User Roles in a Blockchain Solution

- Network Service Provider
  - **Governs** the network: channels, membership etc.
  - A consortium of network members or designated authority

- Network Service Consumer
  - **Operates** a set of peers and certificate authorities on the network
  - Represents an organization on the business network

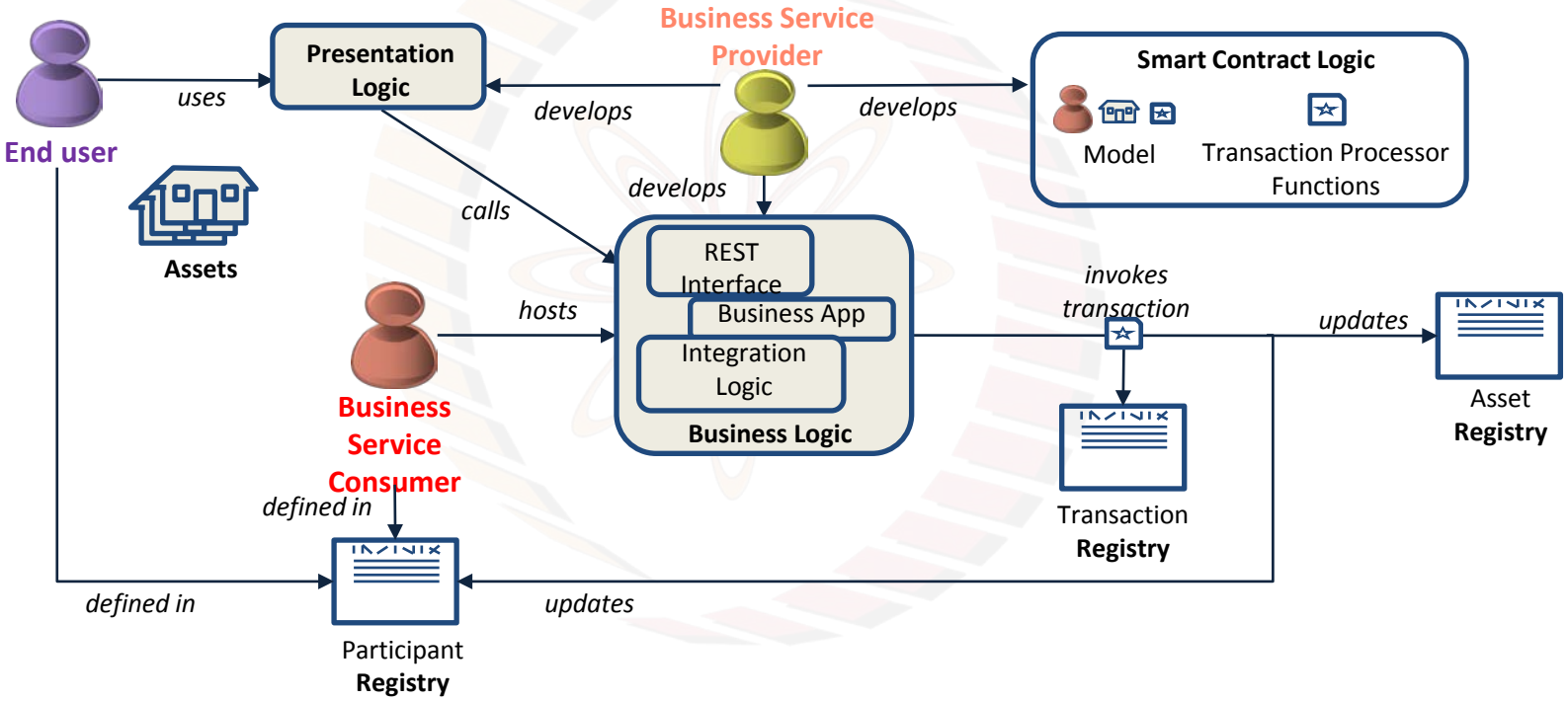
- Business Service Provider
  - **Develops** blockchain business applications
  - Includes transaction, app server, integration and presentation logic

- Business Service Consumer
  - Hosts application and integration logic which invokes blockchain transactions

