A living programming environment for a living blockchain

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Disclaimer!

This is not a blockchain mechanisms talk!

(Sorry disappoint you :))

General technology explanation

Starting by the fruit: Smart contracts

- Digital reification of contracts
  - Emulate the logic of contractual clauses
    - Self-executing
    - Self-enforcing
- Reduce transactional costs
- Minimise exceptions

Following by the branch: Ethereum

- Blockchain based technology
- Open source & public network
- Smart contracts
  - State stored in a blockchain
  - Byte-code executed in the turing complete EVM
  - Many development languages (solidity, serpent, etc)

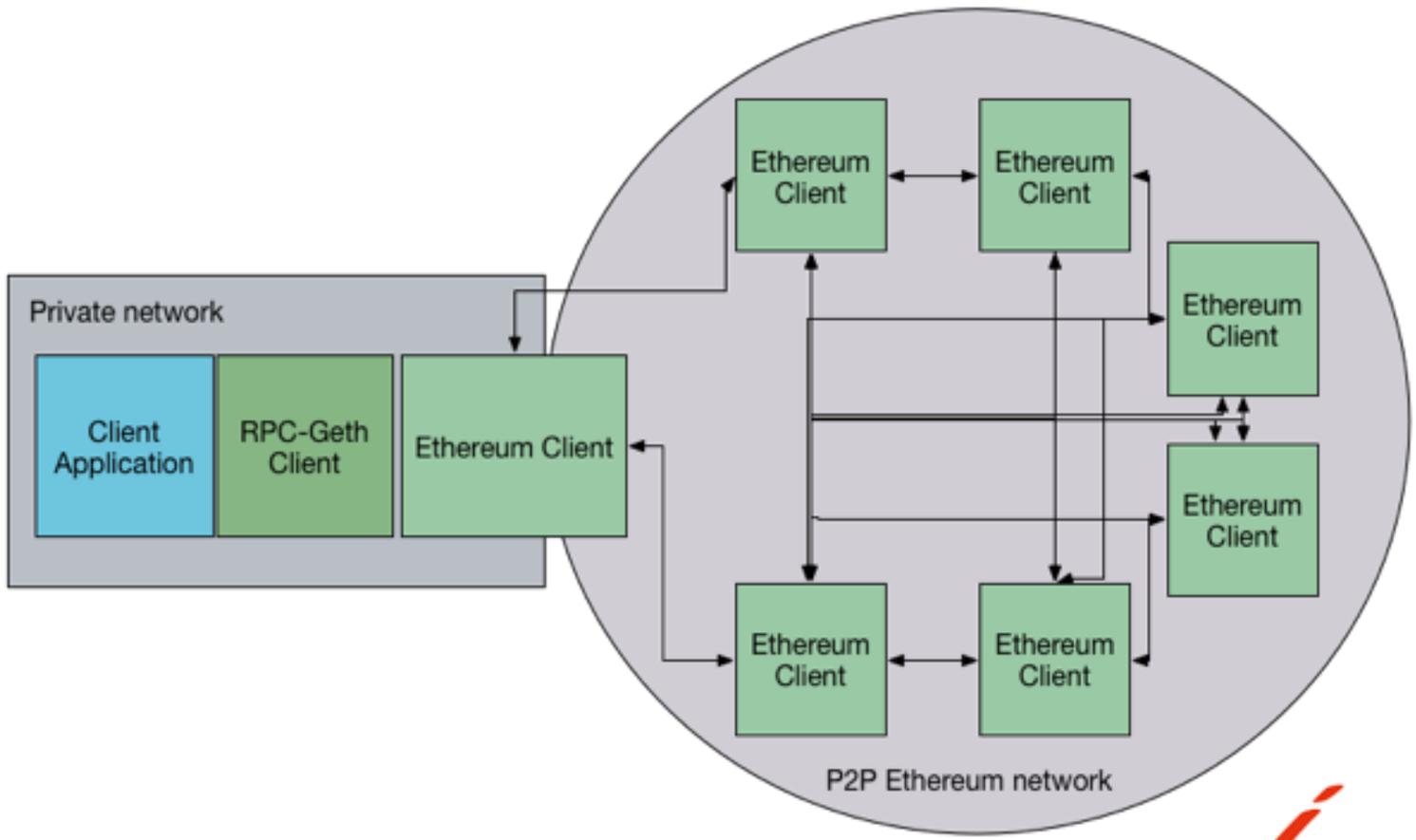
Arriving to the trunk: Blockchain

- Open and distributed ledger
- Records a constantly-growing list of transactions in between two parties. (blocks)
- Resistant to modification by design
- Cryptocurrency: Paying to reinforce the social engagement with the security

