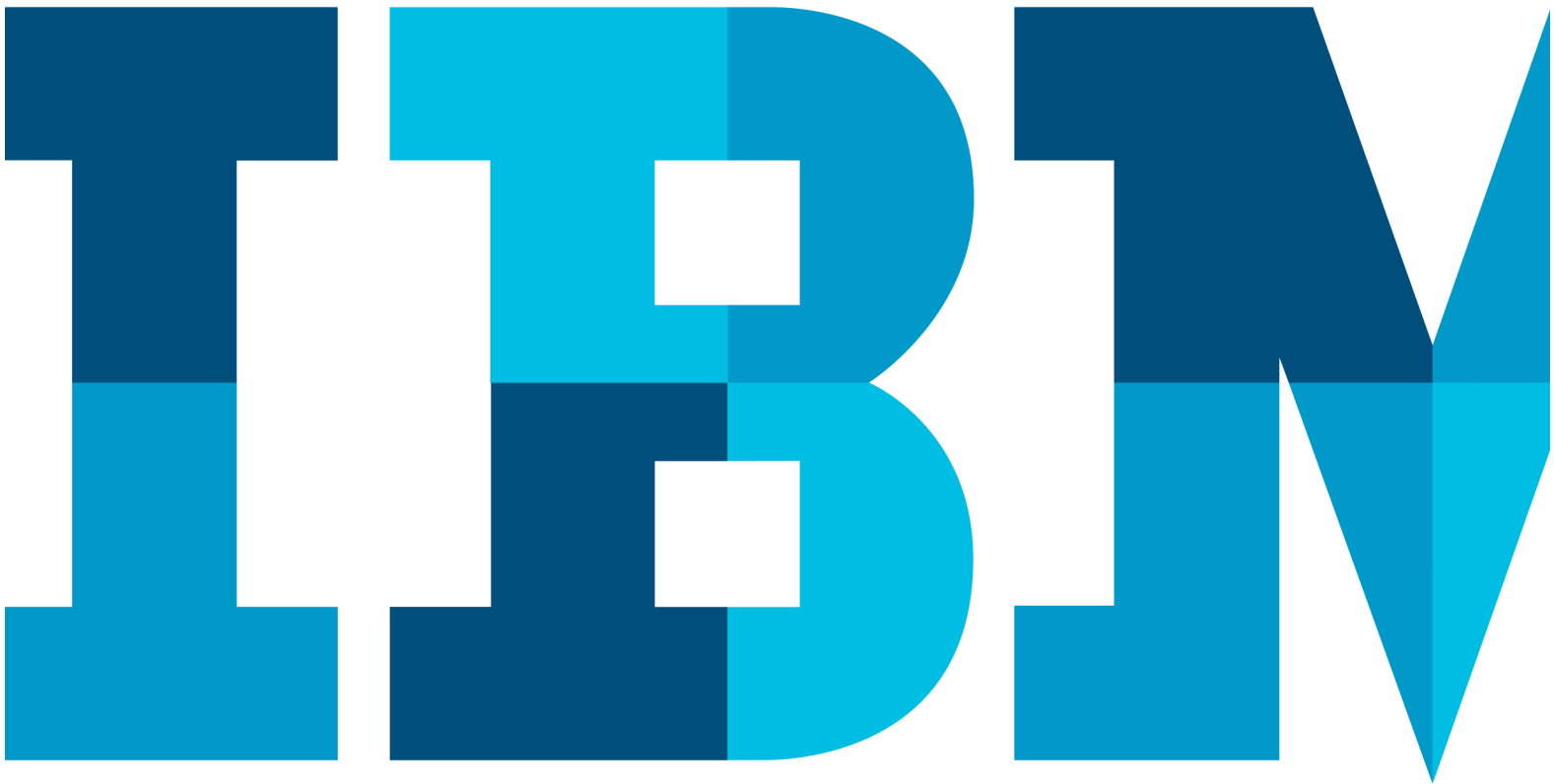


IBM Blockchain Hands-On Blockchain Fabric Composer

Lab One – Exercises



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Overview

The purpose of this lab is to introduce you to the concepts of a blockchain by showing you how a blockchain transfers assets between participants in a business network. We will use car leasing as the scenario for the demo.

