

ZKU Background Assignment

A. Conceptual Knowledge

1. What is a smart contract? How are they deployed? You should be able to describe how a smart contract is deployed and the necessary steps.

- a. Smart contracts are a set of instructions that is not only stored in one computer, but a set of computers. These sets of instructions can be anything. To store how many candies have you bought, how much money you have in your piggy bank and many more things.
- b. In order to write these sets of instructions you need a language. For smart contracts Solidity is used to write the instruction. This piece of instruction is called code.
- c. After writing the code there's an intermediary check, like a security check that all the code is correct and there is no mistake in the set of instructions. This process is called compilation. And the security guard who does the work is known as compiler.
- d. After all the things are done, the compiled code is sent to a wizardly place where once things are stored they can never be deleted. This place is known as blockchain and you can send any instructions over it.
- e. This wizardly place aka blockchain is a set of computers which are running to ensure that your piece of code does not get changed after getting stored.

2. What is gas? Why is gas optimization such a big focus when building smart contracts?

- a. Whenever we want to travel from point A to point B in car, we need gasoline in our car. Remember we discussed smart contracts and how they are deployed. If you want to add data into the blockchain (that spooky network), you have to have some gas for it. Other than storing the code, if you want to add data such as you want to increase the count of candies eaten today by 1, this action also requires gas.
- b. Even in the real world, we have cars that are old and consume more gas and we have new and optimized cars which consume very less gas and give a good average. The same is with the writing of smart contracts. Your set of instructions should be well defined and optimized so that upon executing them, a minimal amount of gas is used. Imagine if you had to pay \$1 worth of gas to update your candy count which also cost \$1. That is not efficient.

3. What is a hash? Why do people use hashing to hide information?

- a. Hash is a long fixed length random mumble jumble word. Like this "6b86b273ff34fce19d6b804eff5a3f5747ada4eaa22f1d49c01e52ddb7875b4b". This is equivalent to "1". Hashing is useful for large pieces of information and data. Because it doesn't matter upon the size of data, the hash word or string will

be of the same length. If you change the information even from lower case to upper case, the hash of the data will change.

- b. It also provides security to your data. Suppose you don't want to store the names of the candies in the smart contract, as everyone will know then. You will make hashes of the name and store the information.
 - c. Hashing is a very core component of the spooky network aka blockchain.
- 4. *How would you prove to a colorblind person that two different colored objects are actually of different colors?***
- a. Let's consider two actors, Alice and Bob. Alice wants to prove to Bob that she holds two different colored balls. Bob is color blind. Now this is how the interaction between both of them will go through
 - i. Bob will take both balls and will switch the balls and give them back to Alice.
 - ii. Bob will ask Alice if the balls are switched or not?
 - iii. Alice can see colors, so if the balls are switched she will respond positively.
 - iv. This interaction repeats multiple times so that Bob trusts Alice that she isn't lying at all.
 - v. If the balls are not switched and Alice lies that they are switched, Bob will ultimately know that Alice is lying.

B. You sure you're solid with Solidity?

1. Github URL (<https://github.com/shakeib98/zku-assignment/blob/main/HelloWorld.sol>)

The screenshot displays the Remix IDE interface, which is used for developing and deploying smart contracts. The interface is divided into several panels:

- Left Panel (Deploy & Run Transactions):** This panel contains settings for the environment (JavaScript VM (London)), account (0x5B3...eddC4), gas limit (3000000), value (0 Wei), and the contract name (HelloWorld - contracts/HelloWorld.sol). It includes a "Deploy" button and options to publish to IPFS or load from an address.
- Top Panel (Code Editor):** This panel shows the Solidity code for the HelloWorld contract. The code defines a version, initializes a storage variable, and implements a storeNumber function and a retrieveNumber view function.
- Bottom Panel (Transaction Details):** This panel displays the details of the deployed transaction. It shows the status (true), transaction hash, from address, to address (HelloWorld.(constructor)), gas used (8000000), transaction cost (118807 gas), execution cost (118807 gas), input (0x608...00033), decoded input, decoded output, logs, and value (0 wei).

```
1 // Defining solidity version for the smart contract
2 pragma solidity 0.8.0;
3
4
5 //Initializing contract HelloWorld
6 contract HelloWorld{
7
8     //initializing storage variable.
9     uint256 number;
10
11     //to store given parameter to internal contract storage variable
12     function storeNumber(uint256 _number) public {
13         number = _number;
14     }
15
16     //view function for the storage variable
17     function retrieveNumber() public view returns (uint256){
18         return number;
19     }
20 }
```