First-citizens in Blockchain

- Block: stamped batch of transactions
- Transaction: Representation of mutations of state
  - Movements of money
  - Method activation
- Account: Source and target of transactions (account in the accountancy meaning)
- Contracts (Specific in ethereum)

So what? Architecture of a proposed application



Pharo

Pharo: Why?

- Blockchain is a multiple actors always growing environment.
- Blockchain is a living environment
  - Transactions move money (ether - bitcoin) from one place to other
  - Transactions execute smart contracts
- Ethereum is a distributed runtime. Nothing better than a live environment for a living distributed runtime.
- A lot of code analysis and inspection state-of-the-art tools

Fog

- Pharo client for the Ethereum client (GEth)
- github.com/sbragagnolo/Fog

Fog - features

- Connection, communication, marshalling, etc.
- Block fetching
- Query and create transactions
- Query and create contracts
- Remote method invocation

Fog - features

- Development support
  - First-class citizen navigation (GT-Tools)
    - Accounts
    - Blocks
    - Transactions
    - Contracts
- Automatic contract mirror generation
- Automatic contract proxy building

Fog - features

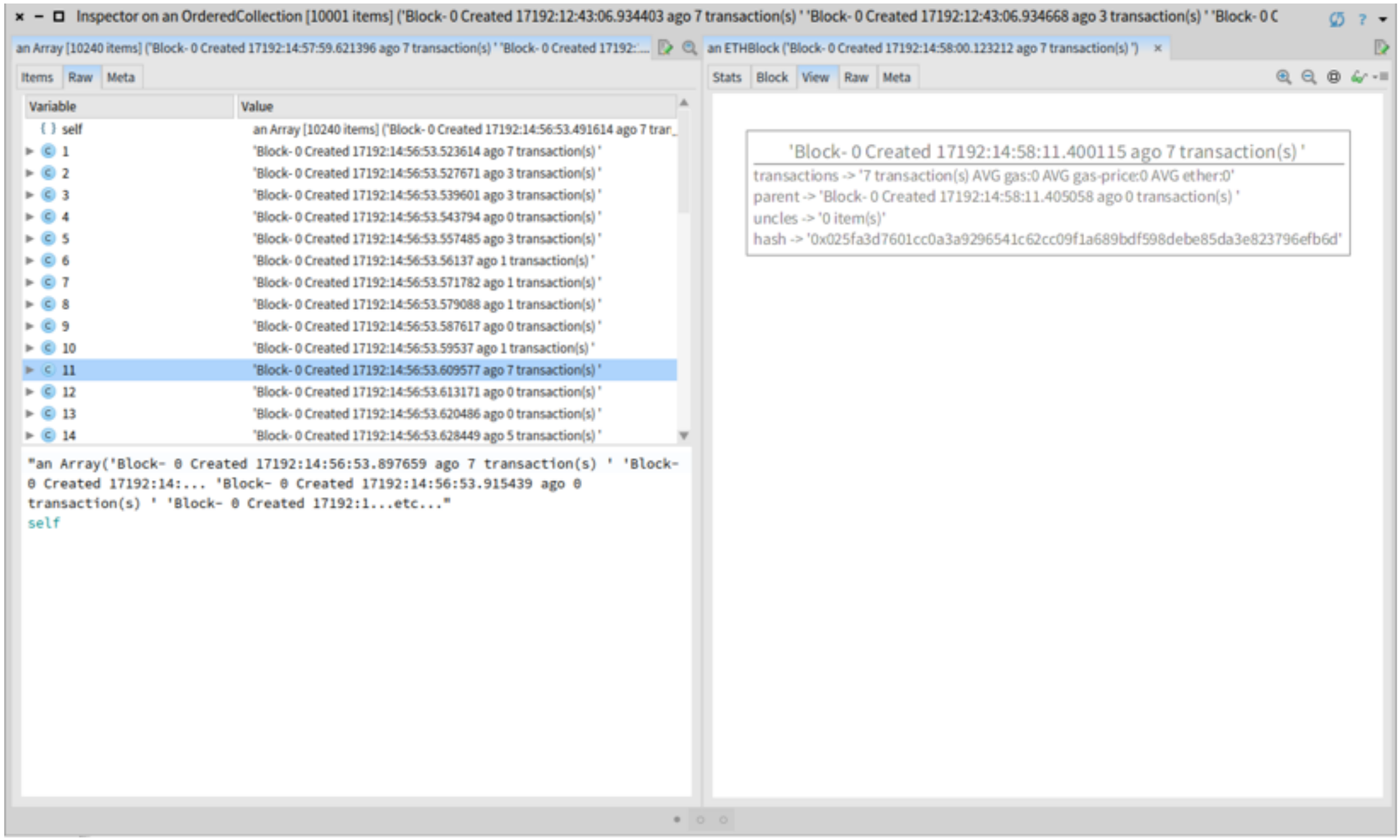
- Cache
- General
- Connection
- Session

