Homework of Lecture 4

Lecture 4 - Homework & Resources

Homework is done by a group.

Conflux Studio

3.1 Basic usage of Conflux Studio

Download and install Conflux Studio and all the components required.

- Docker: https://docs.docker.com/get-docker 12
- Conflux Studio: https://github.com/ObsidianLabs/ConfluxStudio/releases/tag/v0.4.1 12
- Conflux Truffle, conflux-rust, solc: Install through Conflux Studio

Done.

Download the Tickets project from the lecture (https://github.com/Thegaram/cfx-uma-resources/raw/master/cfx-lecture-4-tickets.zip) and import it into Conflux Studio.

Done. File Edit View Help Application Solc v0.7.3 Selected This will overwrite the configuration of + > 🗢 Tickets.sol × + truffle-config.js in compilati ▶ contracts contract Tickets {
 address public owner; ▶ deploys config.json truffle-config.js uint256 public num_tickets = 100; uint256 public price_drips = 10 * 1e18; // 10 mapping (address => bool) public has_ticket; event Validated(address visitor); // buy ticket
function buy() public payable { // check that we still have tickets left
require(num_tickets > 0, "TICKETS: no tickets left"); // check if the buying price is correct
require(msg.value == price_drips, "TICKETS: incorrect amount"); require(!has_ticket[msg.sender], "TICKETS: already has a ticket"); has_ticket[msg.sender] = true;
num_tickets -= 1; // validate ticket
function validate(address visitor) public { ⊕ CFX Truffle (0.0.8) → Solc (0.7.3) >

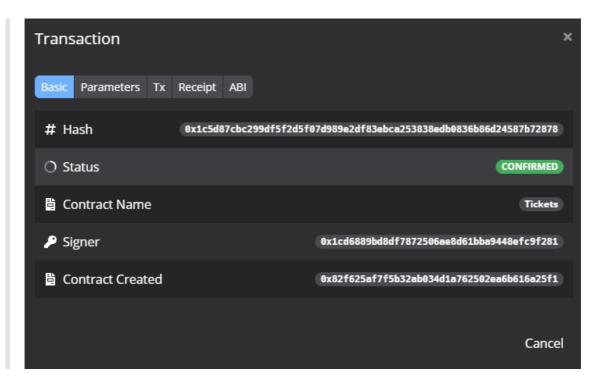
Deploy an instance of the contract on Conflux Oceanus (hint: you can send CFX from your Conflux Portal account to your Conflux Studio account).

get CFX from faucet: wallet.confluxscan.io/faucet/dev/ask?address={address}

To make sure the deploying account has enough CFXs to pay transaction fees.

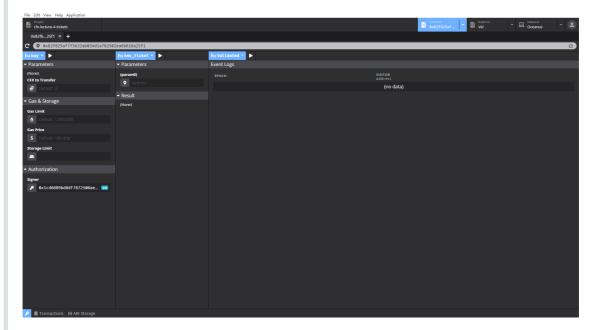
Or (send CFX from your Conflux Portal account to your Conflux Studio account)

And Deploy~



Buy a ticket from another account. Validate the ticket with the owner. Withdraw the profits.

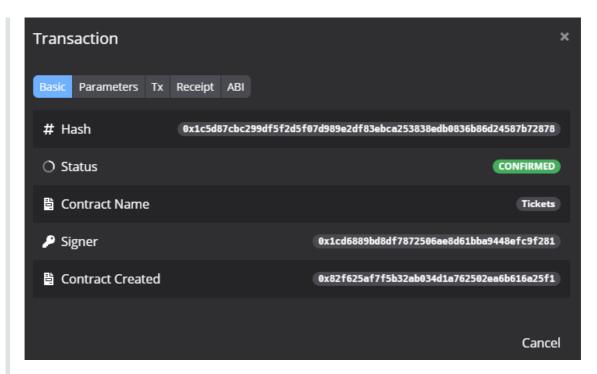
First, find the contract we deployed, which leads us to the contract method's panal:



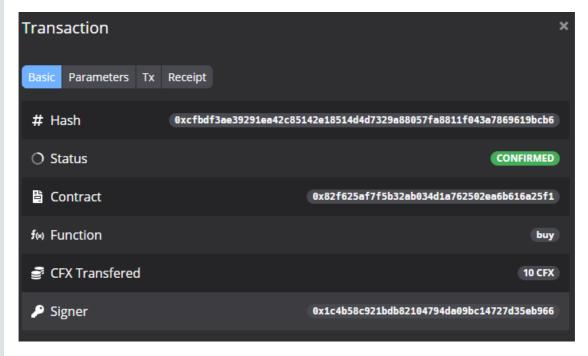
And we just buy, validate, and withdraw.