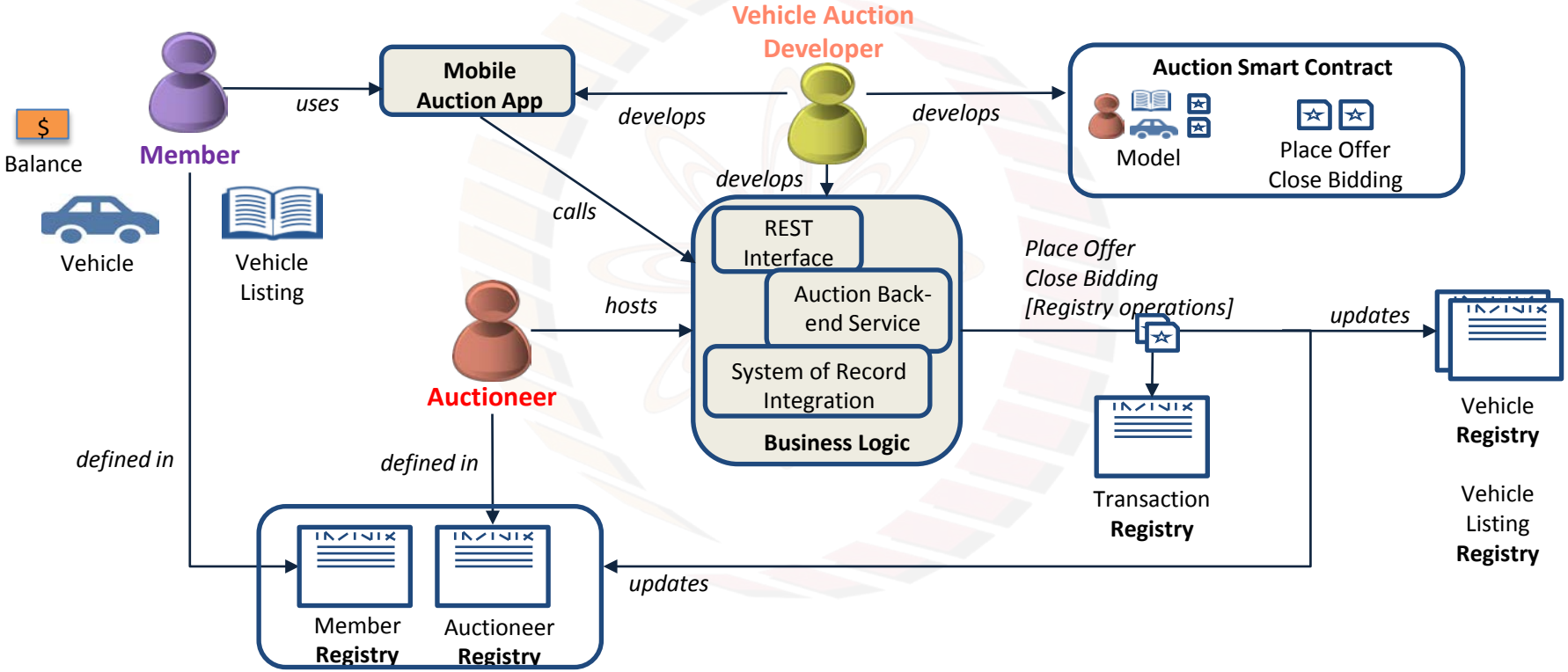
- End-user
  - Runs presentation logic e.g. on mobile device or dashboard

A single organization may play multiple roles!

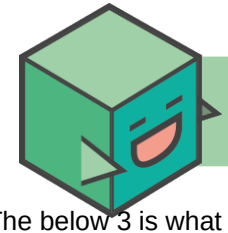
Key Concepts for the Business Service Provider



Example: Vehicle Auction Developer



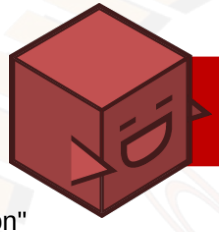
Business Service Provider develops three components



Smart Contracts

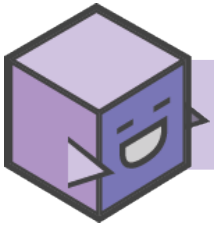
The below 3 is what gives "Business Network Definition"