Some fancy slides :)

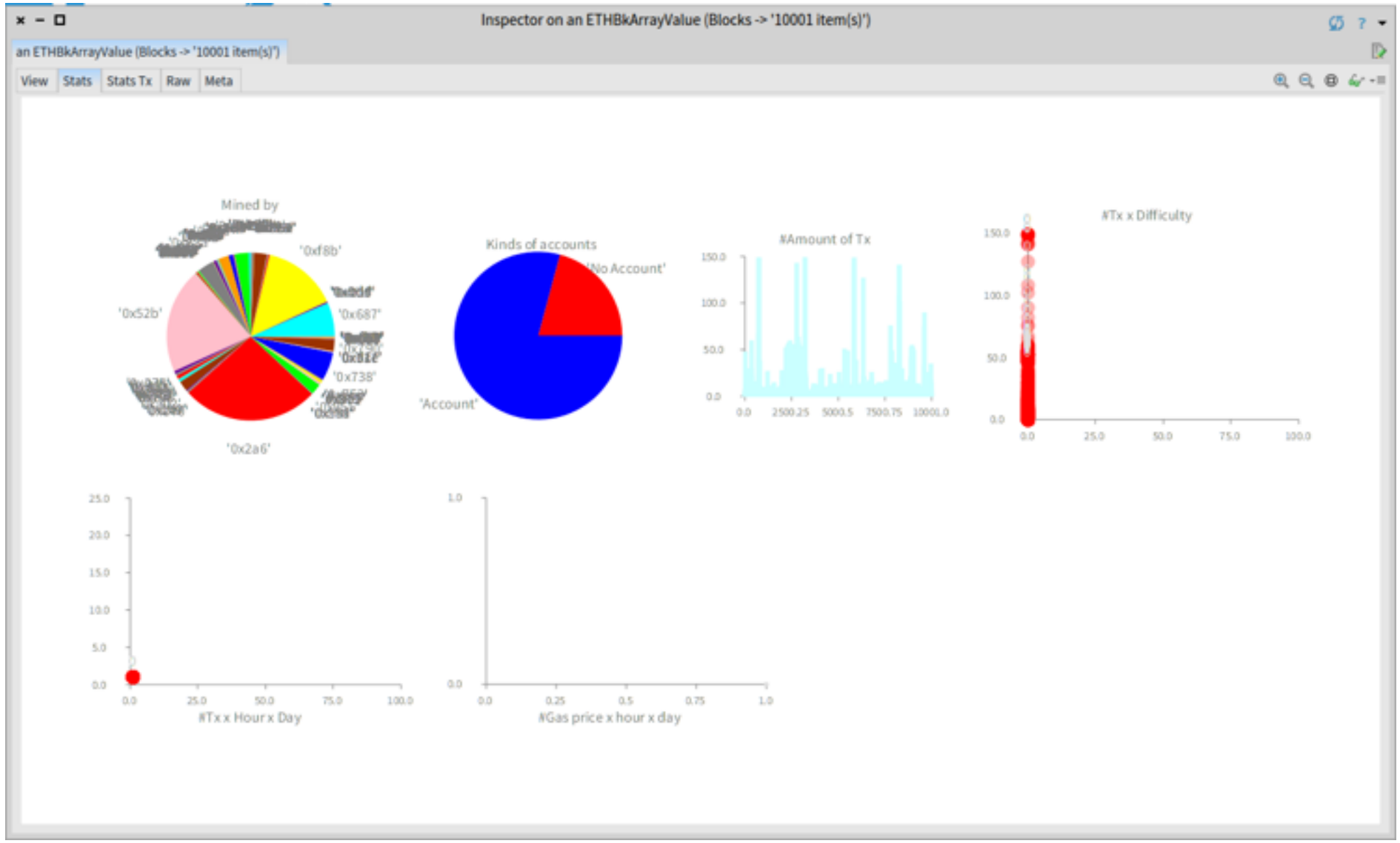
Block inspection

- Navigating blocks
- Inspecting blocks individually
- Overview of a collection of blocks through statistics
- Overview of the transactions of a collection of blocks