Introduction

Pre-requisites:

- Internet Connection
- Any Modern Browser (IE9+)

No login is required to access the demo site.

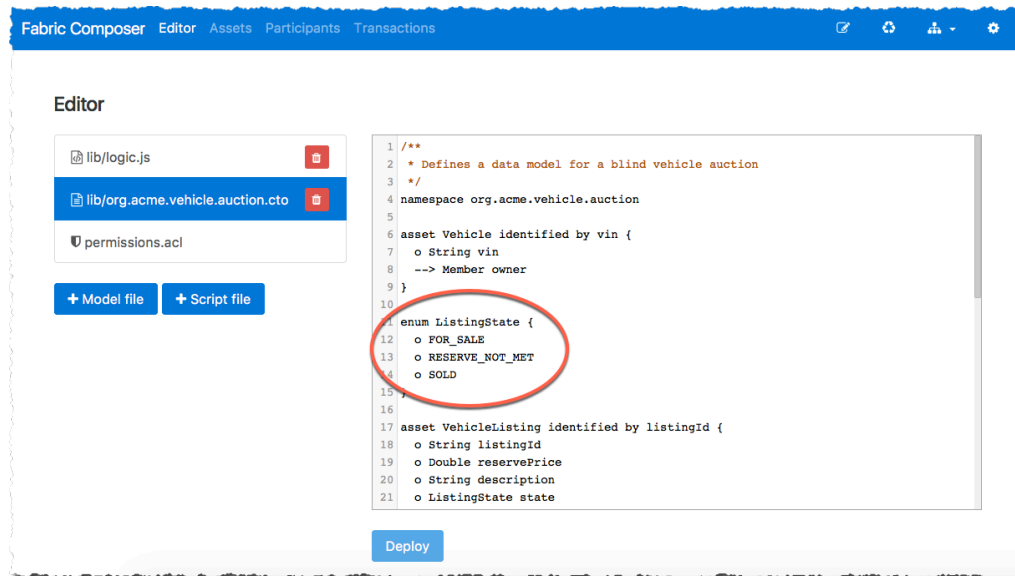
The demo site simulates the entire blockchain network within the browser providing a sandpit environment to test and explore the capabilities of Fabric Composer UI. It is then possible to connect this to a live blockchain Hyperledger Fabric instance on the local machine or install the Fabric Composer on a local machine for more developer friendly tools

Fabric Composer-UI is one method to use Fabric Composer, other methods are also available at www.fabric-composer.org.

Section 1. Using Fabric Composer UI

1.1. Open the Fabric Composer UI

- __1. Go to fabric-composer.mybluemix.net

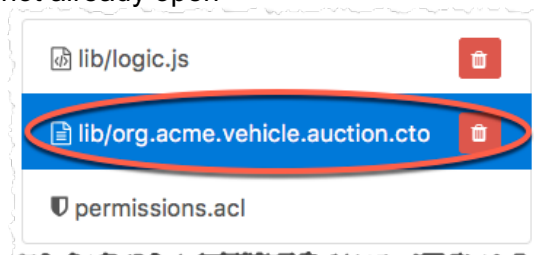


- __2. Ensure the demo loaded is the Car Auction Example showing easily identified by the FOR_SALE, RESERVE_NOT_MET... items on the page shown above. If this is not present see Appendix A to reset demo.

1.2. Explore the Editor Views

1.2.1. Model File

- __3. Go to the Model File if it is not already open



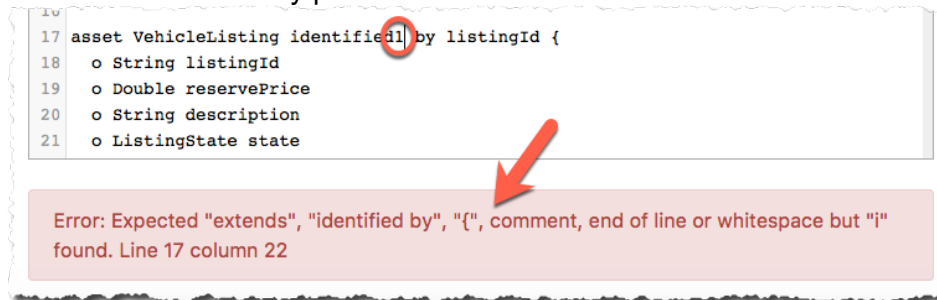
This .cto file defines the namespace for assets, participants and transactions are modeled

