

KRYPCORE USER MANUAL

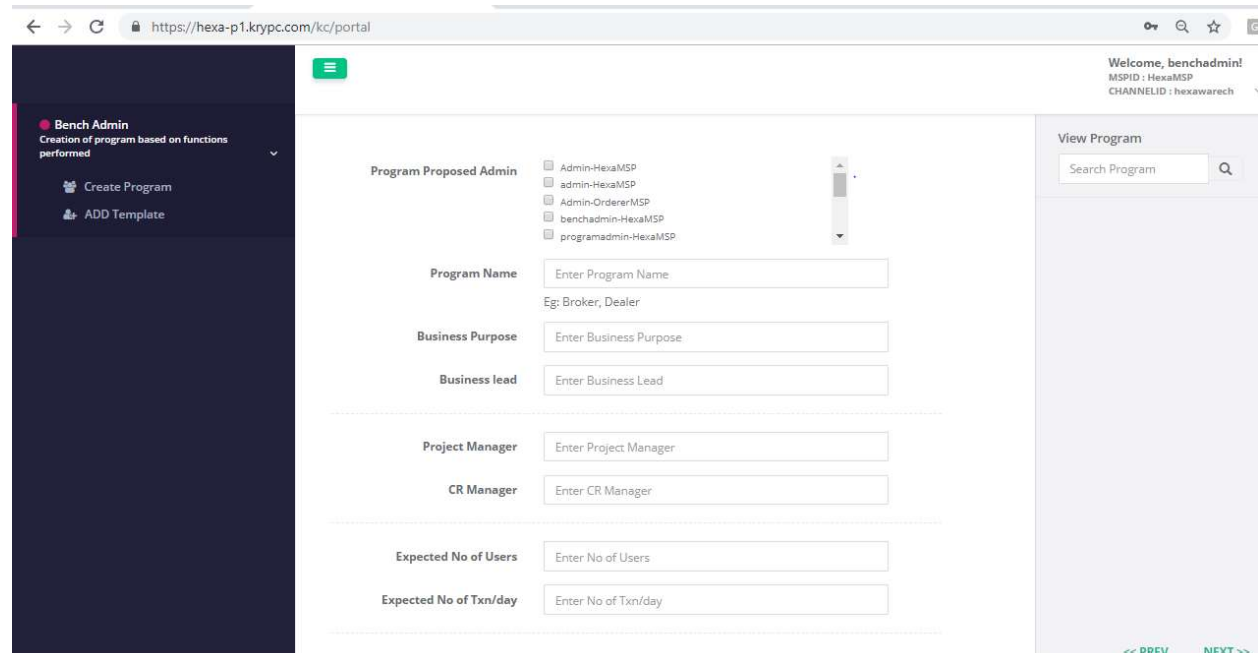
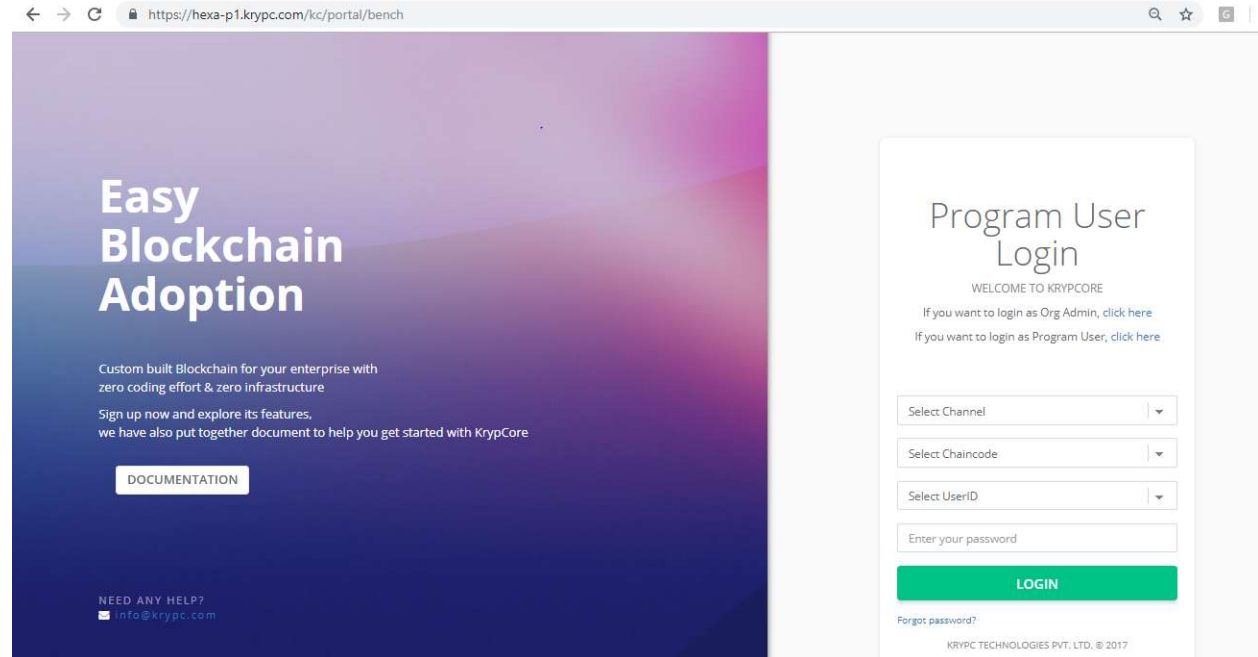
