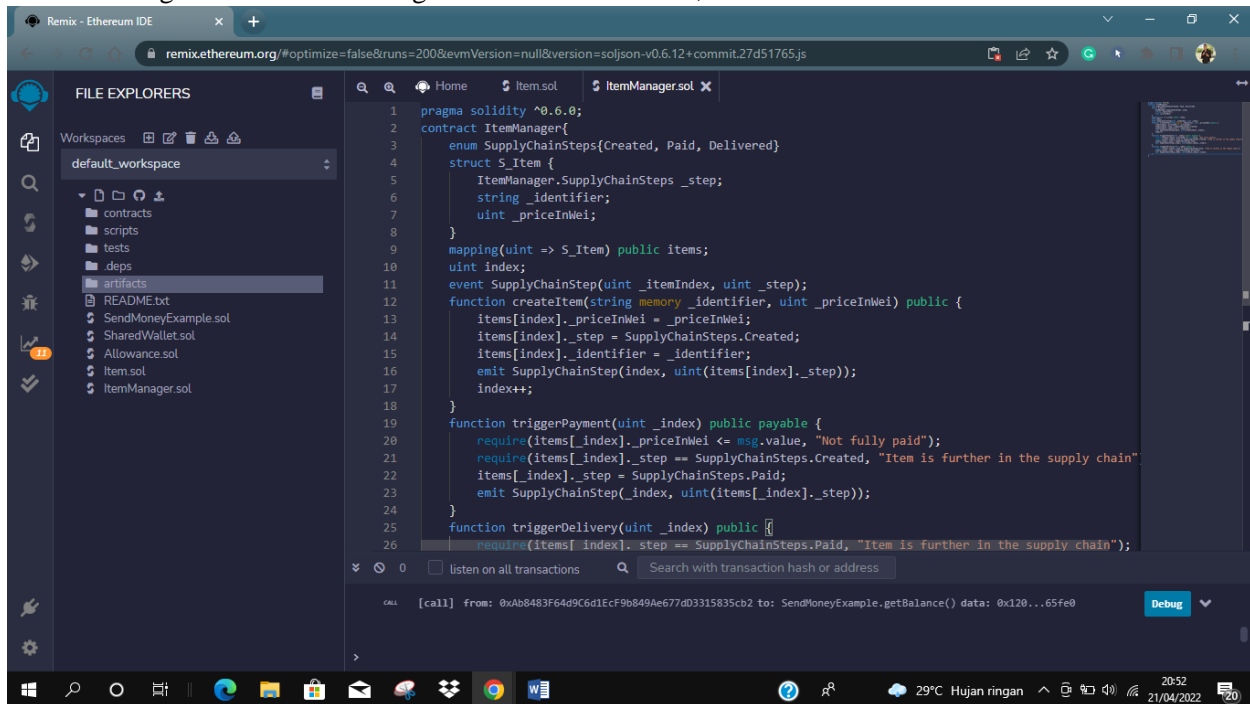


## The Item Manager Smart Contract

The first thing we need is a "Management" Smart Contract, where we can add items.

