

# Blockchain based apps testing

Liudas Jankauskas

A white rectangular search bar with a thin gray border. On the left side, there is a small vertical line indicating the cursor position. On the right side, there is a small microphone icon.

Google Search

I'm Feeling Lucky

Google offered in: [lietuvių](#)



# New developer!



**Liudas Jankauskas**

QA Engineer with 9 years of experiences testing high load and big data web-based applications and services.

Liudas is a professional QA engineer with a deep understanding of the testing process, techniques, and approaches. He has knowledge of how to ensure correctness, consistency, and completeness of data in the whole data flow pipeline from storage to a user-facing interface. Liudas, has tested high load systems with more than 1 mln request per sec. Main working stack: Performance testing (Load, Capacity, Stress), Integration and system testing including automation in CI environment, Security/penetration testing, big data testing.



“If somebody offers you an **amazing opportunity** but you are not sure you can do it, **say yes** – then learn how to do it **later!**”

Richard Branson

# **Blockchain**

# Blockchain

From Wikipedia, the free encyclopedia

*For other uses, see [Block chain \(disambiguation\)](#).*

A **blockchain**,<sup>[1][2][3]</sup> originally **block chain**,<sup>[4][5]</sup> is a continuously growing list of [records](#), called *blocks*, which are linked and secured using [cryptography](#).<sup>[1][6]</sup> Each block typically contains a [cryptographic hash](#) of the previous block,<sup>[6]</sup> a [timestamp](#) and transaction data.<sup>[7]</sup> By design, a blockchain is inherently resistant to modification of the data. It is "an open, [distributed ledger](#) that can record transactions between two parties efficiently and in a verifiable and permanent way".<sup>[8]</sup> For use as a distributed [ledger](#), a blockchain is typically managed by a [peer-to-peer](#) network collectively adhering to a [protocol](#) for inter-node communication and validating new blocks. Once recorded, the data in any given block cannot be altered retroactively without the alteration of all subsequent blocks, which requires collusion of the network majority.

Blockchains are [secure by design](#) and exemplify a distributed computing system with high [Byzantine fault tolerance](#). [Decentralized](#) consensus has therefore been achieved with a blockchain.<sup>[9]</sup> This makes blockchains potentially suitable for the recording of events, medical records,<sup>[10][11]</sup> and other [records management](#) activities, such as [identity management](#),<sup>[12][13][14]</sup> [transaction processing](#), documenting [provenance](#), [food traceability](#)<sup>[15]</sup> or voting.<sup>[16]</sup>