- Implements the logic deployed to the blockchain
  - **Models** describe assets, participants & transactions – expressive modeling language includes relationships and validation rules
  - **Transaction processors** provide the JavaScript implementation of transactions
  - **ACLs** define privacy rules
  - May also define events and registry queries



Business Logic

- **Services** that interact with the registries
  - Create, delete, update, query and invoke smart contracts
  - Implemented inside business applications, integration logic and REST services
- Hosted by the Business Application Consumer



Presentation Logic

- Provides the **front-end** for the end-user
  - May be several of these applications
- Interacts with business logic via standard interfaces (e.g. REST)
- Composer can generate the REST interface from model and a sample application

Assets, Participants and Transactions

Vehicle

Vehicle Listing

Member

Auctioneer

Place Offer
Close Bidding

```
asset Vehicle identified by vin {
  o String vin
  --> Member owner
}
```

```
asset VehicleListing identified by listingId {
  o String listingId
  o Double reservePrice
  o String description
  o ListingState state
  o Offer[] offers optional
  --> Vehicle vehicle
}
```

```
abstract participant User identified by email {
  o String email
  o String firstName
  o String lastName
}

participant Member extends User {
  o Double balance
}

participant Auctioneer extends User {
}
```

```
transaction Offer {
  o Double bidPrice
  --> VehicleListing listing
  --> Member member
}

transaction CloseBidding {
  --> VehicleListing listing
}
```

Transaction Processors

```
/**
 * Close the bidding
 * highest bid that is
 * @param {org.acme.ve
 * @transaction
 */
function closeBidding(
    var listing = clos
    if (listing.state
```

```
/**
 * Make an Offer for a VehicleListing
 * @param {org.acme.vehicle.auction.Offer} offer - the offer
 * @transaction
 */
function makeOffer(offer) {
    var listing = offer.listing;
    if (listing.state !== 'FOR_SALE') {
```

Access Control

```
rule EverybodyCanReadEverything {
    description: "Allow all participants read access to all resources"
    participant: "org.acme.sample.SampleParticipant"
    operation: READ
    resource: "org.acme.sample.*"
    action: ALLOW
}
```

```
rule OwnerHasFullAccessToTheirAssets {
    description: "Allow all participants full access to their assets"
    participant(p): "org.acme.sample.SampleParticipant"
    operation: ALL
    resource(r): "org.acme.sample.SampleAsset"
    condition: (r.owner.getIdentifier() === p.getIdentifier())
    action: ALLOW
}
```

```
rule SystemACL {
  description:  "System ACL to permit all access"
  participant: "org.hyperledger.composer.system.Participant"
  operation: ALL
  resource: "org.hyperledger.composer.system.**"
  action: ALLOW
}
```

- It is possible to restrict which resources can be read and modified by which participants
  - Rules are defined in an .acl file and deployed with the rest of the model
  - Transaction processors can also look up the current user and implement rules programmatically
- ACL rules can be simple (e.g. everybody can read all resources) or more complex (e.g. only the owner of an asset can do everything to it)
- Application supplies credentials (userid/secret) of the participant when connecting to the Fabric network
  - This also applies to Playground!

Events and Queries

- Events allow applications to take action when a transaction occurs
  - Events are **defined** in models
  - Events are **emitted** by transaction processor scripts
  - Events are **caught** by business applications
- Caught events include transaction ID and other relevant information

```
event SampleEvent {
  --> SampleAsset asset
  o String oldValue
  o String newValue
}
```

```
// Emit an event for the modified asset.
var event = getFactory().newEvent('org.acme.sample', 'SampleEvent');
event.asset = tx.asset;
event.oldValue = oldValue;
event.newValue = tx.newValue;
emit(event);
```

```
businessNetworkConnection.on('SampleEvent', (event) => {
    console.log(event);
}
```

- Queries allow applications to perform complex registry searches
  - They can be statically defined in a separate .qry file or generated dynamically by the application
  - They are invoked in the application using *buildQuery*() or *query*()
  - Queries require the blockchain to be backed by CouchDB

```
query selectCommoditiesWithHighQuantity {
  description: "Select commodities based on quantity"
  statement:
      SELECT org.acme.trading.Commodity
          WHERE (quantity > 60)
}
```

```
return query('selectCommoditiesWithHighQuantity', {})
```