Send us the address of the contract, the 4 transaction hashes (deploy, buy(), validate(), withdraw()), and screenshots of how you sent them from Conflux Studio.

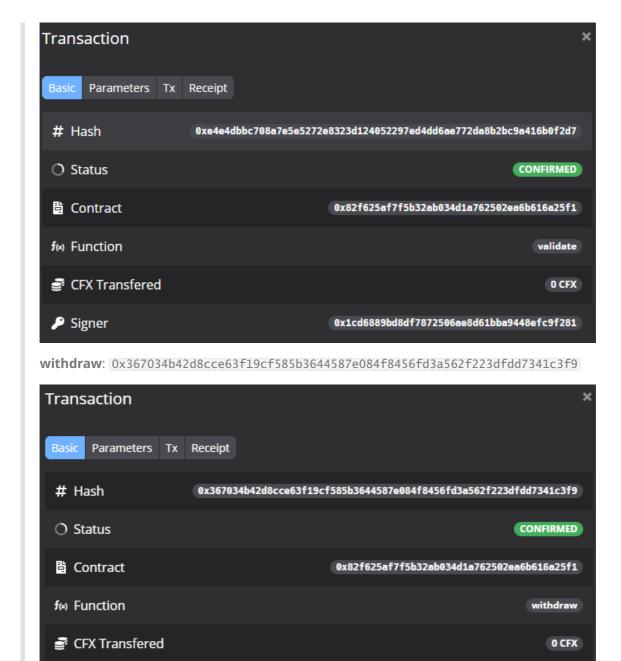
deploy: 0x1c5d87cbc299df5f2d5f07d989e2df83ebca253838edb0836b86d24587b72878



buy: 0xcfbdf3ae39291ea42c85142e18514d4d7329a88057fa8811f043a7869619bcb6



validate: 0xe4e4dbbc708a7e5e5272e8323d124052297ed4dd6ae772da8b2bc9a416b0f2d7



Tickets.sol

Signer

3.2 Customizing Tickets.sol

Update Ticket.sol so that it becomes possible to **set the number of tickets and the price per ticket when** you deploy a contract.

0x1cd6889bd8df7872506ae8d61bba9448efc9f281

For instance, for event A, I want to sell 10 tickets of 100 CFX each. For event B, I want to sell 1000 tickets for 2 CFX each.

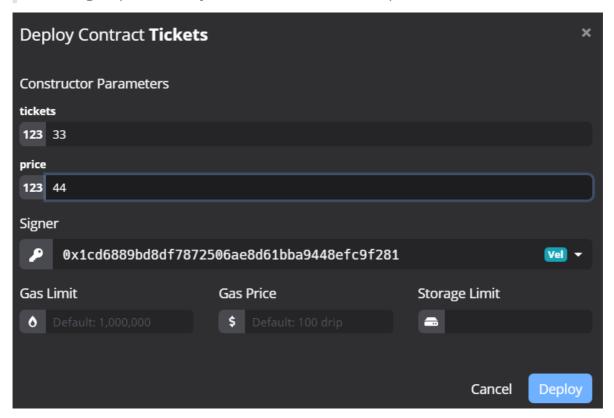
Test your solution on a local development network.

Send us the source code and a screenshot of deploying a contract with 33 tickets for 44 CFX each.

Just set a few constructor's parameters and all is OK.

```
constructor(uint256 tickets, uint256 price) {
   owner = msg.sender;
   num_tickets = tickets;
   price_drips = price * 1e18;
}
```

Then we get a panal with adjustable number of tickets and price for each.



Send the transaction, and check:

```
Transaction

Basic Parameters Tx Receipt ABI

{
    "tickets": {
        "type": "uint256",
        "value": "33"
    },
    "price": {
        "type": "uint256",
        "value": "44"
    }
}
```

Buy tickets

+1. Buying multiple tickets from one address [OPTIONAL]

Update Tickets.sol so that **one user can buy multiple tickets**. For instance, Bob might want to buy 2 tickets, one for himself and one for his girlfriend.