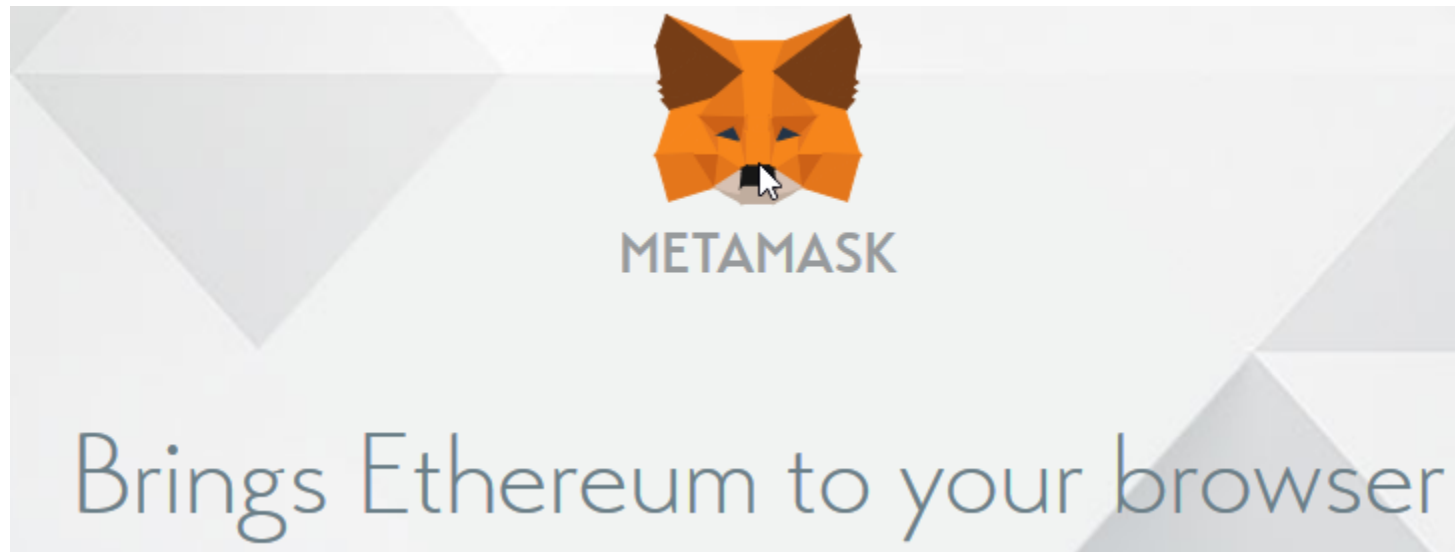
Blockchain was invented by [Satoshi Nakamoto](#) in 2008 for use in the [cryptocurrency bitcoin](#), as its public transaction [ledger](#).<sup>[1]</sup> The invention of the blockchain for bitcoin made it the first digital currency to solve the [double-spending](#) problem without the need of a trusted authority or central [server](#). The bitcoin design has been the inspiration for other applications.<sup>[1][3]</sup>



ethereum  
BLOCKCHAIN APP PLATFORM



# Tools



## Remix

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Remix, previously known as Browser Solidity, is a web browser based IDE that allows you to write **Solidity** smart contracts, then deploy and run the smart contract. You can run Remix from your web browser by navigating to <https://ethereum.github.io/browser-solidity/>, or by installing and running in on your local computer.

# Smart contract

The screenshot shows a code editor with a dark theme. On the left, the Explorer panel shows a file tree with folders like 'contracts' and 'migrations', and files like 'MerchantWallet.sol'. The Open Editors panel shows the current file 'MerchantWallet.sol'. The main editor displays the code for 'MerchantWallet.sol', which is a Solidity smart contract. The code includes comments, constants, mappings, and a constructor.

```
11 // Serves as a public merchant profile with merchant profile info,
12 // payment settings and latest reputation value.
13 // Also MerchantWallet accepts payments for orders.
14 //
15
16 contract MerchantWallet is Pausable, SafeDestructible, Contactable, Restricted {
17
18     string constant VERSION = "0.2";
19
20     /// Address of merchant's account, that can withdraw from wallet
21     address public merchantAccount;
22
23     /// Unique Merchant identifier
24     string public merchantId;
25
26     /// profileMap stores general information about the merchant
27     mapping (string=>string) profileMap;
28
29     /// paymentSettingsMap stores payment and order settings for the merchant
30     mapping (string=>string) paymentSettingsMap;
31
32     /// compositeReputationMap stores composite reputation, that comprises from several metrics
33     mapping (string=>uint32) compositeReputationMap;
34
35     /// number of last digits in compositeReputation for fractional part
36     uint8 public constant REPUTATION_DECIMALS = 4;
37
38     modifier onlyMerchant() {
39         require(msg.sender == merchantAccount);
40         _;
41     }
42
43     /**
44     * @param _merchantAccount Address of merchant's account, that can withdraw from wallet
45     * @param _merchantId Merchant identifier
46     * @param _processor Address of Processor account, which operates compositeReputationMap
47     */
48     function MerchantWallet(address _merchantAccount, string _merchantId, address _processor)
49         public Restricted(_processor)
50     {
51         require( merchantAccount != 0x0);
```



[illegible]

Structure

Function

Data

Platform

Operations

Time



**Tester**

# So whats different?

Testing enviroment

Error messages

Deploiment and Security



# Testing enviroment

## Main Net

### Upgradeable smart contracts



If the contract issuer wants to have a way to upgrade the contract code, so that account data and other things carry over, can Ethereum provide for this? Also can this be done without changing the contract address or does one always need to issue a new address?

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Do "annex" mechanisms exist to add some new functionality to a contract without a total rewrite?

solidity

contract-development

contract-design

upgrading

design-patterns



share improve this question

85

edited Oct 1 '17 at 14:58



Tom Hale

887 ● 5 ● 25

asked Mar 29 '16 at 14:48



Mikko Ohtamaa

5,349 ● 2 ● 14 ● 45

Possible duplicate of [What design patterns are appropriate for data structure modification within Ethereum smart contracts?](#) – Muhammad Altabba Dec 17 '17 at 12:03

[add a comment](#)

### 8 Answers

active

oldest

**votes**



Once a contract is in the blockchain, it is final and cannot be changed. Certain parameters, of course, can be changed if they are allowed to change via the original code.

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One method of updating contracts is to use a versioning system. For example, you could have an entryway contract that just forwards all calls to the most recent version of the contract, as defined by an updatable address parameter. You could also use a name registry, and update that to point to the most recent contract version.



Another method is to put your logic code in a library, then use the CALLCODE feature, via libraries in Solidity, to call the code located at a specified, updatable, address. This way, user data persists between versions. This has the limitation that the ABI of the logic contract must stay the same over time.

# Testing enviroment

## Test Net



Please select from one of the available TESTNETS :

1. [ROPSTEN \(Revived\) - Proof Of Work](#)
2. [KOVAN - Proof Of Authority \(Parity only\)](#)
3. [RINKEBY - Clique Consensus \(Geth only\)](#)



# Example

boards - monetaria / website - monetaria - introduction to smart contract - ropsten Accounts, Address etc

https://ropsten.etherscan.io/address/0xa2ca1d2b20638595bf76180debeade79cef2c0c0

ROPSTEN (Revival) TESTNET

Search by Address / Txhash / Block / Token / Ens GO

HOME BLOCKCHAIN TOKEN CHART MISC

Contract Address 0xa2ca1d2b20638595bf76180debeade79cef2c0c0

Home Contract Accounts Address

Contract Overview

Balance: 0 Ether

Transactions: 1 txn

Misc

Contract Creator 0xfbd2ea1110bdec7... at txn 0xe00ee6df5c6846d...

More Options

Transactions Code Read Contract Events

Latest 1 txn

TxHash	Block	Age	From	To	Value	[Tx Fee]
0xe00ee6df5c6846d...	3186744	1 min ago	0xfbd2ea1110bdec7...	Contract Creation	0 Ether	0.000224426

[Download CSV Export]

tips to improve your experience - Learn More

Got It

# Testing enviroment

## JavaScript VM

### Test RPC Configuration and usage

Ethereum TestRPC is a fast and customizable blockchain emulator. It allows making calls to the blockchain without the overheads of running an actual Ethereum node.

- Accounts can be re-cycled, reset and instantiated with a fixed amount of Ether (no need for faucets or mining).
- Gas price and mining speed can be modified.

# Example

The screenshot displays the Remix IDE interface with the following components:

- Editor:** Contains a Solidity contract named `SimpleStorage` with the following code:

```
1 pragma solidity ^0.4.0;
2
3 contract SimpleStorage {
4     uint storedData;
5
6     function set(uint x) public {
7         storedData = x;
8     }
9
10    function get() public constant returns (uint) {
11        return storedData;
12    }
13 }
```
- Environment Panel (Right):** Shows settings for the `Injected Web3` environment on the `Ropsten` network. The account is `0xfbd...9a450` (156.559248450091 ETH), gas limit is 3,000,000, and value is 0 wei. A `SimpleStorage` contract is deployed at address `028206385958f76180DebEade79cEf2c0c0`. Pending transactions are 0.
- Transaction Log (Bottom):** Shows a list of transactions. The first transaction is a `SimpleStorage.set` call, which is pending. The second transaction is a `SimpleStorage.get` call, which has been executed successfully, returning `0: uint256: 123`.