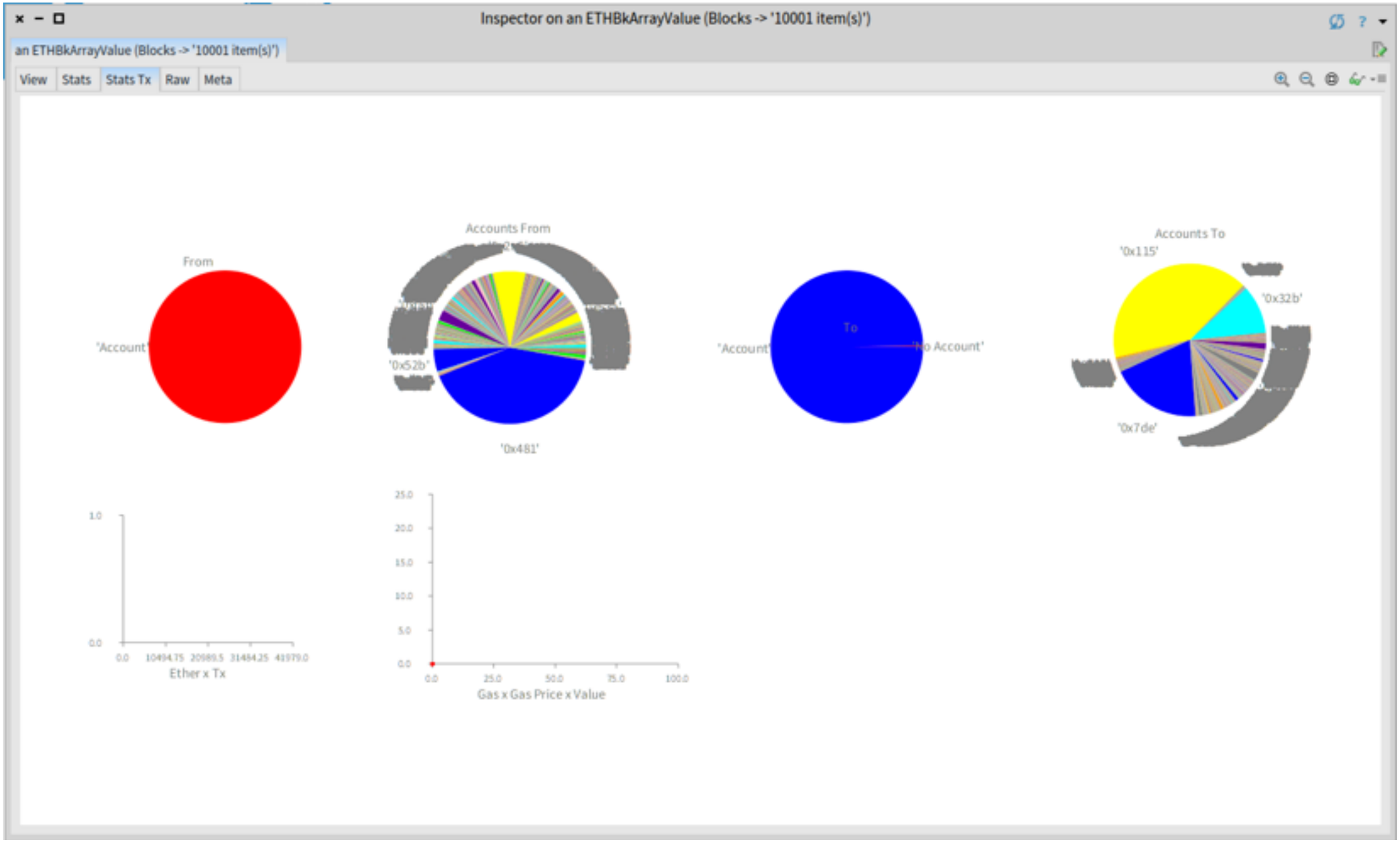
Navigating in blocks



Blocks overview



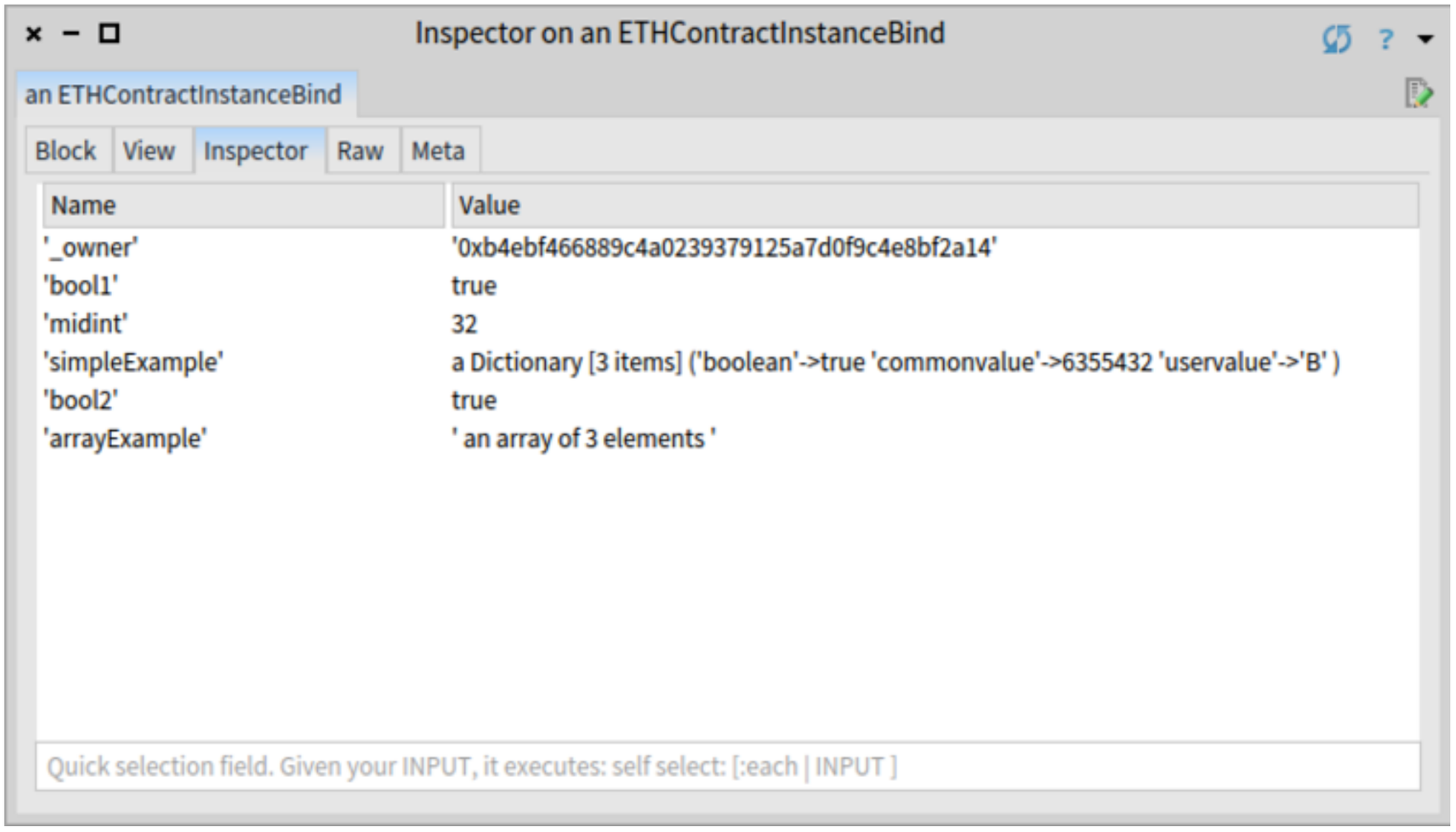
Transactions overview



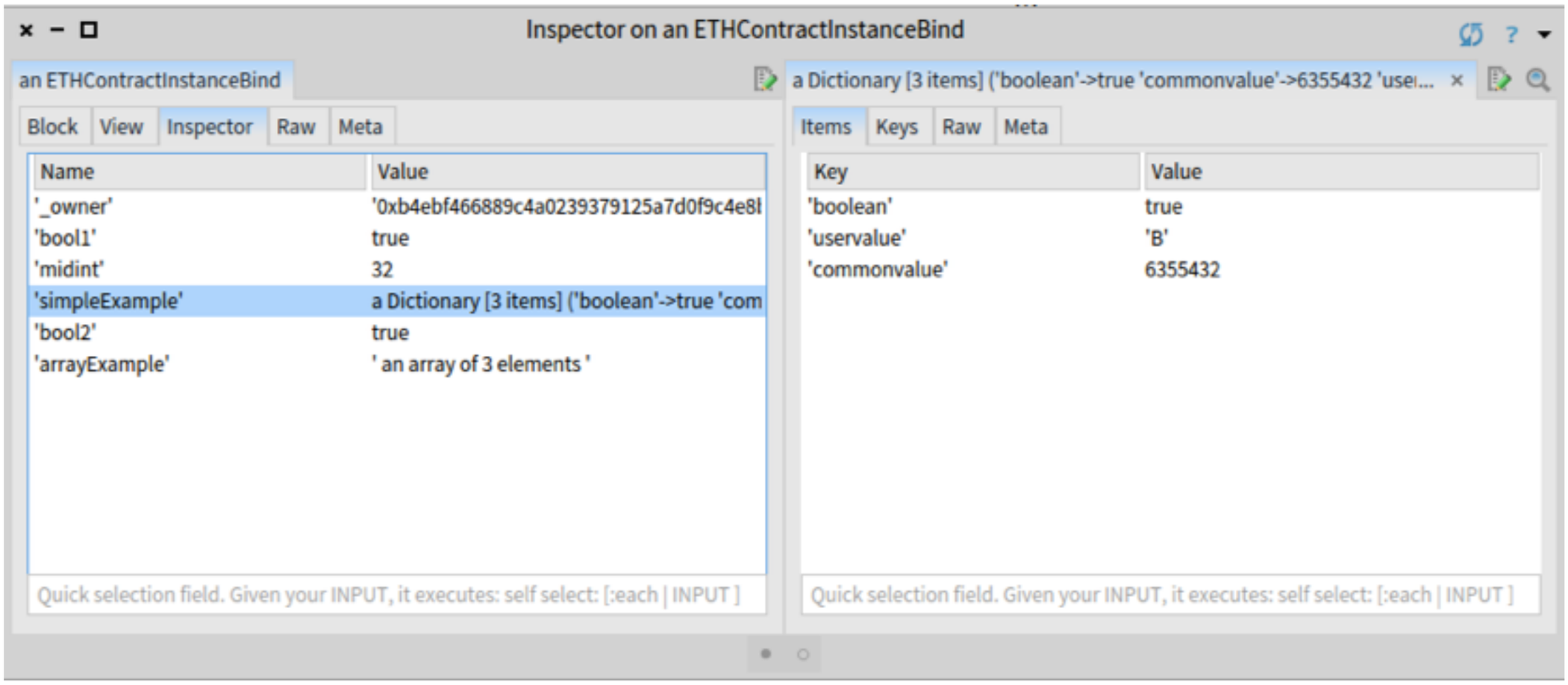
Contract source code

```
pragma solidity ^0.4.2;

contract StructTestContract {

    enum myenum { A, B, C }

    struct  mystruct {
        bool    boolean;
        myenum  uservalue;
        uint32  commonvalue;
    }
    address     _owner;
    bool bool1;
    int16 midint;
    mystruct simpleExample;
    bool bool2;
    mystruct[] arrayExample;

    function StructTestContract (){
        _owner = msg.sender;
            bool1 = true;
            bool2 = true;
            midint = 32;
            simpleExample.boolean = true;
            simpleExample.uservalue = myenum.B;
            simpleExample.commonvalue = 6355432;
            arrayExample.push(mystruct(true, myenum.A, 134));
            arrayExample.push(mystruct(false, myenum.B, 235));
            arrayExample.push(mystruct(true, myenum.C, 34));
    }
    function kill() {
        suicide(_owner);
    }
```