- __4. Look at the asset defined

```
6 asset Vehicle identified by vin {
7   o String vin
8   --> Member owner
9 }
```

This uses the Fabric Composer Modeling Language which will be looked at more later. An asset can be items such as bonds, mortgages or vehicles in this case. Here we can see the asset is called 'Vehicle' and will have an associated *vin* and relationship a 'Member' that we would call an 'owner'.

- ___5. Type & remove a number in at any point to show the live validation



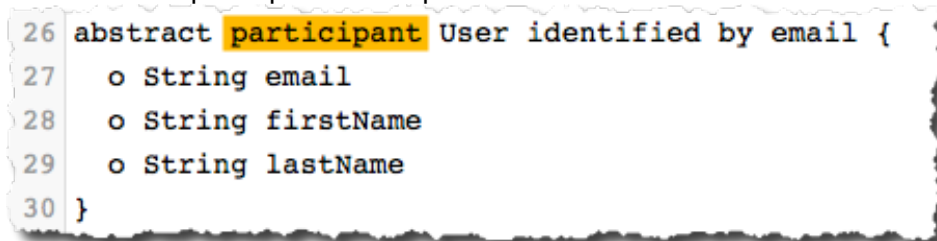
```

17 asset VehicleListing identified by listingId {
18   o String listingId
19   o Double reservePrice
20   o String description
21   o ListingState state

```

Error: Expected "extends", "identified by", "{", comment, end of line or whitespace but "}" found. Line 17 column 22

- ___6. Scroll down to look at the participant namespace defined



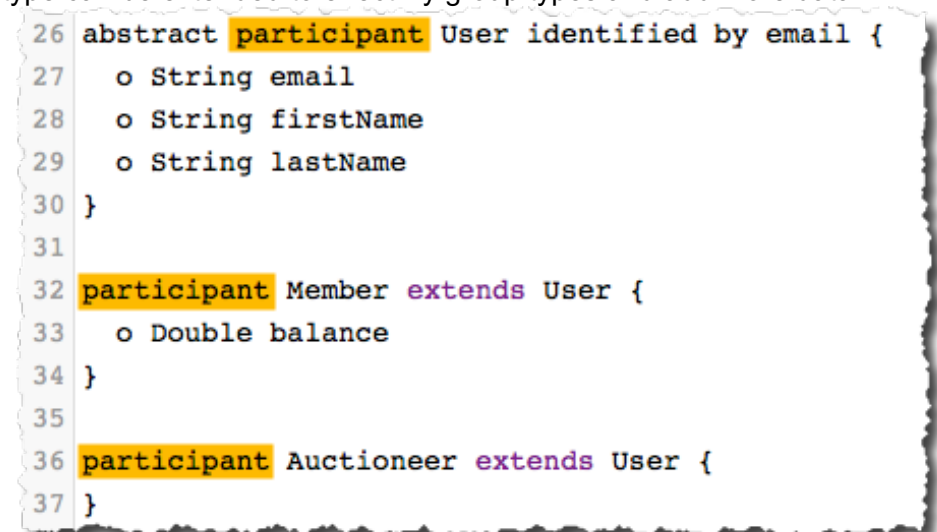
```

26 abstract participant User identified by email {
27   o String email
28   o String firstName
29   o String lastName
30 }

```

The *participant* will be the people or companies within the business network. This participant called 'User' will be defined as having a *email*, *firstName* and *lastName*. An **abstract** shows this declaration cannot be created and would need to be part of one of the extensions below

- ___7. See how a type can be extended to effectively group types and add more data



```

26 abstract participant User identified by email {
27   o String email
28   o String firstName
29   o String lastName
30 }
31
32 participant Member extends User {
33   o Double balance
34 }
35
36 participant Auctioneer extends User {
37 }