Test your solution on a local development network.

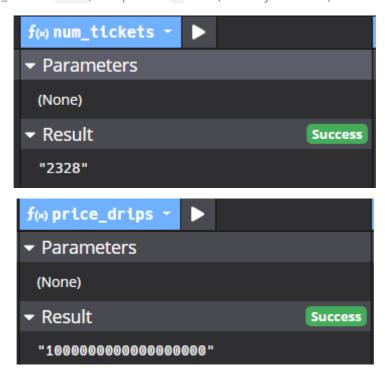
Send us the source code and some screenshots of buying 2 or more tickets from an address and then validating them.

Source code:

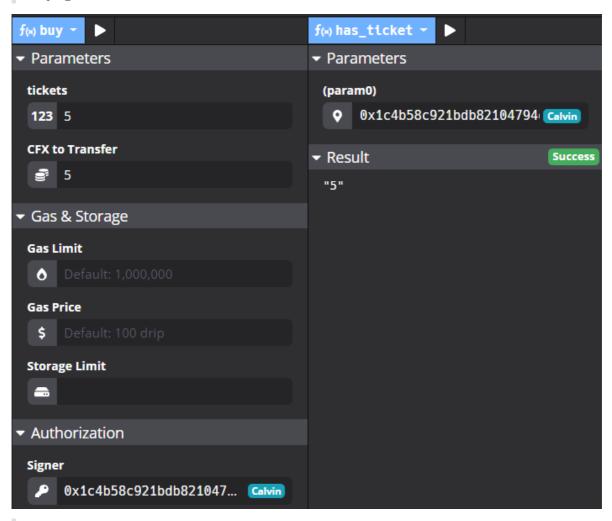
```
// SPDX-License-Identifier: GPL-3.0
 2
 3
    pragma solidity ^0.7.1;
 4
 5
    contract Tickets {
        address public owner;
 6
 7
 8
        uint256 public num_tickets = 100;
 9
        uint256 public price_drips = 10 * 1e18; // 10 CFX
10
        mapping (address => uint256) public has_ticket;
11
12
        event Validated(address visitor, uint256 tickets);
13
14
        constructor(uint256 tickets, uint256 price) {
15
            owner = msg.sender;
16
            num_tickets = tickets;
            price_drips = price * 1e18;
17
        }
18
19
20
        // buy ticket
21
        function buy(uint256 tickets) public payable {
22
            // check tickets
23
            require(num_tickets > 0 && tickets <= num_tickets && tickets > 0,
    "TICKETS: illegal operation");
24
25
            // check if the buying price is correct
26
            require(msg.value == tickets * price_drips, "TICKETS: incorrect
    amount");
27
            // successful buy
28
29
            if( has_ticket[msq.sender] != 0 )
30
                has_ticket[msg.sender] += tickets;
31
            else
32
                has_ticket[msg.sender] = tickets;
33
            num_tickets -= tickets;
34
        }
35
36
        // validate ticket
        function validate(address visitor) public {
37
            require(msg.sender == owner, "TICKETS: unauthorized");
38
39
            require(has_ticket[visitor] > 0, "TICKETS: visitor has no ticket");
40
41
            uint256 tickets = has_ticket[visitor];
42
            has_ticket[visitor] = 0;
43
            emit Validated(visitor, tickets);
44
        }
45
        // withdraw profit
46
        function withdraw() public {
47
            require(msg.sender == owner, "TICKETS: unauthorized");
48
49
            uint256 profit = address(this).balance;
50
            msg.sender.transfer(profit);
```

```
51 | }
52 | }
```

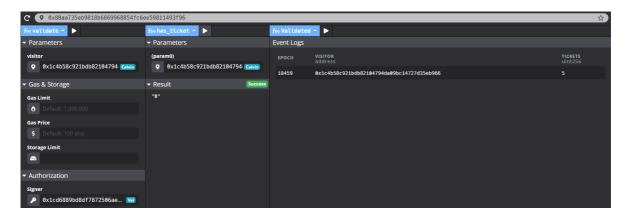
We set tickets_num to 2333, and price to 1 CFX. (And buy 5 tickets.)



buying 2 or more tickets from an address:



validating them:



Time of the event

+1. Time of the event [OPTIONAL]

Update Tickets.sol so that the organizer can set the time of the event.

Allow users to **buy tickets up to 2 hours before the event**. E.g. if the event is on 2020.12.01 19:00, you cannot buy tickets after 2020.12.01 17:00.