# Error messages

The screenshot displays a development environment with three main components:

- Solidity Contract (Left):** A Solidity contract snippet for `monethaGateway`. It includes a `setMonethaGateway` function and a `cancelOrder` function. A red arrow points to the `1234` value in the `cancelOrder` function, with the label **duplicate ID**.
- Notepad++ (Top):** A window titled `*new 5 - Notepad++ [Administrator]` showing a text file with the following content: `1234, 10, "0x4deefc78f2fe4f6cb32820c093154d96563f7c8b", "0xfbd2EA1110Bdec795d8E72217F345C1916d9a450", 1510054402`. A red box highlights this line, and a red arrow points from the `1234` in the contract to this line.
- Console (Bottom):** A console window showing transaction errors. The first error is: `transact to browser/PaymentProcessor.sol:PaymentProcessor.cancelOrder errored: Error encoding arguments: Error: If encoding is specified then the first argument must be a string`. The subsequent errors are: `transact to browser/PaymentProcessor.sol:PaymentProcessor.cancelOrder errored: Error encoding arguments: Error: Supplied ui nt exceeds width: 32 vs 68`.

1) Contract: MerchantWallet should set paymentSettings correctly:

Error: VM Exception while processing transaction: revert

```
at Object.InvalidResponse (C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:43303:16)
at C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:331156:36
at C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:314196:9
at XMLHttpRequest.request.onreadystatechange (C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:315621:13)
at XMLHttpRequestEventTarget.dispatchEvent (C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:70159:18)
at XMLHttpRequest._setReadyState (C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:70449:12)
at XMLHttpRequest._onHttpResponseEnd (C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:70604:12)
at IncomingMessage.<anonymous> (C:\Users\Liudas\AppData\Roaming\npm\node_modules\truffle\build\cli.bundled.js:70564:24)
```

# Deployment and Security



Contracts deployed on a blockchain are immutable.

# Deployment and Security

- Unit testing
- Integration testing
- System testing
  
- Auto Regression checks
- Smart contracts audit
- Acceptance testing
- Bug bounty program



# Monetha's Bugs Bounty Program

<https://bounty.monetha.io>

## Scope

Any design or implementation issue that substantially affects the confidentiality or integrity of user data is likely to be within the scope of the program.

- Smart contracts: [TrustReputationSmartContracts](#)
- Payment integrations: [magento](#), [woocommerce](#), [buynowbutton](#)
- Monetha Android and iOS [app](#)

\$2090 bounty so far

## Out-Of-Scope

- [Phishing](#) monetha workers, users, clients and anyone who is related with Monetha.
- Monetha ico web page: <https://ico.monetha.io>
- Monetha web page: <https://www.monetha.io>
- Monetha blog: <https://blog.monetha.io>
- Monetha demo shop (except payment integration): <https://shop-sandbox.monetha.io/>
- Any other Monetha static page
- Third party tools
- Known issues [list](#)



# 1 Bonus

## **1. Read up on the basic concepts.**

The Ethereum white paper isn't a bad place to start:

<https://github.com/ethereum/wiki/wiki/White-Paper>.