```

Here the user can become a *Member* requiring a *balance* or an *Auctioneer*

__8. Look at the transaction namespace defined

```

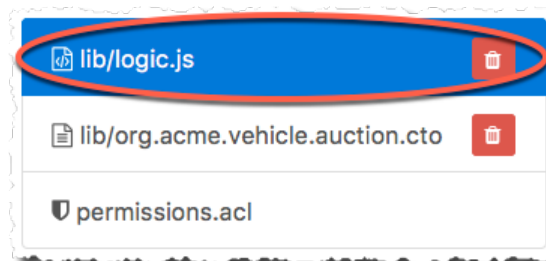
39 transaction Offer identified by transactionId {
40   o String transactionId
41   o Double bidPrice
42   --> VehicleListing listing
43   --> Member member
44 }

```

The *transaction*'s start to define the business rules and logic required to make a transaction. This section defines what a transaction must have and it's relations to other definitions set out.

1.2.2. Script file

__9. Open the script file



__10. Scroll to the bottom to see the logic used to *makeOffer* on a car being auctioned

```

90 function makeOffer(offer) {
91   var listing = offer.listing;
92   if (listing.state !== 'FOR_SALE') {
93     throw new Error('Listing is not FOR SALE');
94   }
95   if (listing.offers == null) {
96     listing.offers = [];
97   }
98   listing.offers.push(offer);
99   return getAssetRegistry('org.acme.vehicle.auction.VehicleListing')
100     .then(function(vehicleListingRegistry) {
101       // save the vehicle listing
102       return vehicleListingRegistry.update(listing);
103     });
104 }

```

This does is the javascript logic to define when each type of transaction can take place. WE can see the components working here

The logic that the vehicle must be for sale to submit an offer on it

The retrieves the asset registry to then update them a few lines later

Save the updated asset back to the registry

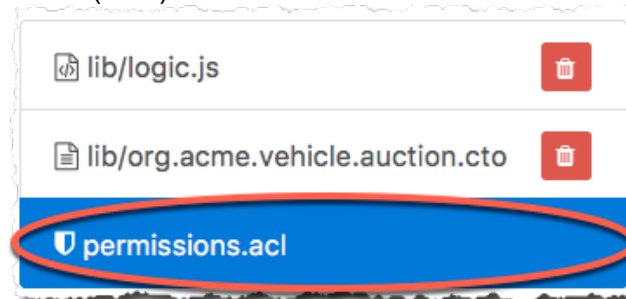
- __11. See the annotations above each transaction

```
/**
 * Make an Offer for a VehicleListing
 * @param {org.acme.vehicle.auction.Offer} offer - the offer
 * @transaction
 */
```

- __12. The annotations are a custom tag to link the modeled transaction to the transaction processor. So whenever a org.acme.vehicle.auction.Offer is called it will submit to this logic.

1.2.3. Access Control List

- __13. Open the Access Control List (ACL)



The ACL defines who can do what within the network with rules run in order

- __14. Look at the ACL rules defined

```
4 Auctioneer | org.acme.vehicle.auction | ALL | org.acme.vehicle.auction.Auctioneer
  | (true) | ALLOW | Allow the auctioneer full access
5 Member | org.acme.vehicle.auction | READ | org.acme.vehicle.auction.Member |
  (true) | ALLOW | Allow the member read access
6 VehicleOwner | org.acme.vehicle.auction.Vehicle:v | ALL |
  org.acme.vehicle.auction.Member:u | (v.owner.getIdentifier() ==
```

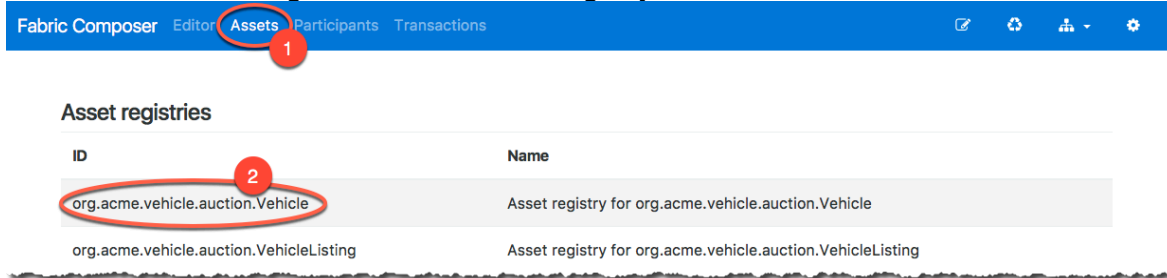
The rule allows or denies all users to access aspects of the org.acme.vehicle namespace. Rules follow the **ID | NOUN | VERB | PARTICIPANT | PREDICATE | ACTION | DESCRIPTION** format, more on this formatting later. There must be at least 1 ACL rule defined as if no rule is found relating to a specific transaction, the transaction is thrown out.