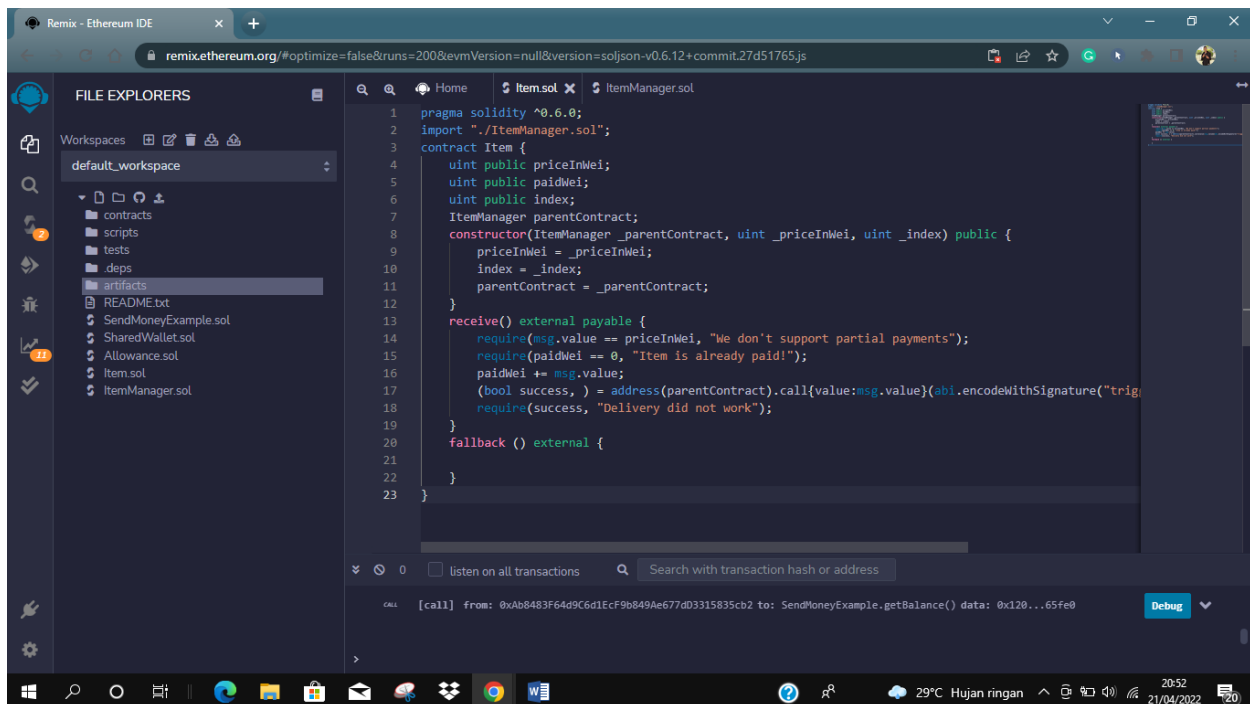


The screenshot shows the Remix IDE interface with the 'ItemManager.sol' file open. The code defines a smart contract for managing items in a supply chain. It includes an enumeration for supply chain steps, a struct for item details, and functions for creating items, triggering payments, and triggering deliveries. The IDE's file explorer on the left shows a project structure with folders for contracts, scripts, tests, and artifacts, and files for README.txt, SendMoneyExample.sol, SharedWallet.sol, Allowance.sol, Item.sol, and ItemManager.sol. The bottom status bar indicates a call from a transaction with data: 0x120...65Fe0.

```
1 pragma solidity ^0.6.0;
2 contract ItemManager{
3     enum SupplyChainSteps{Created, Paid, Delivered}
4     struct S_Item {
5         ItemManager.SupplyChainSteps _step;
6         string _identifier;
7         uint _priceInWei;
8     }
9     mapping(uint => S_Item) public items;
10    uint index;
11    event SupplyChainStep(uint _itemIndex, uint _step);
12    function createItem(string memory _identifier, uint _priceInWei) public {
13        items[index]._priceInWei = _priceInWei;
14        items[index]._step = SupplyChainSteps.Created;
15        items[index]._identifier = _identifier;
16        emit SupplyChainStep(index, uint(items[index]._step));
17        index++;
18    }
19    function triggerPayment(uint _index) public payable {
20        require(items[_index]._priceInWei <= msg.value, "Not fully paid");
21        require(items[_index]._step == SupplyChainSteps.Created, "Item is further in the supply chain");
22        items[_index]._step = SupplyChainSteps.Paid;
23        emit SupplyChainStep(_index, uint(items[_index]._step));
24    }
25    function triggerDelivery(uint _index) public {
26        require(items[_index]._step == SupplyChainSteps.Paid, "Item is further in the supply chain");
```

## Item Smart Contract

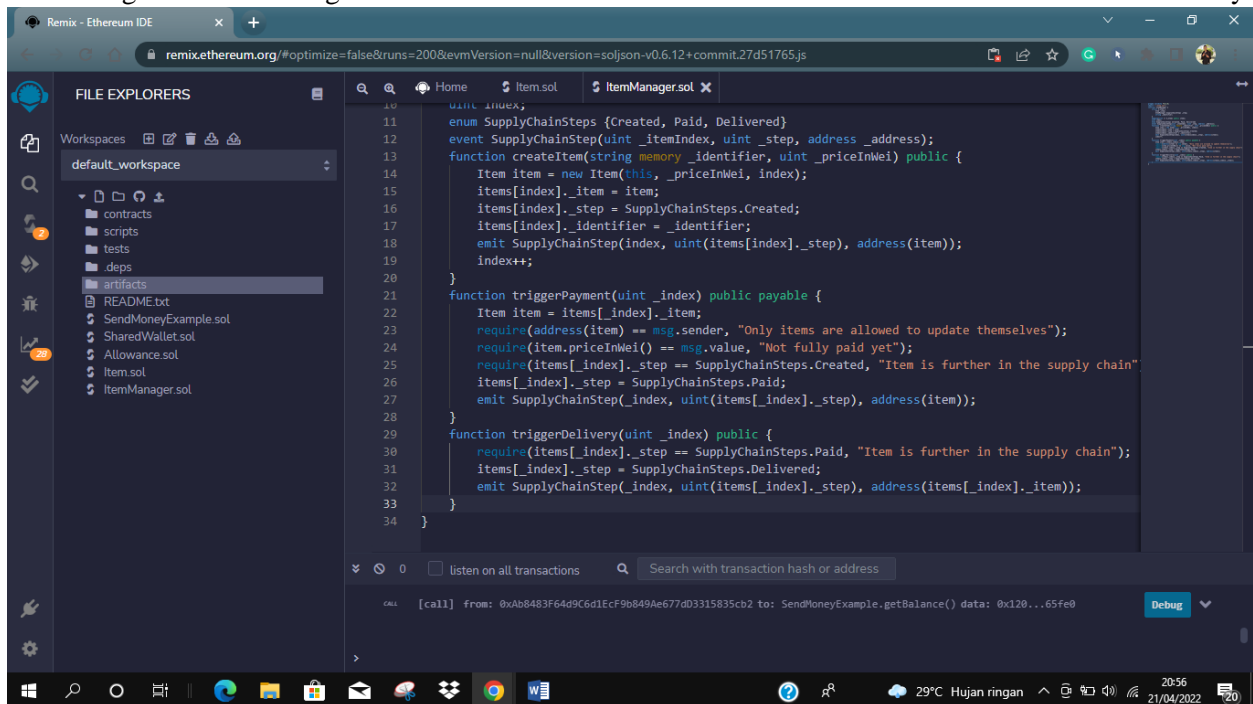
Let's add another smart contract:



The screenshot shows the Remix IDE interface with the 'Item.sol' file open. The code defines a smart contract for an item, which inherits from the 'ItemManager' contract. It includes a constructor to initialize the item's price, index, and parent contract, and a 'receive' function to handle payments. The IDE's file explorer on the left shows the same project structure as the previous screenshot. The bottom status bar indicates a call from a transaction with data: 0x120...65Fe0.

```
1 pragma solidity ^0.6.0;
2 import "../ItemManager.sol";
3 contract Item {
4     uint public priceInWei;
5     uint public paidWei;
6     uint public index;
7     ItemManager parentContract;
8     constructor(ItemManager _parentContract, uint _priceInWei, uint _index) public {
9         priceInWei = _priceInWei;
10        index = _index;
11        parentContract = _parentContract;
12    }
13    receive() external payable {
14        require(msg.value == priceInWei, "We don't support partial payments");
15        require(paidWei == 0, "Item is already paid!");
16        paidWei += msg.value;
17        (bool success, ) = address(parentContract).call{value:msg.value}(abi.encodeWithSignature("trig",
18        require(success, "Delivery did not work");
19    }
20    fallback () external {
21    }
22    }
23 }
```

And change the ItemManager Smart Contract to use the Item Smart Contract instead of the Struct only:

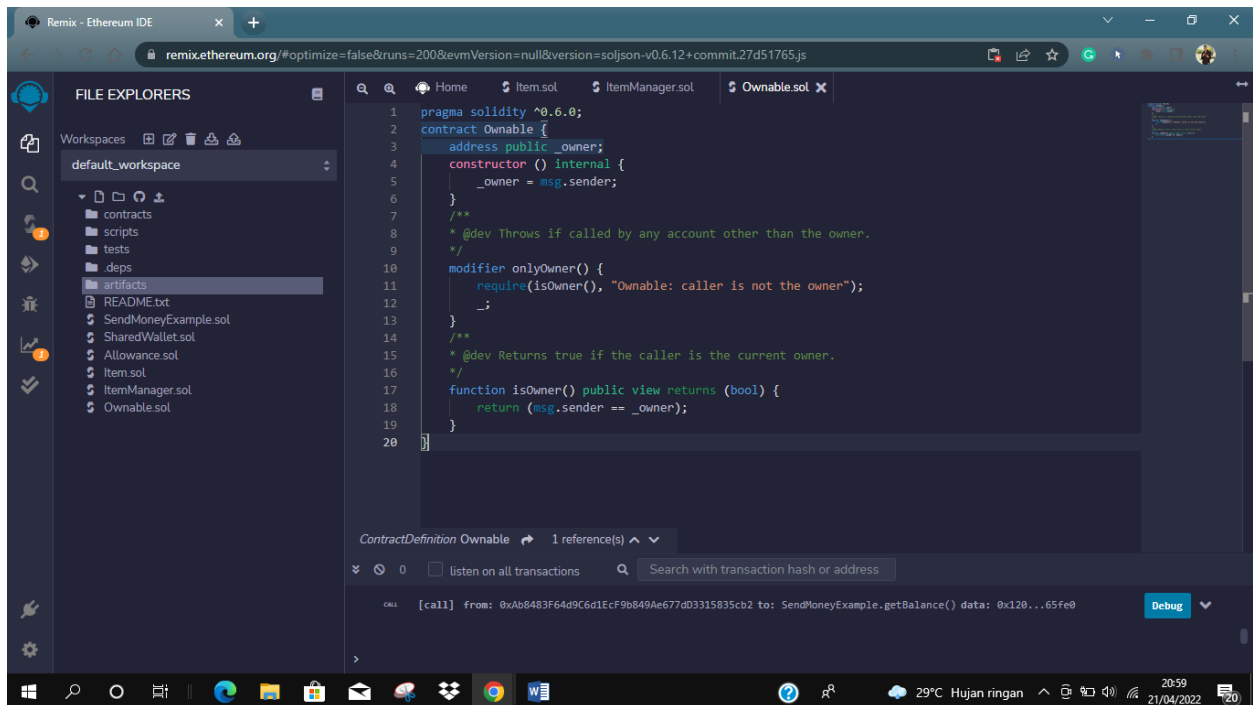


The screenshot shows the Remix IDE interface with the `ItemManager.sol` file open. The code defines a smart contract that manages a supply chain. It includes an `enum SupplyChainSteps` with values `Created`, `Paid`, and `Delivered`. The contract has an `event SupplyChainStep` and a `function createItem` that creates a new `Item` and adds it to a list. It also has `triggerPayment` and `triggerDelivery` functions that update the item's state and emit events. The `Item` struct is defined with `uint _index`, `uint _priceInWei`, and `uint _step`.

```
10  uint _index;
11  enum SupplyChainSteps {Created, Paid, Delivered}
12  event SupplyChainStep(uint _itemIndex, uint _step, address _address);
13  function createItem(string memory _identifier, uint _priceInWei) public {
14      Item item = new Item(this, _priceInWei, index);
15      items[index]._item = item;
16      items[index]._step = SupplyChainSteps.Created;
17      items[index]._identifier = _identifier;
18      emit SupplyChainStep(index, uint(items[index]._step), address(item));
19      index++;
20  }
21  function triggerPayment(uint _index) public payable {
22      Item item = items[_index]._item;
23      require(address(item) == msg.sender, "Only items are allowed to update themselves");
24      require(item.priceInWei() == msg.value, "Not fully paid yet");
25      require(items[_index]._step == SupplyChainSteps.Created, "Item is further in the supply chain");
26      items[_index]._step = SupplyChainSteps.Paid;
27      emit SupplyChainStep(_index, uint(items[_index]._step), address(item));
28  }
29  function triggerDelivery(uint _index) public {
30      require(items[_index]._step == SupplyChainSteps.Paid, "Item is further in the supply chain");
31      items[_index]._step = SupplyChainSteps.Delivered;
32      emit SupplyChainStep(_index, uint(items[_index]._step), address(items[_index]._item));
33  }
34  }
```

## Owable Functionality

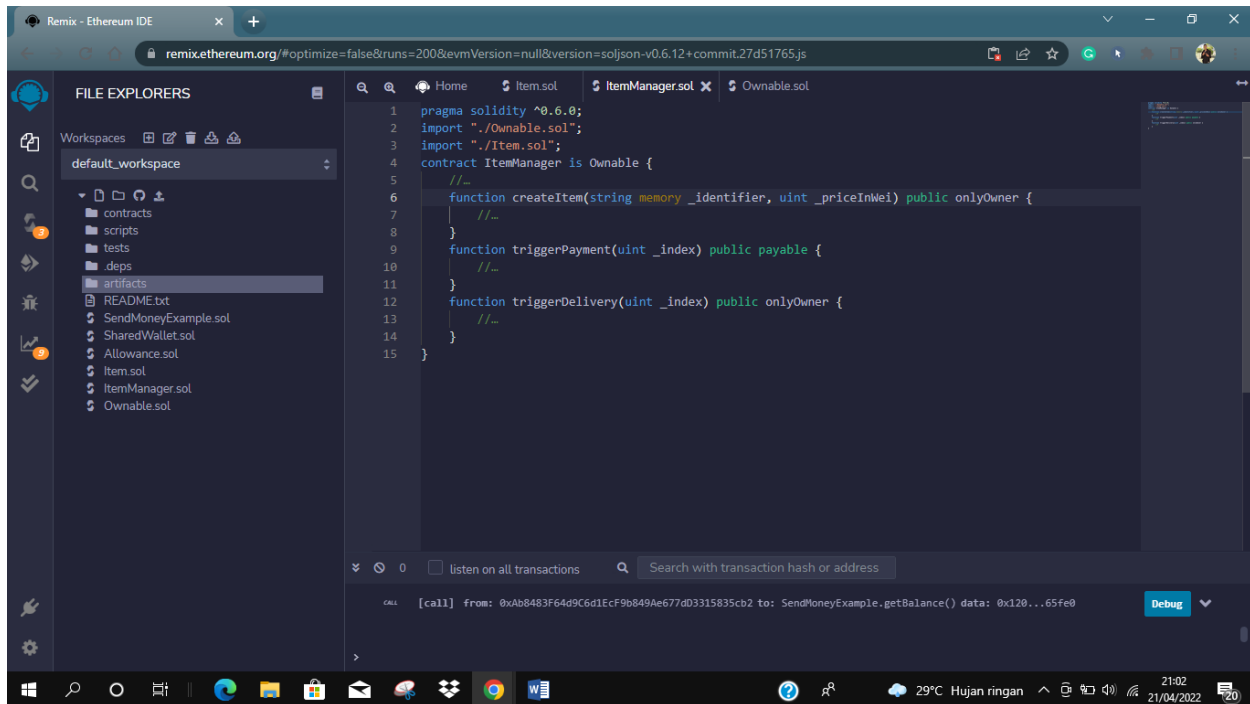
Normally we would add the OpenZeppelin Smart Contracts with the Owable Functionality. But at the time of writing this document they are not updated to solidity 0.6 yet. So, instead we will add our own Owable functionality very much like the one from OpenZeppelin:



The screenshot shows the Remix IDE interface with the `Owable.sol` file open. The code defines a smart contract that implements the Owable functionality. It includes a `pragma solidity ^0.6.0;` and a `contract Owable` with a `public _owner` variable. The contract has a `constructor` that sets the owner to `msg.sender`. It also has a `modifier onlyOwner` that checks if the caller is the owner. The `isOwner` function returns `true` if the caller is the current owner.

```
1  pragma solidity ^0.6.0;
2  contract Owable {
3      address public _owner;
4      constructor () internal {
5          _owner = msg.sender;
6      }
7      /**
8       * @dev Throws if called by any account other than the owner.
9       */
10     modifier onlyOwner() {
11         require(isOwner(), "Owable: caller is not the owner");
12         _;
13     }
14     /**
15      * @dev Returns true if the caller is the current owner.
16      */
17     function isOwner() public view returns (bool) {
18         return (msg.sender == _owner);
19     }
20 }
```

Then modify the ItemManager so that all functions, that should be executable by the "owner only" have the correct modifier:



## Install Truffle

To install truffle open a terminal (Mac/Linux) or a PowerShell (Windows 10)

```
PS C:\Users\User> npm install -g truffle
npm WARN har-validator@5.1.5: this library is no longer supported
npm WARN mkdirt-promise@0.0.1: This package is broken and no longer maintained. 'mklr' itself supports promises now, please switch to that.
npm WARN request@2.88.2: request has been deprecated, see https://github.com/request/request/issues/3142
npm WARN multicodec@1.0.4: This module has been superseded by the multiformats module
npm WARN cids@0.7.5: This module has been superseded by the multiformats module
Failed to remove some directories [
  [
    'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules',
    [Error: EPERM: operation not permitted, unlink 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\mime\\CHANGELOG.md'] {
      errno: -4048,
      code: 'EPERM',
      syscall: 'unlink',
      path: 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\mime\\CHANGELOG.md'
    }
  ],
  [
    'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\@ethersproject',
    [Error: EPERM: operation not permitted, unlink 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\@ethersproject\\strings\\package.json'] {
      errno: -4048,
      code: 'EPERM',
      syscall: 'unlink',
      path: 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\@ethersproject\\strings\\package.json'
    }
  ],
  [
    'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle',
    [Error: EPERM: operation not permitted, unlink 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\mime\\CHANGELOG.md'] {
      errno: -4048,
      code: 'EPERM',
      syscall: 'unlink',
      path: 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\mime\\CHANGELOG.md'
    }
  ],
  [
    'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle',
    [Error: EPERM: operation not permitted, unlink 'C:\\Users\\User\\AppData\\Roaming\\npm\\node_modules\\truffle\\node_modules\\mime\\CHANGELOG.md'] {
      errno: -4048,
```

```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Users\User> npm install -g truffle@5.1.8
npm WARN deprecated mkdirp@0.5.1: Legacy versions of mkdirp are no longer supported. Please update to mkdirp 1.x. (Note that the API surface has changed to use Promises in 1.x.)
changed 27 packages, and audited 28 packages in 15s
3 critical severity vulnerabilities

To address all issues (including breaking changes), run:
  npm audit fix --force

Run 'npm audit' for details.
PS C:\Users\User> mkdir s06-eventtrigger

Directory: C:\Users\User

Mode                LastWriteTime         Length Name
----                -
d-----          4/21/2022   9:28 PM             s06-eventtrigger

PS C:\Users\User> cd s06-eventtrigger
PS C:\Users\User\s06-eventtrigger> ls
PS C:\Users\User\s06-eventtrigger> 
```

```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Users\User> cd ./s06-eventtrigger/
PS C:\Users\User\s06-eventtrigger> truffle unbox react
truffle : The term 'truffle' is not recognized as the name of a cmdlet, function, script file, or operable program.
Check the spelling of the name, or if a path was included, verify that the path is correct and try again.
At line:1 char:1
+ truffle unbox react
+ ~~~~~
+ CategoryInfo          : ObjectNotFound: (truffle:String) [], CommandNotFoundException
+ FullyQualifiedErrorId : CommandNotFoundException

PS C:\Users\User\s06-eventtrigger>
```

```
ebd> mkdir s06-eventtrigger

Directory: C:\101Tmp\ebd

Mode                LastWriteTime         Length Name
----                -
d-----          1/11/2020  10:39 AM                s06-eventtrigger

ebd> cd ./s06-eventtrigger\
s06-eventtrigger> ls
s06-eventtrigger>
```

And unbox the react box: truffle unbox react this should download a repository and install all dependencies in the current folder:

truffle unbox react

```

s06-eventtrigger> truffle unbox react
✓ Preparing to download box
✓ Downloading
✓ cleaning up temporary files
✓ Setting up box
s06-eventtrigger> ls

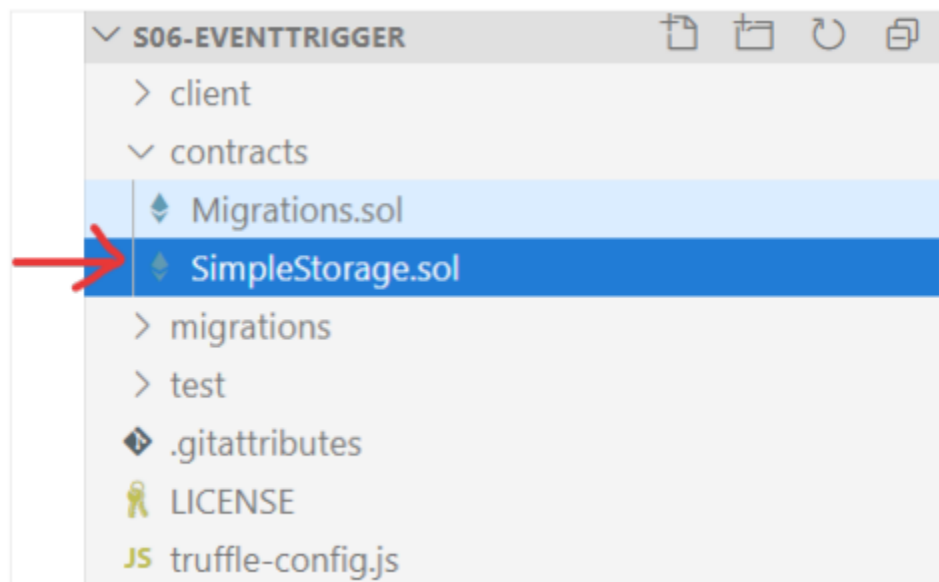
Directory: C:\101Tmp\ebd\s06-eventtrigger

