereum-695d15c1dab4>
- Ethereum yellow paper: <https://ethereum.github.io/yellowpaper/paper.pdf>
- Ethereum white paper: <https://github.com/ethereum/wiki/wiki/White-Paper>
- Solidity docs: <https://solidity.readthedocs.io/en/latest/>
- Truffle docs: <https://truffleframework.com/docs>

# Challenge

Create a p2p game: Two players play with each other. Call the players is A & B. A will give a secret number with an amount of ether, B will guess the number "odd or even". If the B's guess is right B will get all the money.