The highlighted rule shows:

Format Item	Defined as	Meaning
ID	Member	Name of rule is 'Member'
NOUN	org.acme.vehicle.auction	Area of access being defined
VERB	READ	READ access is being allowed or denied
PREDICATE	org.acme.vehicle.auction.Member	Who is being allowed or denied access
ACTION	(true)	Set of rules to follow, in this case always follow

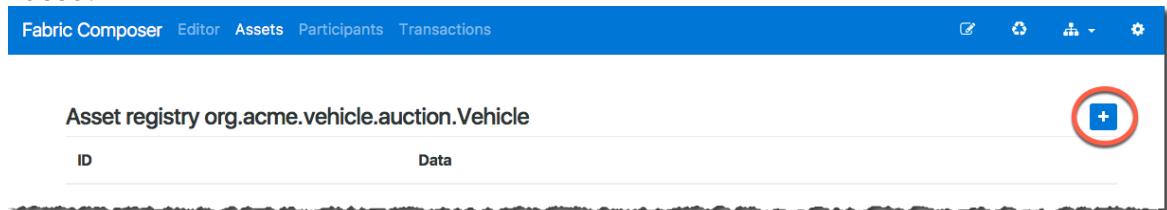
1.3. Add an Asset

- ___15. Open the list of Asset Registries and .Vehicle registry



The asset registries view shows the list of each asset registry (of which there is two in this example), these registries contain all the assets of that type.

- ___16. This *org.acme.biznet.auction.vehicle* registry contains no assets already. Click the '+' to add a new asset.



- ___17. The Add Asset view then lets you submit the call to add a new asset in JSON structure to input

Add asset

Type

org.acme.vehicle.auction.Vehicle

JSON data

```

{
  "$class": "org.acme.vehicle.auction.Vehicle",
  "vin": "1234",
  "owner": "Joe@email.com"
}

```

Add

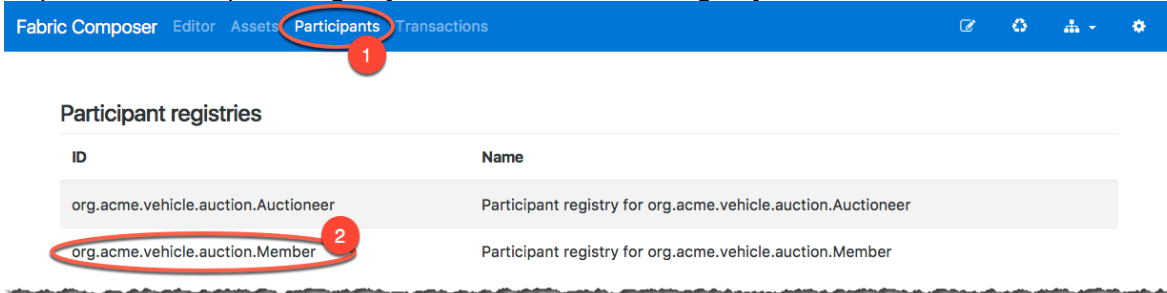
Cancel

Choose the vin number (1234) for the car and an owner then hit 'Add'

- ___18. View your newly added asset in the registry

1.4. Add a Participant

__19. Open the Participant Registry view and .Member registry



The participant registries view shows the list of each participant registry (of which there are two in this example), these registries contain all the participants of that type.