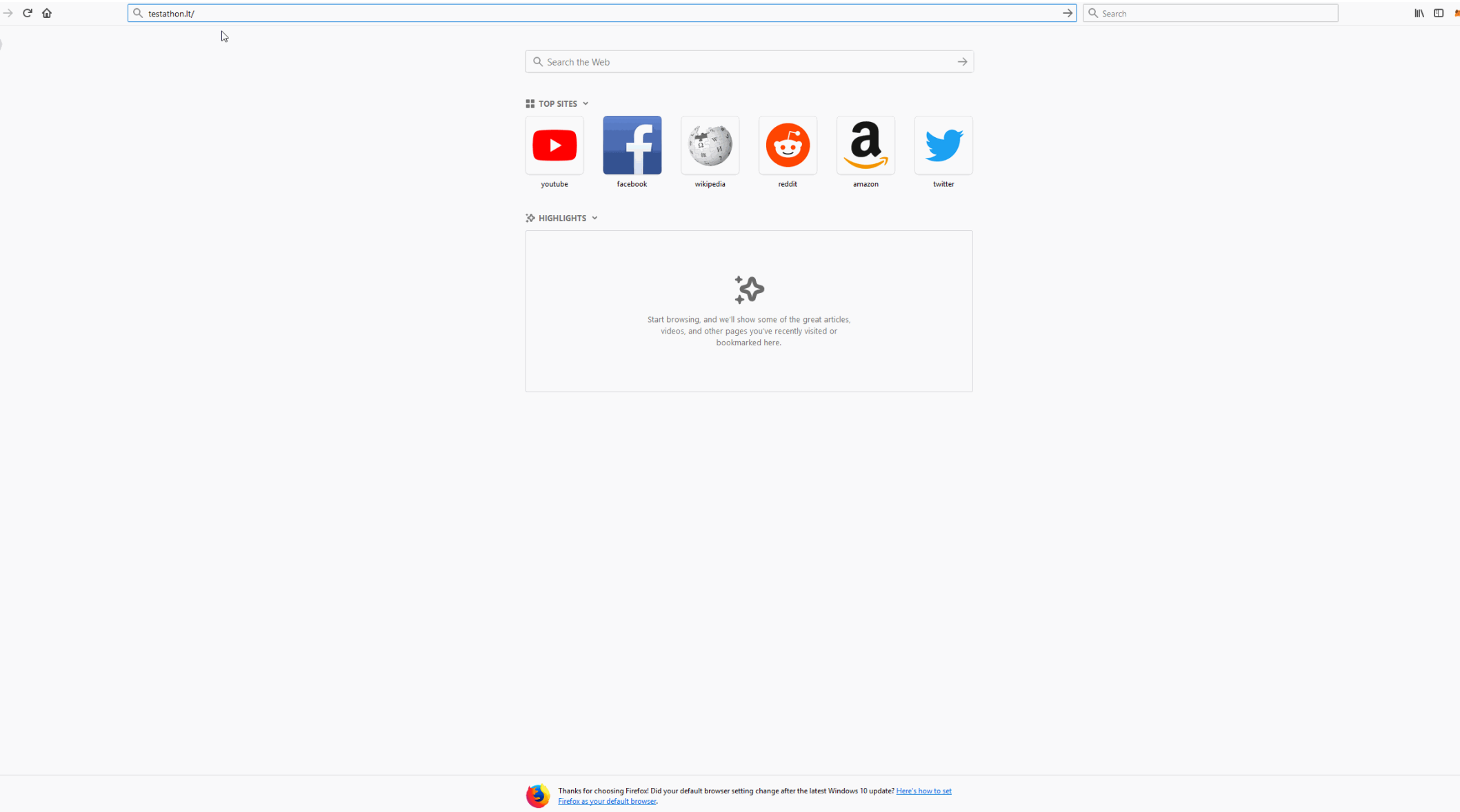
## **2. Ethereum Smart Contract Best Practices**

[https://consensys.github.io/smart-contract-best-practices/known\\_attacks/](https://consensys.github.io/smart-contract-best-practices/known_attacks/)

## **3. Start coding simple Smart Contracts and tests right away**

<http://truffleframework.com/tutorials>

# 2 Bonus



# Thank you!

Hope you found some information useful for your own personal development.