The transaction details shown in the bottom panel are as follows:

Field	Value
status	true Transaction mined and execution succeed
transaction hash	0x7e489e167ca03c543dc754b5cb08edf1f188c9fbad898c6bd5351599943b55e9
from	0x5B380a6a701c568545dCfcB03FcB875f56beddC4
to	HelloWorld.(constructor)
gas	80000000 gas
transaction cost	118807 gas
execution cost	118807 gas
input	0x608...00033
decoded input	()
decoded output	-
logs	[]
val	0 wei

2. Github URL (<https://github.com/shakeib98/zku-assignment/blob/main/BallotPaper.sol>)

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active. The environment is set to 'JavaScript VM (London)'. The account is '0x5B3...eddC4 (99.9999999)'. The gas limit is '3000000'. The value is '0 Wei'. The contract is 'Ballot - contracts/HelloWorld.sol'. The 'DEPLOY' button is highlighted. Below it, the 'PROPOSALNAMES' field is set to '0x31000000000000000000'. The 'transact' button is also visible. On the right, the Solidity code for the 'Ballot' contract is displayed. The code includes a license identifier, pragma statement, title, contract definition, and various functions like 'delegate', 'giveRightToVote', and 'vote'. The 'Ballot' struct is defined with 'uint weight', 'bool voted', 'address delegate', and 'uint vote'. The 'Proposal' struct is defined with 'bytes32 name' and 'uint voteCount'. The 'Ballot' contract has a 'public startime' variable and a 'public chairperson' address. The 'Ballot' struct is used in the 'Ballot' contract. The 'Ballot' contract is deployed to the '0x5B3...eddC4' account. The deployment is successful, and the transaction details are shown in the 'TRANSACTIONS' panel.

```
1 // SPDX-License-Identifier: GPL-3.0
2 pragma solidity >=0.7.0 <0.9.0;
3 /// @title Voting with delegation.
4 contract Ballot {
5     // This declares a new complex type which will
6     // be used for variables later.
7     // It will represent a single voter.
8     struct Voter {
9         uint weight; // weight is accumulated by delegation
10         bool voted; // if true, that person already voted
11         address delegate; // person delegated to
12         uint vote; // index of the voted proposal
13     }
14
15     // This is a type for a single proposal.
16     struct Proposal {
17         bytes32 name; // short name (up to 32 bytes)
18         uint voteCount; // number of accumulated votes
19     }
20
21     // Start time variable
22     uint256 public startime;
23
24     address public chairperson;
```

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active. The environment is set to 'JavaScript VM (London)'. The account is '0x5B3...eddC4 (99.9999999)'. The gas limit is '3000000'. The value is '0 Wei'. The contract is 'Ballot - contracts/HelloWorld.sol'. The 'DEPLOY' button is highlighted. Below it, the 'PROPOSALNAMES' field is set to '0x31000000000000000000'. The 'transact' button is also visible. On the right, the Solidity code for the 'Ballot' contract is displayed. The code includes a license identifier, pragma statement, title, contract definition, and various functions like 'delegate', 'giveRightToVote', and 'vote'. The 'Ballot' struct is defined with 'uint weight', 'bool voted', 'address delegate', and 'uint vote'. The 'Proposal' struct is defined with 'bytes32 name' and 'uint voteCount'. The 'Ballot' contract has a 'public startime' variable and a 'public chairperson' address. The 'Ballot' struct is used in the 'Ballot' contract. The 'Ballot' contract is deployed to the '0x5B3...eddC4' account. The deployment is successful, and the transaction details are shown in the 'TRANSACTIONS' panel.

```
23 address public chairperson;
24
25 bytes32[] proposalNames; 3 reference(s) variable that
```

The screenshot shows a close-up of the 'startime' variable in the Ballot contract. The variable is of type 'uint256' and has a value of '1649792053'.

```
transact to Ballot.vote errored: VM error: revert.  
  
revert  
    The transaction has been reverted to the initial state.  
Reason provided by the contract: "Voting time passed".  
Debug the transaction to get more information.
```