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## 合约结构及使用说明

结构体声明:

学生（具体变量含义见注释）

```
struct Student {
    uint total; //total is the number of books that student can borrow at most.
    uint count; //count is accumulated by borrowing books.
    bool borrowed; //if true,that student already borrowed
    address delegate; //student delegated to.
    uint borrow; //index of the borrowed book;
    bool returnOnTime; //if true,the book he borrowed has been returned on time.
}
```

书籍

```
struct Book {
    bytes32 name; //short name (up to 32 bytes)
    bool ordered; //if true,that book already ordered.
}
```

映射关系及地址声明:

```
address public administrator;

//This declares a state variable that
//stores a 'Student' struct for each possible address.
mapping(address => Student) public students;

//This declares a state variable that
//stores a 'Book' struct for each possible address.

// A dynamically-sized array of `Book` structs.
Book[] public books;
```

Library 构造函数:

```
//Create a new Library to provide students with book borrowing.
constructor(bytes32[] memory bookNames) public{

    // For each of the provided book names,
    // create a new book object and add it
    // to the end of the array.
    for(uint i=0; i<bookNames.length; i++) {
        // `Books({...})` creates a temporary
        // Book object and `books.push(...)`
        // appends it to the end of `books`.
        books.push(Book({
            name:bookNames[i],
            ordered: false
        }));
    }
}
```

管理员进行学生图书借阅的函数:

```

//Lend the book to the student in this Library.
function LendBookToStudent(memory student,address book) public{
    // If the first argument of `require` evaluates
    // to `false`, execution terminates and all
    // changes to the state and to Ether balances
    // are reverted.
    // This used to consume all gas in old EVM versions, but
    // not anymore.
    // It is often a good idea to use `require` to check if
    // functions are called correctly.
    // As a second argument, you can also provide an
    // explanation about what went wrong.
    require(
        book[student].ordered==false,
        "This book has already been ordered."
    );

    require(
        student.count < student.total,
        "You have exceed the limit of the number of the book you can borrow."
    );

    require(
        student.
    );
    student.count++;
}

```

图书归还:

```

//the student returned the book
function returnBook(memory student,address book) public{
    //the number of the books the student borrowed decreased;
    student.count--;
    //the book has not been ordered;
    book.ordered=false;
    //the book is returned on time;
    student.returnOnTime=true;
}

```

学生信用等级变化导致可借阅图书数目变化:

```

//if the book has not been returned,
//the number of books that student can borrow at most will be decreased.
//if the book has been returned,
//the number of books that student can borrow at most will be increased.
function changeTotal(memory student) public{
    if(student.returnOnTime==false){
        student.total--;
    }
    if(student.returnOnTime==true){
        student.total++;
    }
}

```

私有链搭建:

```

C:\Users\User>cd Desktop\chain
C:\Users\User\Desktop\chain>geth --datadir ".\data0" init genesis.json
INFO [11-25|18:08:52] Allocated cache and file handles database=C:\Users\User\Desktop\chain\data0\geth\chaindata cache=16 handles=16
Fatal: Failed to write genesis block: database already contains an incompatible genesis block (have e95ad0546ca55dcc, new 1521b1a61385a272)

```

