Access Coin instructions

1. You will need to import the following modules:

```
import primes # to sign transactions
import coins # hashes, transactions, blocks etc...
import coins_client # to talk to the server
import pubkeys # the public keys from Thursday
```

2. Define your private key by constructing an object:

3. The module pubkeys contains the public keys from all groups as a list of 7 elements. So pubkeys.pubkeys[i % 7] is the public key of group i. In Python, i % 7 calculates i mod 7. If i is your group number you can check that the public part of your private key matches the ones in the module pubkeys

```
privkey.pubkey() == pubkeys.pubkeys[i % 7]
```

4. Bitcoin and other cryptocurrencies are peer to peer, meaning many nodes in the network have a copy of the blockchain. Keeping track of the blockchain involves tedious book-keeping and error checking, so we will just assume that one server has the blockchain. The URL for the server will be provided, it will be something like http://someserver.utah.edu:8080/. We point our code to the right URL:

coins_client.base_url = "http://someserver.utah.edu:8080/"

- 5. It's time to mine some coins!
 - (a) First ask the server for a new block, specifying the public key pubkey to whom the reward for mining this block will be assigned.

```
b = coins_client.get_newblock(pubkey)
```

(b) Doing b.check_nonce() returns True if the block nonce is OK or False otherwise.

- (c) Mining the block b means to try many different values for the integer b.nonce, until b.check_nonce() is True.
- (d) You can do this manually by incrementing the nonce until the nonce is good, but it is much better to write a while loop.
- (e) Once we have a good nonce we can submit the block to the blockchain server:

```
status,msg = coins_client.post_newblock(b)
```

If the block was accepted by the server, status is True. Otherwise, msg contains a message describing the error.

- (f) Congratulations! You now have 10 Access Coins.
- (g) Repeat (a) (f) another time, so that you have 20 Access Coins.
 Please do not mine more than two blocks and wait until all the groups have mined 2 blocks before continuing with the next step!
- 6. Signing. Complete the function coins.txsig that signs a Transaction tx with the PrivateKey privkey. The order of operations is as follows.
 - (a) Compute the hash of the transaction, tx.hash() will do the trick and give you a string with exactly n = 32 characters.
 - (b) Encode the hash using the Davis table into an integer with 2n = 64 digits (use primes.davis_enc(h), where h is the hash string)
 - (c) Decrypt this integer with the private key that is supplied as an argument
 - (d) return the result
- 7. Transactions. Let's say that Group A wants to buy an espresso from Group B, for x coins. Let pubkeyA and pubkeyB be their public keys and let privkeyA be the private key of Group A.
 - (a) Group A asks the server to list all the transactions that are in favor of Group A (and that have not been spent yet)

```
wallet = coins_client.get_wallet(pubkeyA)
```

(b) Group A creates a transaction from using one or more of these unspent transactions that appear in the wallet . The function coins.tx_send_funds does this and makes sure there is no overspending!

- (c) Group A uses privkeyA and the function coins.tx_sig to sign the new transaction tx. The signature is an integer, say sig. Anyone can check that Group A wants this transaction as is, since encrypting sig with the pubkeyA should give tx.hash
 () (in Davis coding). Any attempt to tamper with the transaction would change the hash and the transaction signature will not check out anymore!
- (d) Group A posts the transaction to the server.

status,msg =	coins_client.post_tx(tx,sig)	
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(e) Group C (which may be A, B, or a different group) will eventually get a block with this new transaction included in it, mine it and submit to the server. Once Group B gets confirmation from the server that the transaction has cleared, Group B can give Group A an espresso!

Note: Please no eating or drinking in the computer lab!