__20. Click the  to add a new Member

__21. Add the details to the JSON data structure that will be submitted

Add participant

Type:

JSON data:

```
{
  "$class": "org.acme.vehicle.auction.Member",
  "balance": 5000,
  "email": "chris@email.com",
  "firstName": "chris",
  "lastName": "smith"
}
```

Add **Cancel**


__22. Do the same to add the current owner of the vehicle (Joe@email.com)

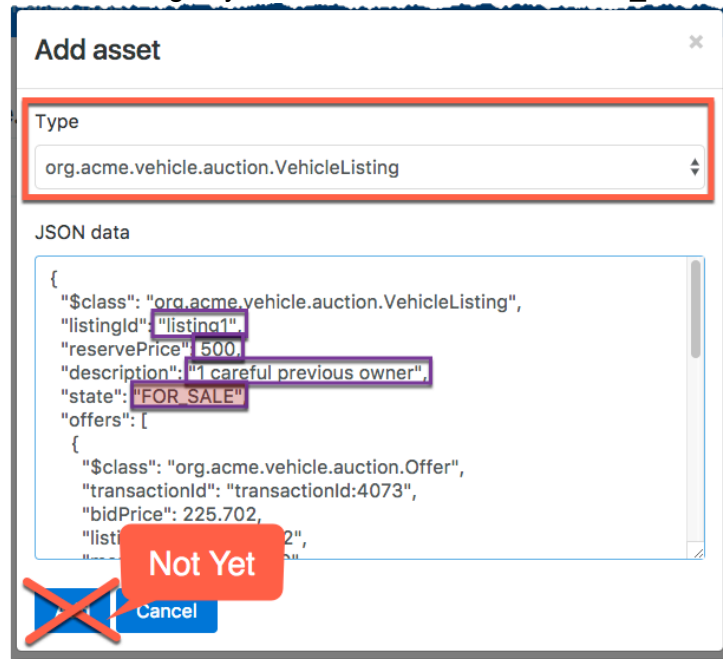
Participant registry org.acme.vehicle.auction.Member

ID	Data
chris@email.com	<pre>{ "\$class": "org.acme.vehicle.auction.Member", "balance": 5000, "email": "chris@email.com", "firstName": "chris", "lastName": "smith" }</pre>
Joe@email.com	<pre>{ "\$class": "org.acme.vehicle.auction.Member", "balance": 3000, "email": "Joe@email.com", "firstName": "Joe", "lastName": "Bloggs" }</pre>

1.5. Add asset to Vehicle Listing

In auctions, the assets being sold are put into a “catalogue” of all assets being sold at auction, this step will add the previously created vehicle into the VehicleListing which is the equivalent of the catalogue.

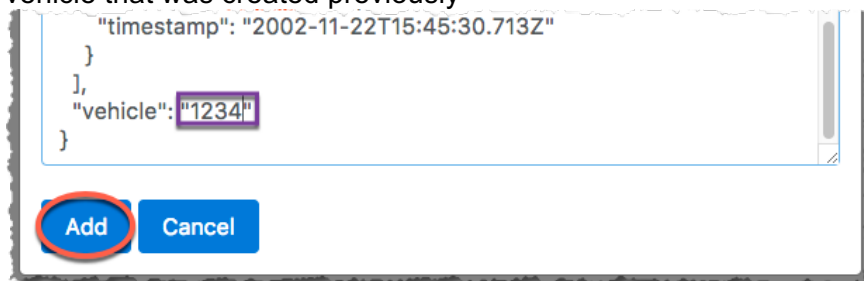
- __23. Open the **org.acme.vehicle.auction.VehicleListing** registry from the asset tab
- __24. Click the  icon to add the asset
- __25. See the transaction type is adding the asset to the correct registry and then complete the JSON structure to add the asset to the registry. **Ensure the “state” is “FOR_SALE”**



Ensure the “state” is “FOR_SALE” or the asset cannot be put up for auction due to the business rules set out.