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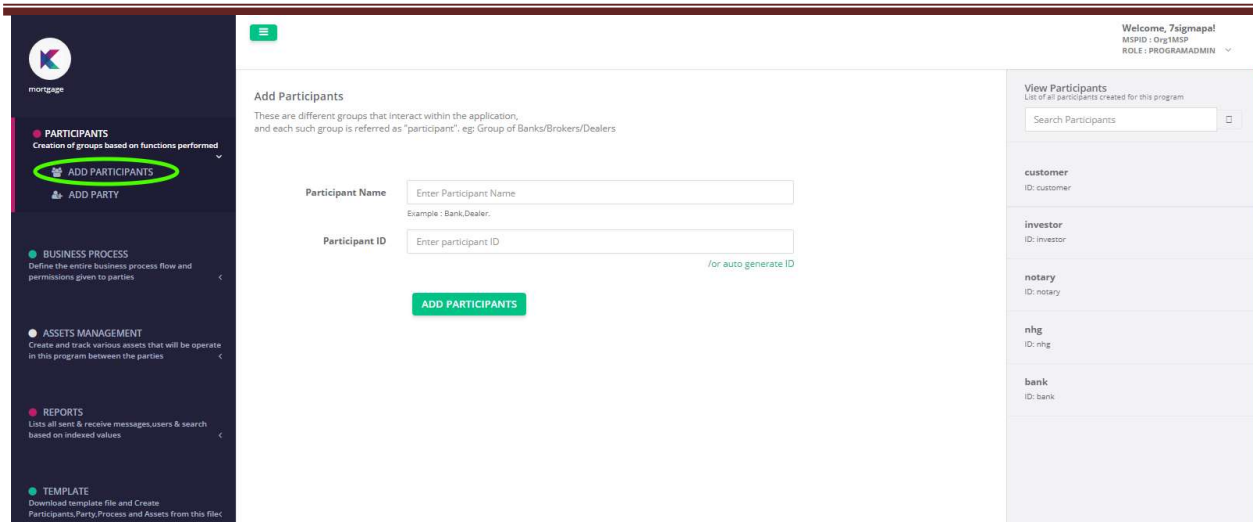
MAPPING USE CASE/PROGRAM DEFINITION

