

ASSIGNMENT-1

NAME-SRAVANI

ROLL NO-2303A510G7

BATCH-30

Question-1:

Objective:

To learn blockchain interaction by creating a cryptocurrency wallet, checking wallet balance, and simulating transactions using Python and Web3

Requirements:

- Install Python 3.x
- Set up VS Code with Python extension
- Install required Python libraries:
- pip install web3
- Use a test blockchain network (Ethereum Sepolia / Ganache local blockchain)
- Basic understanding of blockchain wallets and private keys

Practical Description:

Step 1: Environment Setup

- Install Python and VS Code
- Install Web3.py library
- Create a Python file named `wallet_interaction.py`

Step 2: Wallet and Blockchain Interaction Script

Create a Python script that:

- Connects to a blockchain network
- Loads a wallet using a private key
- Fetches wallet address
- Checks wallet balance

- Demonstrates transaction preparation (without real funds)

Code:

```
tx_details = (
    "Transaction Simulation\n\n"
    "From: Your Wallet\n"
    "To: Receiver Wallet\n"
    "Amount: 1 ETH\n\n"
    "Note: This is only a simulation.\n"
    "No real transaction is performed."
)

messagebox.showinfo("Transaction", tx_details)

# ----- GUI Setup -----
root = tk.Tk()
root.title("Blockchain Wallet Simulator")
root.geometry("400x300")
root.resizable(False, False)
title_label = tk.Label(
    root,
    text="Blockchain Wallet (Python + Web3)",
    font=("Arial", 14, "bold")
)
title_label.pack(pady=15)

status_text = "Connected to Blockchain" if connected else "Simulation Mode (Offline)"
status_label = tk.Label(root, text=status_text, fg="green" if connected else "red")
status_label.pack(pady=5)

balance_btn = tk.Button(
    root,
    text="Check Wallet Balance",
    width=25,
    command=check_balance
)
```

```
)  
balance_btn.pack(pady=10)  
tx_btn = tk.Button(  
root,  
text="Simulate Transaction",  
width=25,  
command=simulate_transaction  
)  
tx_btn.pack(pady=10)  
exit_btn = tk.Button(  
root,  
text="Exit",  
width=25,  
command=root.destroy  
)  
exit_btn.pack(pady=10)  
root.mainloop()
```

OUTPUT:



