More DApps

Note:

- Source code to the Flip Coin DApp and corresponding crowdsale can be found on https://github.com/vierivincent15/coin-flip-dapp
- All related contracts are compiled and deployed to Ganache (localhost:8545)
 - Meaning that you will need to have Ganache before running the DApp
- Metamask accounts that are used to interact with the DApp and Crowdsale are also retrieved from Ganache.
- To run the source code, execute the following commands:
 - > pip3 install py-solc flask web3
 - > python3 -m solc.install v0.4.25
 - > export PATH=\$HOME/.py-solc/solc-v0.4.25/bin:\$PATH
 - > python3 server.py

Question 1

Using Python, Web3py, Web3js, Metamask, and Flask, develop a (DApp) web application able to manage the coin tossing service created previously. It should:

Compile and deploy smart contract(s) automatically

Upon executing *server.py* the CoinFlip smart contract will be automatically compiled and deployed to the network (in this case Ganache). The required information to interface with the contracts, contractAddress and contractABI, are then passed over to the front end. The code shown below is expected to compile and deploy the smart contract upon execution.

• Interact with the contract when required; for example, get winner status or trigger an arbitrage

Interaction with the contract is enabled from the front-end by obtaining relevant parameters such as contractAddress and contractABI. The code shown below allows the front-end to establish interaction with the contract that has been deployed to the network.

```
<script type="text/javascript" >
    var contractAddress_inp = "{{contractAddress}}";
    var contractABI_inp = JSON.parse('{{contractABI | safe}}');
</script>

if (typeof web3 !== 'undefined') {
    await ethereum.enable();
    var sc_address = contractAddress_inp;
    var contractABI = web3.eth.contract(contractABI_inp);
    var contractInstance = contractABI.at(sc_address);
```

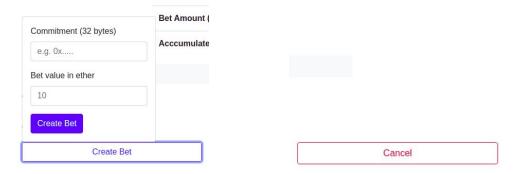
Interactions to the contract can be made automatically or through user interaction. For my particular case of the DApp, it will first interact with the contract to obtain relevant information and then wait for user input for any further interactions.

• Trigger interactions manually from a web GUI

Through the GUI, the user will be able to interact with the contract through 6 different actions as shown.

p me through Crowdsale			
		oin Flip DApp	
	Co	ontract Information	
	Bet Creator:	0x000000000000000000000000000000000000	
	Bet Taker:	0x000000000000000000000000000000000000	
	Bet Amount (ether):	0	
	Acccumulated Balance:	0	
		Refresh	
What you can do As a Creator			
Create Bet		Reveal	Cancel
As a Better			
Take Bet		Claim Timeout	Withdraw

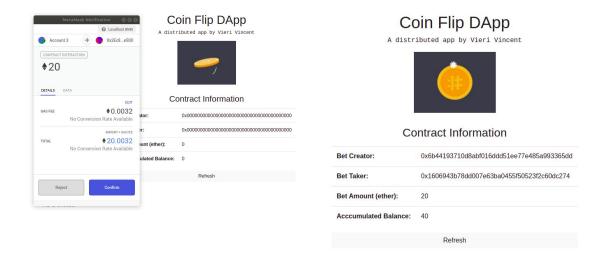
The user can either be a Creator and perform 'Create Bet', 'Reveal', 'Cancel' or be a Better and perform 'Take Bet', 'Claim Timeout'. 'Withdraw'. Some actions require user-generated input while other actions will automatically trigger the contract interaction.



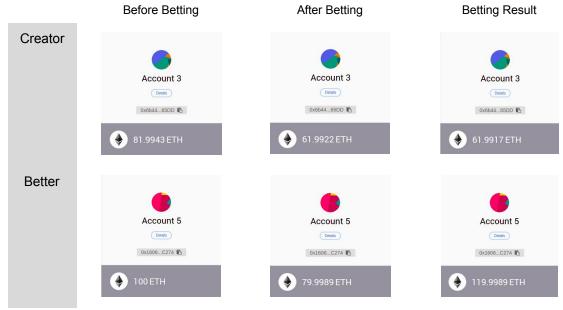
Users can interact through the web app using Metamask

Users are able to interact with the web app using Metamask as the Metamask extension injects web3 to the browser. However, they will need to give access to the application before their wallet on Metamask can interact with the web page. Shown below on the left is an image when a user is about to 'Create Bet' of amount 20 ether with his pre-computed commitment.

The web app also supports interaction with multiple users which therefore allow another user to 'Take Bet' with the same amount. Shown below on the right is an image of a complete betting procedure where a Creator has created a bet and a Better has taken the bet.



Once the result is revealed by the creator, betted ether will automatically be transferred to the winner.

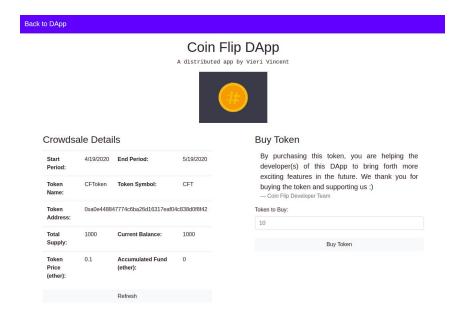


In the case above, the Better won the game as the result of his flip is the same as the commitment that the Creator has committed at contract creation.

Question 2

Let's launch a crowdsale for your coin tossing service. To do so, you make use of an Initial Coin Offering (ICO), implemented via the ERC20 token standard.

The crowdsale is accessible at the '/crowdsale' route of the DApp. It make use of an ICO, implemented via a ERC20 standard token that is named CFToken (CFT). The GUI of the crowdsale feature is as shown.



This feature is enabled by compiling and deploying the Crowdsale contract that is implemented under *crowdsale.sol* that requires *token.sol* and *ERC20.sol* (interface). As shown in the image above, there is a total of 1000 CFToken that is priced at 0.1 ether each. Any user can participate in the crowdsale by purchasing any amount of tokens and the corresponding ether will be stored in the Crowdsale contract. This interaction is supported through the GUI through the 'Buy Token' button. The stored ether will then be released only when the ICO period has ended or all the token supplies have been bought. Shown below are different states of the ICO and a participating user's wallet before and after buying the token.