Mode                LastWriteTime         Length Name
----                -
d-----            1/11/2020  10:41 AM             client
d-----            1/11/2020  10:41 AM             contracts
d-----            1/11/2020  10:41 AM             migrations
d-----            1/11/2020  10:41 AM             test
-a----            1/11/2020  10:41 AM           33 .gitattributes
-a----            1/11/2020  10:41 AM          1075 LICENSE
-a----            1/11/2020  10:41 AM           297 truffle-config.js

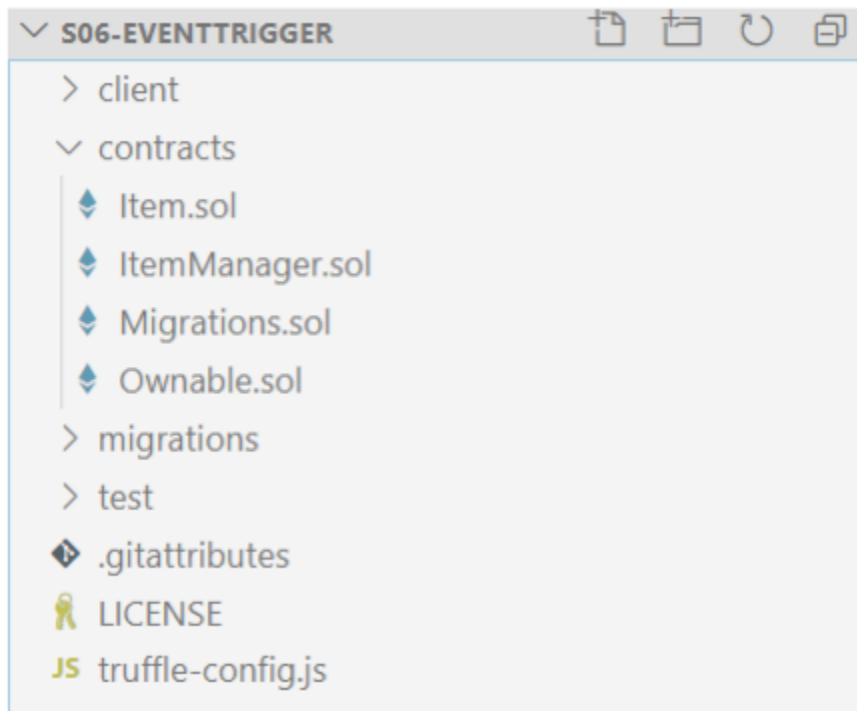
s06-eventtrigger>

```

Remove the existing SimpleStorage Smart Contract but leave the "Migrations.sol" file:



Add in our Files:



Then modify the "migration" file in the migrations/ folder:

```
1 var ItemManager = artifacts.require("../ItemManager.sol");
2 module.exports = function(deployer) {
3   deployer.deploy(ItemManager);
4 };|
```

Modify the truffle-config.js file to lock in a specific compiler version:

```
1 const path = require("path");
2 module.exports = {
3   // See <http://truffleframework.com/docs/advanced/configuration>
4   // to customize your Truffle configuration!
5   contracts_build_directory: path.join(__dirname, "client/src/contracts"),
6   networks: {
7     develop: {
8       port: 8545,
9     },
10  },
11  compilers: {
12    solc: {
13      version: "^0.6.0",
14    },
15  },
16 };
17 |
```

```
truffle(develop)> migrate
```

```
Compiling your contracts...
```

```
=====
```

```
> Compiling .\contracts\Item.sol
```

```
> Compiling .\contracts\ItemManager.sol
```

```
> Compiling .\contracts\Ownable.sol
```

```
> Artifacts written to C:\101Tmp\ebd\s06-eventtrigger\client\src\co
```

```
> Compiled successfully using:
```

```
  - solc: 0.6.1+commit.e6f7d5a4.Emscripten.clang
```

```
Starting migrations...
```

```
=====
```

```
> Network name:      'develop'
```



## Modify HTML

Now it's time that we modify our HTML so we can actually interact with the Smart Contract from the Browser.

Open "client/App.js" and modify a few things inside the file:

```
1 import React, { Component } from "react";
2 import ItemManager from "../contracts/ItemManager.json";
3 import Item from "../contracts/Item.json";
4 import getWeb3 from "../getWeb3";
5 import "../App.css";
6 class App extends Component {
7   state = {cost: 0, itemName: "exampleItem1", loaded:false};
8   componentDidMount = async () => {
9     try {
10      // Get network provider and web3 instance.
11      this.web3 = await getWeb3();
12      // Use web3 to get the user's accounts.
13      this.accounts = await this.web3.eth.getAccounts();
14      // Get the contract instance.
15      const networkId = await this.web3.eth.net.getId();
16      this.itemManager = new this.web3.eth.Contract(
17        ItemManager.abi,
18        ItemManager.networks[networkId] && ItemManager.networks[networkId].address,
19      );
20      this.item = new this.web3.eth.Contract(
21        Item.abi,
22        Item.networks[networkId] && Item.networks[networkId].address,
23      );
24      this.setState({loaded:true});
25    } catch (error) {
26      // Catch any errors for any of the above operations.
27      alert(
28        `Failed to load web3, accounts, or contract. Check console for details.`
29      );
30      console.error(error);
31    }
32  }
```

Then add in a form to the HTML part on the lower end of the App.js file, in the "render" function:

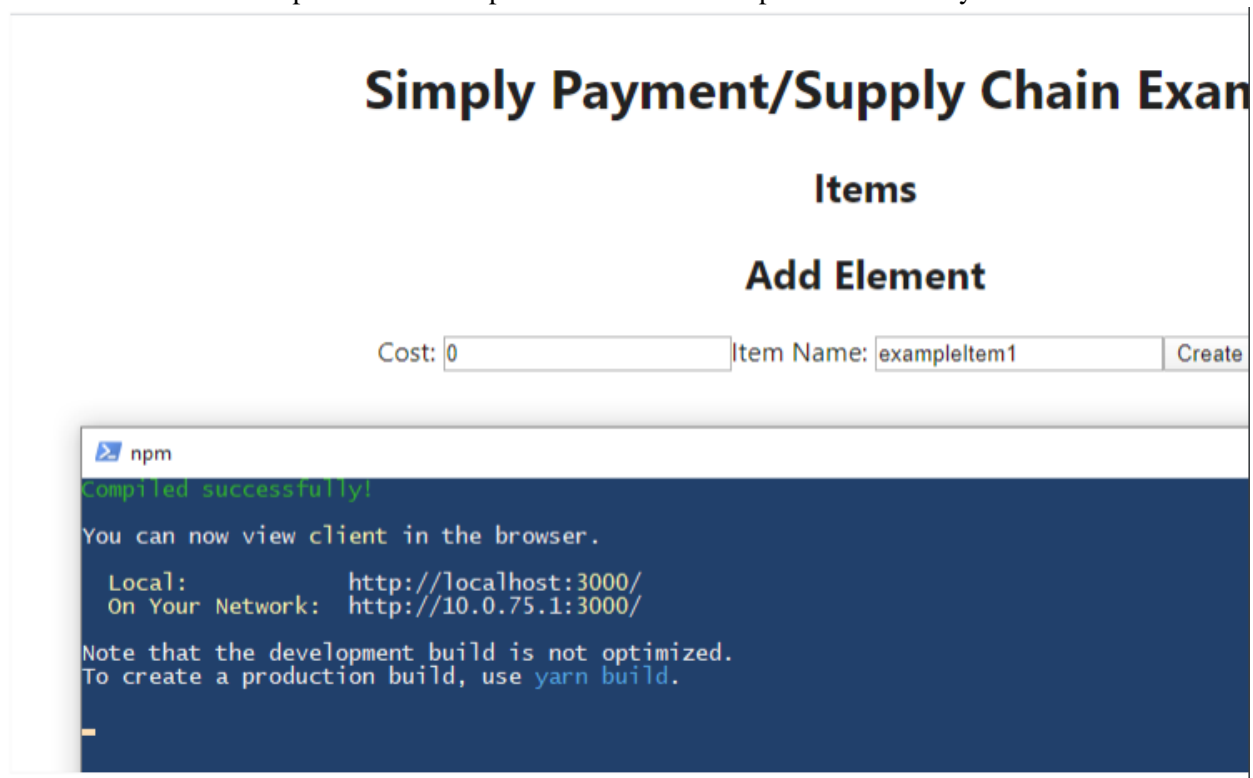
```
1 render() {
2   if (!this.state.loaded) {
3     return <div>Loading Web3, accounts, and contract...</div>;
4   }
5   return (
6     <div className="App">
7       <h1>Simply Payment/Supply Chain Example!</h1>
8       <h2>Items</h2>
9       <h2>Add Element</h2>
10      Cost: <input type="text" name="cost" value={this.state.cost} onChange={this.handleInputChange} />
11      Item Name: <input type="text" name="itemName" value={this.state.itemName} onChange={this.handleInputChange} />
12      <button type="button" onClick={this.handleSubmit}>Create new Item</button>
13    </div>
14  );
15 }
```

And add two functions, one for `handleInputChange`, so that all input variables are set correctly. And one for sending the actual transaction off to the network:

```
1  handleSubmit = async () => {
2    const { cost, itemName } = this.state;
3    console.log(itemName, cost, this.itemManager);
4    let result = await this.itemManager.methods.createItem(itemName, cost).send({ from: this.accounts[0] });
5    console.log(result);
6    alert("Send " + cost + " Wei to " + result.events.SupplyChainStep.returnValues._address);
7  };
8  handleInputChange = (event) => {
9    const target = event.target;
10   const value = target.type === "checkbox" ? target.checked : target.value;
11   const name = target.name;
12   this.setState({
13     [name]: value,
14   });
15 }
```

Open another terminal/powershell (leave the one running that you have already opened with truffle) and go to the client folder and run

This will start the development server on port 3000 and should open a new tab in your browser:



The screenshot shows a web application titled "Simply Payment/Supply Chain Exam" with a sub-header "Items" and a button "Add Element". Below the button, there is a form with two input fields: "Cost: 0" and "Item Name: exampleItem1", followed by a "Create" button. In the foreground, a terminal window shows the output of running `npm` in the client folder. The terminal output indicates that the application was compiled successfully and provides the local and network URLs for viewing the client in a browser. It also includes a note that the development build is not optimized and suggests using `yarn build` for a production build.

**Simply Payment/Supply Chain Exam**

**Items**

**Add Element**

Cost:  Item Name:

npm

Compiled successfully!

You can now view client in the browser.

Local: <http://localhost:3000/>  
On Your Network: <http://10.0.75.1:3000/>

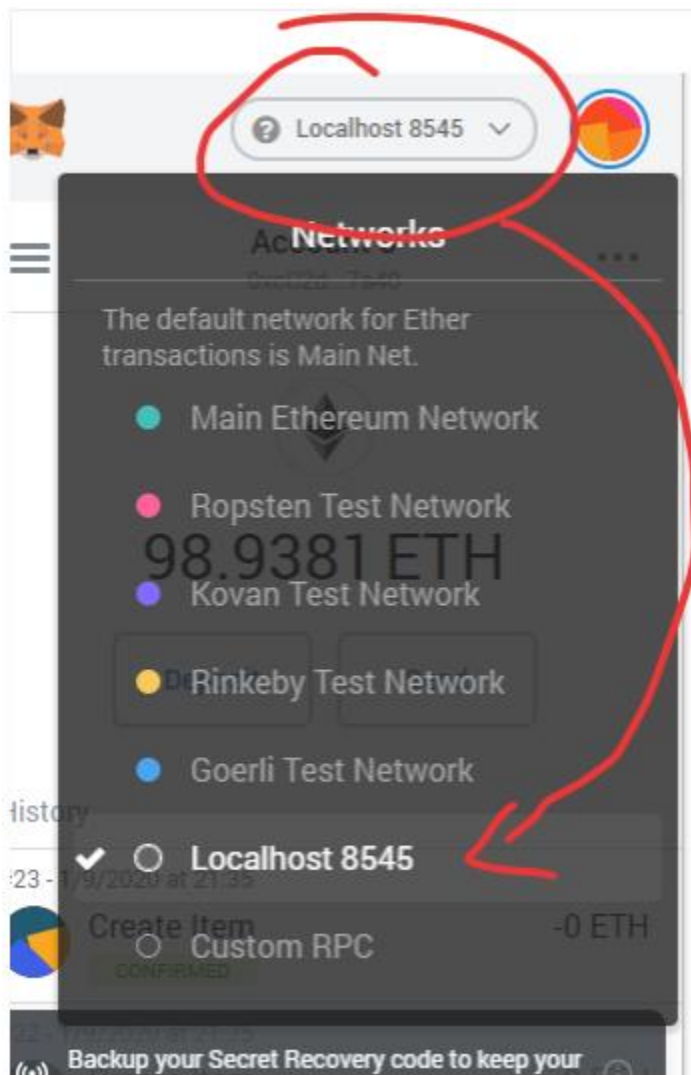
Note that the development build is not optimized.  
To create a production build, use `yarn build`.

Connect with MetaMask

What We Do

In this section we want to connect our React App with MetaMask and use MetaMask as a Keystore to sign transactions. It will also be a proxy to the correct blockchain.

First, connect with MetaMask to the right network:

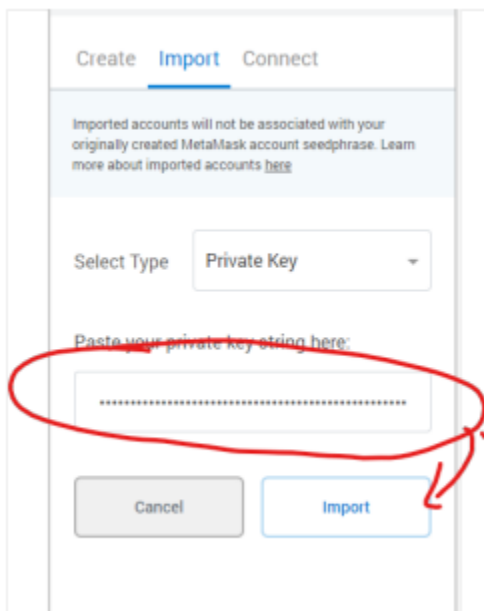
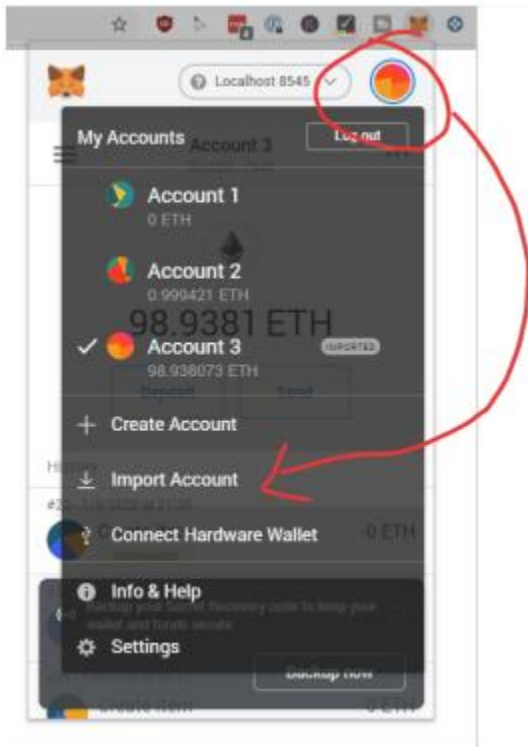


In the Terminal/Powershell where Truffle Developer Console is running scroll to the private keys on top:

Private Keys:

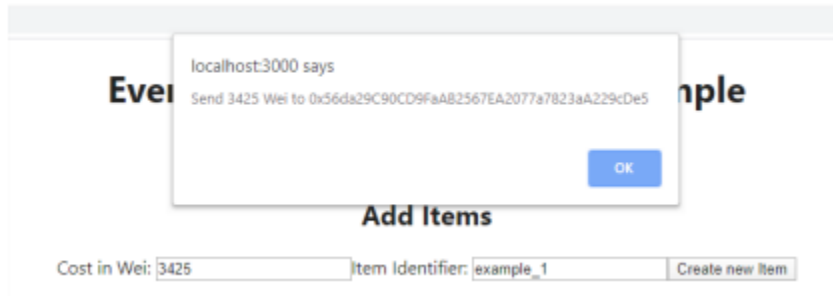
```
(0) 2a9ed36cdb66f81093a82443c2b9f237f3534ef75f4f044fa6ebd76d5d05f61
(1) f9c941a67e63fe4b84fe63ad652c29b2f225eb57562b246bf44bd3527b94b48
```

Copy the Private Key and add it into MetaMask:



Then your new Account should appear here with ~100 Ether in it.

Now let's add a new Item to our Smart Contract. You should be presented with the popup to send the message to an end-user.



## Listen to Payments

Now that we know how much to pay to which address we need some sort of feedback. Obviously we don't want to wait until the customer tells us he paid, we want to know right on the spot if a payment happened.

There are multiple ways to solve this particular issue. For example you could poll the Item smart contract. You could watch the address on a low-level for incoming payments. But that's not what we want to do.

What we want is to wait for the event "SupplyChainStep" to trigger with `_step == 1` (Paid).

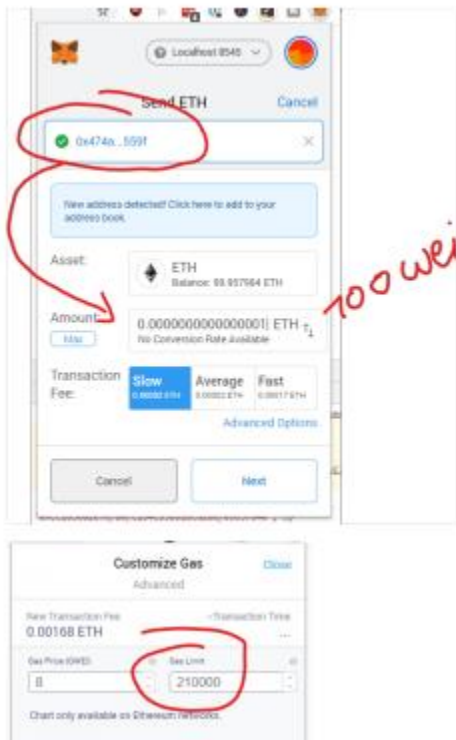
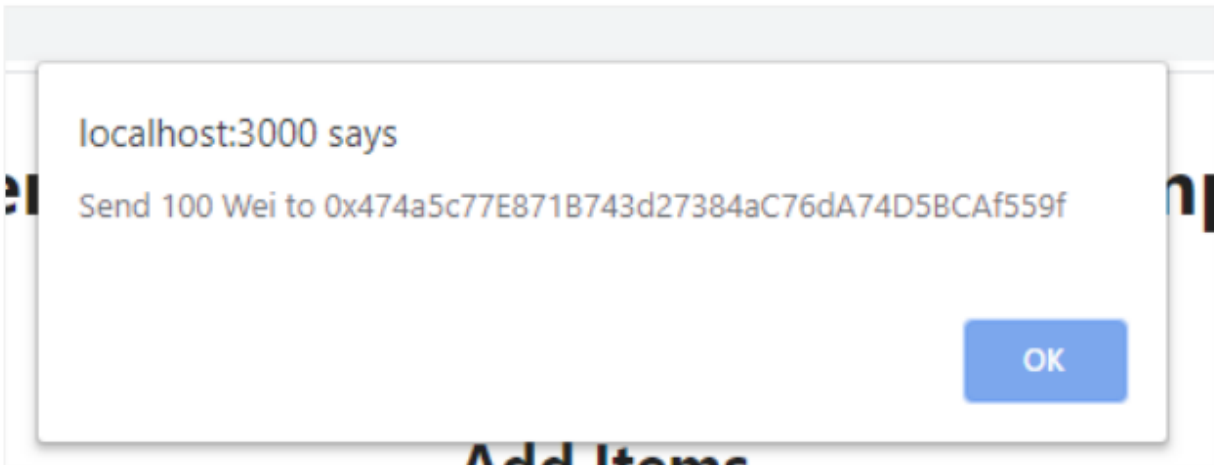
Let's add another function to the App.js file:

```
1  listenToPaymentEvent = () => {  
2    let self = this;  
3    this.itemManager.events.SupplyChainStep().on("data", async function (evt) {  
4      if (evt.returnValues._step == 1) {  
5        let item = await self.itemManager.methods.items(evt.returnValues._itemIndex).call();  
6        console.log(item);  
7        alert("Item " + item._identifier + " was paid, deliver it now!");  
8      }  
9      console.log(evt);  
10    });  
11  };
```

And call this function when we initialize the app in "componentDidMount":

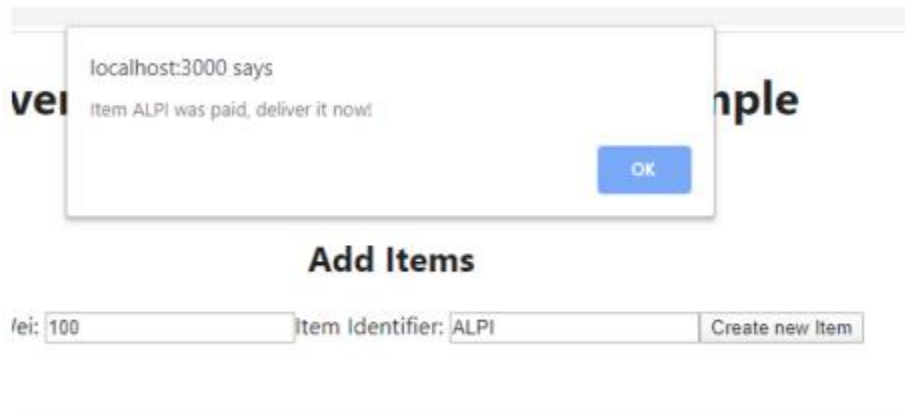
```
1  //...  
2  this.item = new this.web3.eth.Contract(  
3    ItemContract.abi,  
4    ItemContract.networks[this.networkId] && ItemContract.networks[this.networkId].address,  
5  );  
6  // Set web3, accounts, and contract to the state, and then proceed with an  
7  // example of interacting with the contract's methods.  
8  this.listenToPaymentEvent();  
9  this.setState({ loaded:true });  
10 } catch (error) {  
11   // Catch any errors for any of the above operations.  
12   alert(  
13     `Failed to load web3, accounts, or contract. Check console for details.`,  
14   );  
15   console.error(error);  
16 }
```

Whenever someone pays the item a new popup will appear telling you to deliver. You could also add this to a separate page, but for simplicity we just add it as an alert popup to showcase the trigger-functionality:



Take the address, give it to someone telling them to send 100 wei (0.0000000000000001 Ether) and a bit more gas to the specified address. You can do this either via MetaMask or via the truffle console:

Then a popup should appear on the website



## Unit Test

Unit testing is important, that's out of the question. But how to write unit tests?

There is something special in Truffle about unit testing. The problem is that in the testing suite you get contract-abstractions using truffle-contract, while in the normal app you worked with web3-contract instances.

Let's implement a super simple unit test and see if we can test that items get created.

First of all, delete the tests in the "/test" folder. They are for the simplestorage smart contract which doesn't exist anymore.

Then add new tests:

```
1  const ItemManager = artifacts.require("./ItemManager.sol");
2  contract("ItemManager", (accounts) => {
3    it("... should let you create new Items.", async () => {
4      const itemManagerInstance = await ItemManager.deployed();
5      const itemName = "test1";
6      const itemPrice = 500;
7      const result = await itemManagerInstance.createItem(itemName, itemPrice, { from: accounts[0] });
8      assert.equal(result.logs[0].args._itemIndex, 0, "There should be one item index in there");
9      const item = await itemManagerInstance.items(0);
10     assert.equal(item._identifier, itemName, "The item has a different identifier");
11   });
12 });
```

## Truffle Contract vs Web3js

Mind the difference: In web3js you work with "instance.methods.createItem" while in truffle-contract you work with "instance.createItem". Also, the events are different. In web3js you work with



result.events.returnValues and in trufflecontract you work with result.logs.args. The reason is that trufflecontract mostly took the API from web3js 0.20 and they did a major refactor for web3js 1.0.0.

Keep the truffle development console open and type in a new terminal/powershell window:

It should bring up a test like this:

```
Compiling your contracts...
=====
> Compiling .\contracts\Item.sol
> Compiling .\contracts\ItemManager.sol
> Compiling .\contracts\Ownable.sol

Contract: ItemManager
  ✓ ... should let you create new Items. (160ms)

1 passing (216ms)

s06-eventtrigger> 
```

This is how you add unit tests to your smart contracts.