Allow the organizer to **withdraw the profits 1 day after the event**. E.g. if the event is on 2020.12.01 19:00, the organizer cannot withdraw the profits before 2020.12.02 19:00.

Hints:

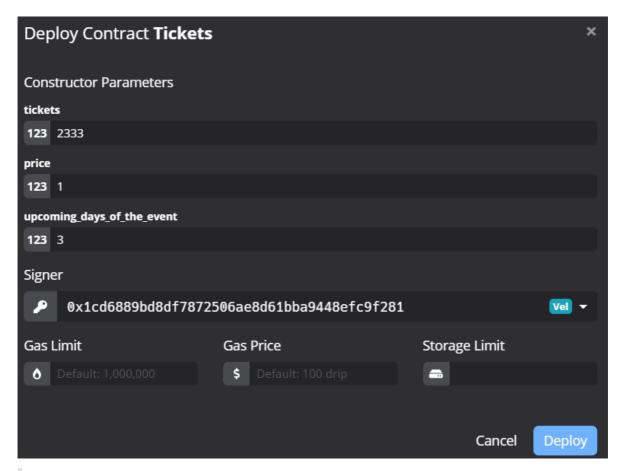
- https://solidity.readthedocs.io/en/v0.7.1/units-and-global-variables.html#block-and-transaction-properties 6
- https://solidity.readthedocs.io/en/v0.7.1/units-and-global-variables.html#time-units-6

Source code:

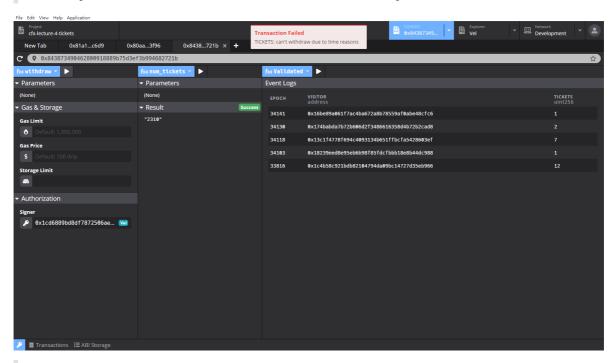
```
// SPDX-License-Identifier: GPL-3.0
 3
    pragma solidity ^0.7.1;
 4
 5
    contract Tickets {
 6
        address public owner;
        uint256 public num_tickets = 100;
 8
 9
        uint256 public price_drips = 10 * 1e18; // 10 CFX
10
        uint256 public start;
        mapping (address => uint256) public has_ticket;
11
12
13
        event Validated(address visitor, uint256 tickets);
14
15
        constructor(uint256 tickets, uint256 price, uint256
    upcoming_days_of_the_event) {
16
            owner = msg.sender;
17
            num_tickets = tickets;
            price_drips = price * 1e18;
18
19
            start = upcoming_days_of_the_event * 1 days + block.timestamp;
        }
20
21
        // buy ticket
22
23
        function buy(uint256 tickets) public payable {
24
            // check time
25
            require(block.timestamp <= start - 2 hours, "TICKETS: can't but due
    to time reasons");
```

```
26
27
            // check tickets
28
            require(num_tickets > 0 && tickets <= num_tickets && tickets > 0,
    "TICKETS: illegal operation");
29
30
            // check if the buying price is correct
31
            require(msg.value == tickets * price_drips, "TICKETS: incorrect
    amount");
32
33
            // successful buy
            if( has_ticket[msg.sender] != 0 )
34
35
                has_ticket[msg.sender] += tickets;
36
            else
37
                has_ticket[msg.sender] = tickets;
38
            num_tickets -= tickets;
        }
39
40
41
        // validate ticket
        function validate(address visitor) public {
42
            require(msg.sender == owner, "TICKETS: unauthorized");
43
            require(has_ticket[visitor] > 0, "TICKETS: visitor has no ticket");
44
45
46
            uint256 tickets = has_ticket[visitor];
            has_ticket[visitor] = 0;
47
48
            emit Validated(visitor, tickets);
49
        }
50
51
        // withdraw profit
        function withdraw() public {
52
            require(msg.sender == owner, "TICKETS: unauthorized");
54
55
            require(block.timestamp >= start + 1 days, "TICKETS: can't withdraw
    due to time reasons");
56
57
            uint256 profit = address(this).balance;
            msg.sender.transfer(profit);
58
59
        }
60 }
```

Set the start time as 3 days later:



Let's buy some tickets and test if we can withdraw the money ahead of schdule:



Now we can see:

Transaction reverted

data TICKETS: can't withdraw due to time reasons