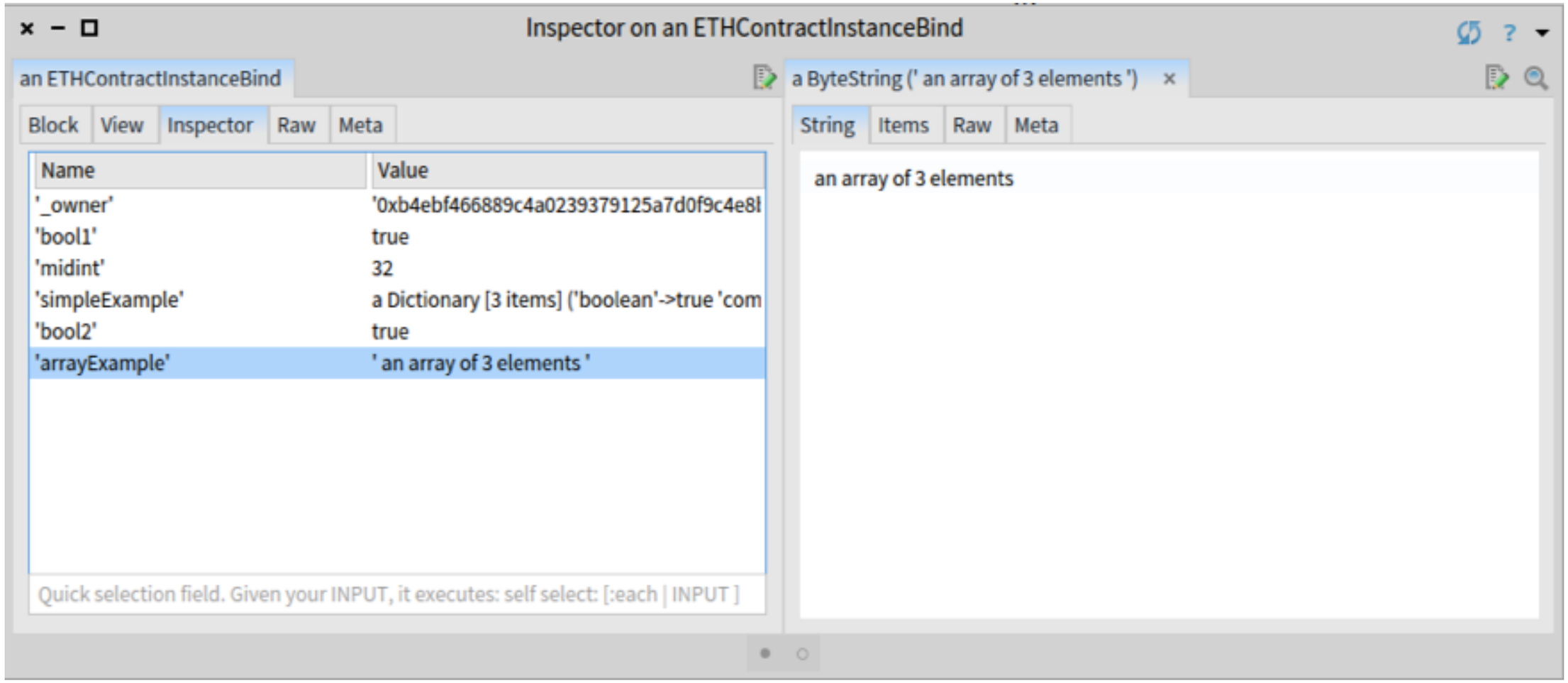
Inspecting contract



Inspecting structs



Yet to implement

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Fog - Demo


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Fog - future

- Finishing session management
- Events support
- Transactional message send recognition
- New AST Definition (Henrique Rocha)

THANKS :)!

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