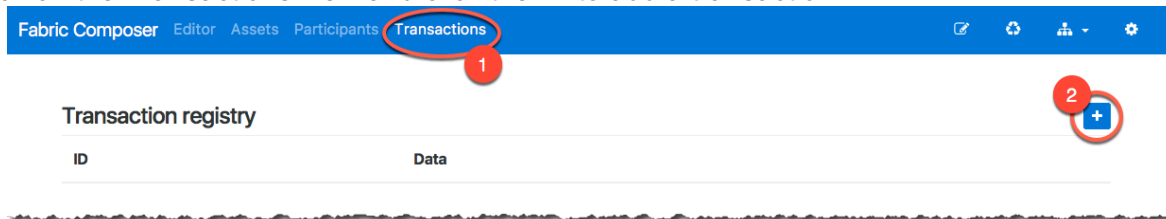
The information in the middle sets simulates other participants submitting bids on this vehicle

- __26. Scroll down and find the “vehicle” that should be added to the auction. Add the same VIN number of the vehicle that was created previously



1.6. Submit a transaction to bid on the vehicle

- ___27. Click on the Transactions view and click the '+' to add a transaction



The transaction being added will update the value of an asset to a new value.

- ___28. Use the listing ID, member name and fill in a bid price then submit the bid transaction.

Submit transaction

Type

org.acme.vehicle.auction.Offer

JSON data

```
{
  "$class": "org.acme.vehicle.auction.Offer",
  "bidPrice": 1000,
  "listing": "listing1",
  "member": "chris@email.com"
}
```

Submit Cancel

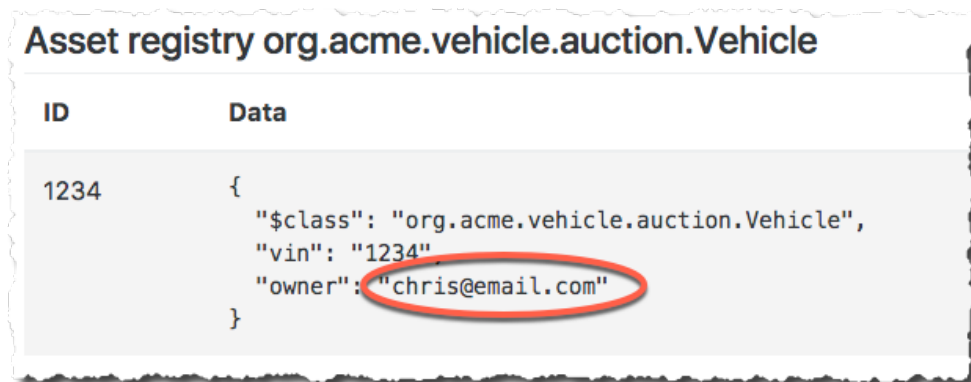
make sure the bidprice is over the reserve price set earlier

- ___29. View the transaction, note it has been given a transaction ID and timestamp by the system
- ___30. Submit a new transaction, this time type: org.acme.vehicle.auction.ClosingBid for the same listing ID used previously

JSON data

```
{
  "$class": "org.acme.vehicle.auction.CloseBidding",
  "listing": "listing1"
}
```

- ___31. Go to the org.acme.vehicle.auction.Vehicle asset registry from the Assets view to see the vehicle owner has been updated



ID	Data
1234	<pre>{ "\$class": "org.acme.vehicle.auction.Vehicle", "vin": "1234", "owner": "chris@email.com" }</pre>

1.7. View Other UI Functions

The Fabric Composer UI has other features we can explore further in future labs, but to get an understanding of what is available, let's look at the top right icons



- This will load new samples to use. This is pulling samples from GitHub.



- This will re-fresh the current sample back to its original state




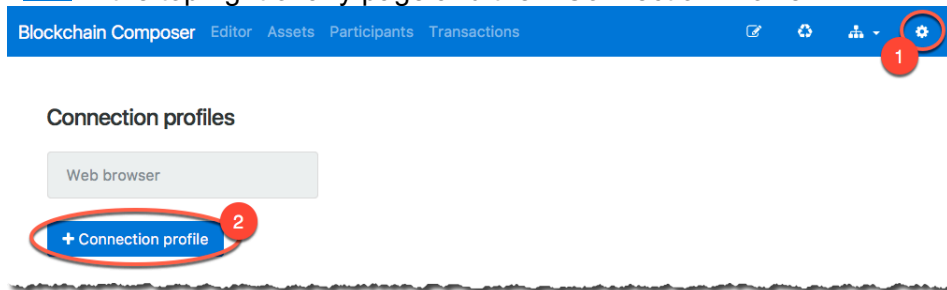
- The default for this UI is to simulate all the network within the browser, this icon will allow you to connect to a network that is defined within the connection profiles found within the settings section below.



- The settings show the connection profiles to connect to specific networks


1.7.1. Understanding how could add to a live network

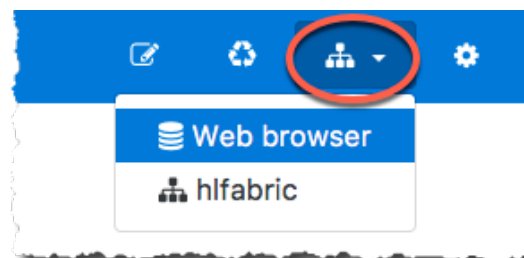
- __32. Click on  in the top right of any page and then 'Connection Profile'



- __33. This view shows how to set up a profile to connect to a live blockchain

These are the default values if you had a hyperledger fabric running locally on your machine

- __34. Click 'Add'. Event though this setup will not connect to any system specifically, it will show the process
- __35. From the top right, select the  icon to show all the connection profiles. This would be how to swap between the systems being worked on.



END OF LAB

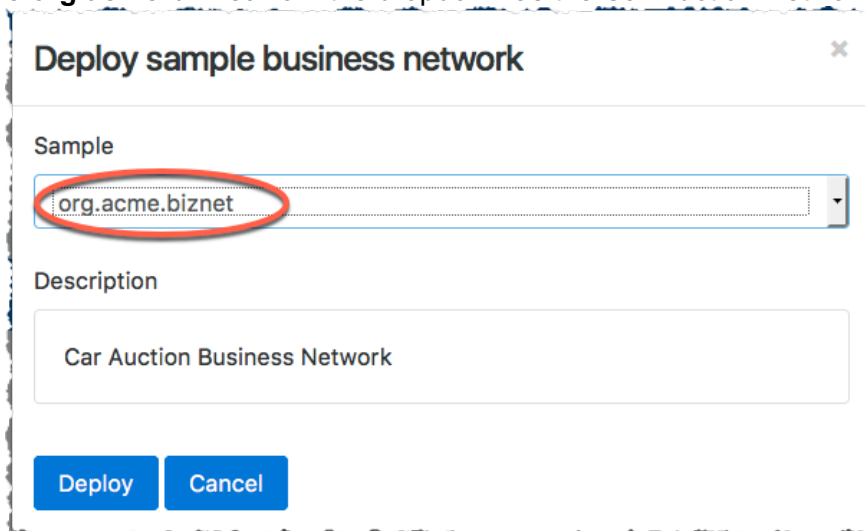
Appendix A. Reset the Demo

The Car Auction Demo can be re-set and as the demo is being run within the browser, it may need the browser to clear some information.

- __1. Within the Demo, Open the  to show demos that can be loaded

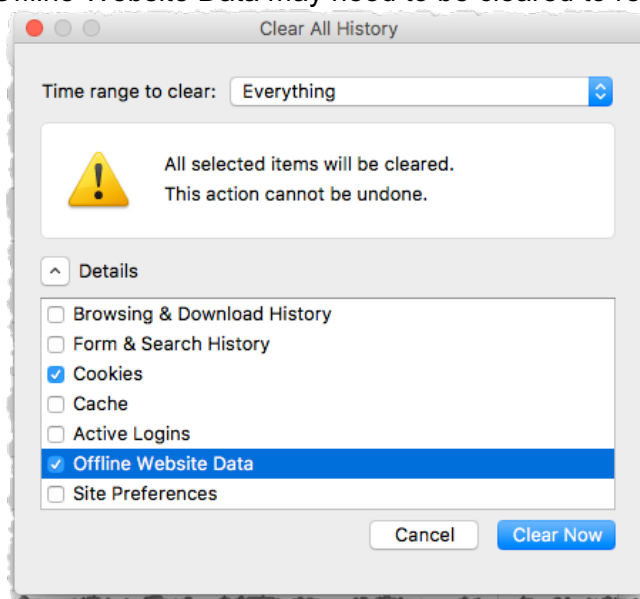


- __2. Choose the **org.acme.biznet** from the dropdown as the Car Auction Network Demo



- __3. Test if this is working

Occasionally the cache & Offline Website Data may need to be cleared to remove the old information



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