

在规定时间内，各典当行的老板对被上架的物品出价，第一次出价的人先把币放到合约里，然后看第二个出价的人，先将币放到合约里，如果出价比第一个高，把币返还给第一个出价的人，如果没第一个高，则返还币回第二个出价的人，以此类推，到拍卖时间结束时，谁的币在合约里，物品就归谁。

智能合约：

```
1  pragma solidity ^0.4.18;
2
3  contract MyContract{
4      address public user;
5      bytes32 public shopkeeper;
6
7      address public bestone;
8
9      uint public bestprice;
10     uint public theend;
11     mapping(address=>uint) offers;
12
13     bool ended;
14     event bestoneaddress(address qi,uint p);
15     event stop1(address last1,uint p);
16     constructor(bytes32 _shopkeeper, uint timeo, address
17         _user) public{
18
19         shopkeeper = _shopkeeper;
20         user = user;
21         theend = block.timestamp + timeo;
22
23     }
24
25
26     function theend() public{
27
28
29         require(block.timestamp >= theend);
30         require(!ended);
31
32         ended = true;
33         stop1(bestone, bestprice);
34         user.transfer(bestprice);
35     }
36
37     function quxiao() public view returns(bool){
38         uint p = offers[msg.sender];
```

```

39  if (p > 0){
40  offers[msg.sender] = 0;
41  if (!msg.sender.send(p)){
42  offers[msg.sender] = p;
43  return false;
44  }
45  }
46  }
47  return true;
48  }
49
50  function chujia() public fangbi{
51
52  require(block.timestamp <= theend);
53  require(msg.value > bestprice);
54  if(bestone != 0){
55  offers[bestone] += bestprice;
56
57  }
58  bestone = msg.sender;
59
60  bestprice = msg.value;
61
62  bestoneadress(msg.sender,msg.value);
63
64  }
65
66  }

```

部分说明 `function theend()` 时间到后结束物品收购, 将最后出价最多的人的币给用户, 物品给截止时间最后一个出价最多的店家。

`function chujia() public fangbi` 出价


部署成功：

Created contract

3 of 12 Confirmations

-0.00 ETHER

To watch and interact with a contract already deployed on the blockchain, you need



[\(ADMIN PAGE\)](#)

0.00 ether

0xF151404a25435cf479DEb7Cee2D512F6593d1ddB