Define use case / Program name:

After having logged in as the Bench administrator, the first step is to define / configure use case name



Step 1: ADD PARTICIPANTS:

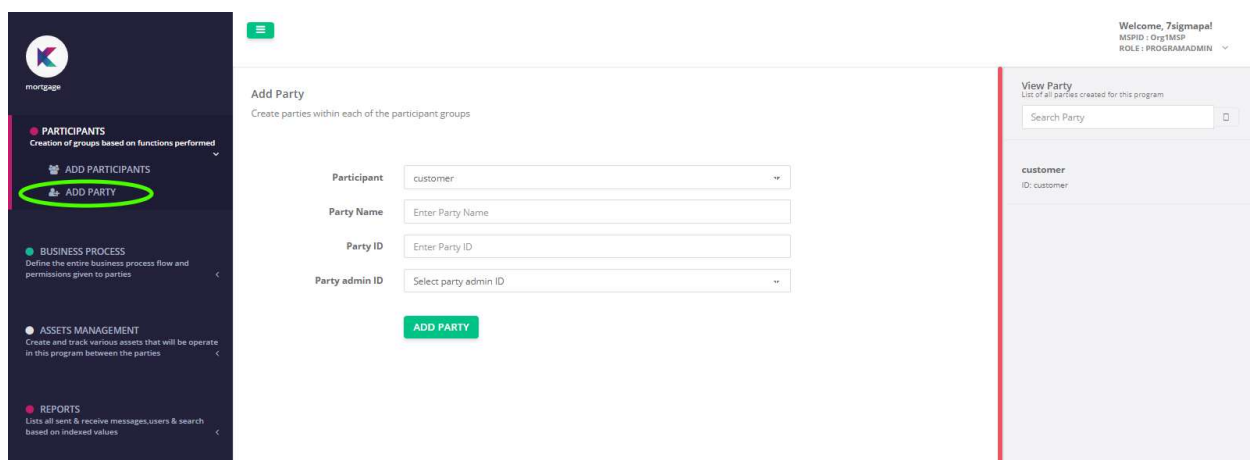


After having logged in as the program administrator, the first step is to create the identified participants of the chosen use case. In KrypCore application, a **“participant”** is referred to a superset differentiated based on the core functional areas that uniquely defines a group in the use case. These groups principally carry out or have execution rights to a set of processes in the use case. Examples of group in a Mortgage use case can be banks, agencies, sellers, buyers etc or in a typical supply chain use case the participants can be the supplier, receiver, logistics, banker, regulator etc.

To add participants, click on “ADD PARTICIPANTS” tab on the functional menu-bar followed by:

- Enter Participant Name (Name the identified functional group in the use-case)
- Enter Participant ID (Give a unique reference to the identified group)

Step 2: ADD PARTY



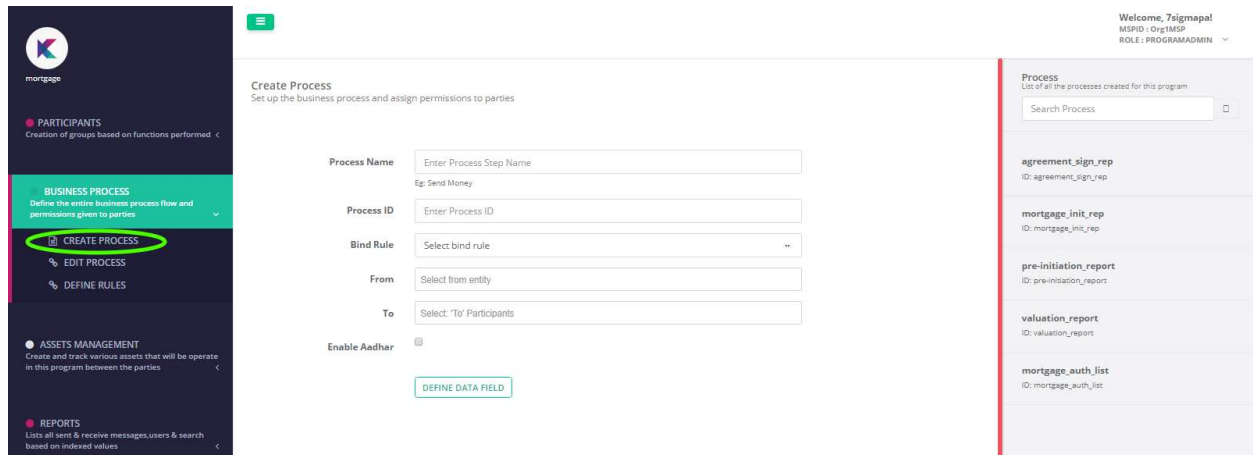
Next step to carry out is to add **“Party/ies”**. A **“party”** in KrypCore application typically represents a legal entity or an organization joining or has affirmed to join the use-case eco-system. These legal entities are placed within a functional group or **“participant”** based on the functionalities they are supposed to carry out within the use-case eco-system. Thus, all **“parties”** in a specific **“participant”** group automatically inherit the process step or event specific execution rights provided to that **“participant”**.

To add parties, click on the “**ADD PARTY**” tab on the functional menu-bar followed by entry of:

Select the participant group under which you want to create the party

- Provide a party Name
- Input a unique Party ID that will refer to the Party/ Entity
- Map the Party Admin ID from the list of user that is available in the wallet manager. Ensure the user mapped can only act the party admin within the framework of the use case , you cannot allocate the same user an end user permission

STEP 3: CREATE PROCESS



Create Process is a functionality provided to map in the identified processes or events that needs to be captured during the course of running the program. Events or Processes can only be mapped after the addition of participants. These processes can be classified broadly in two types:

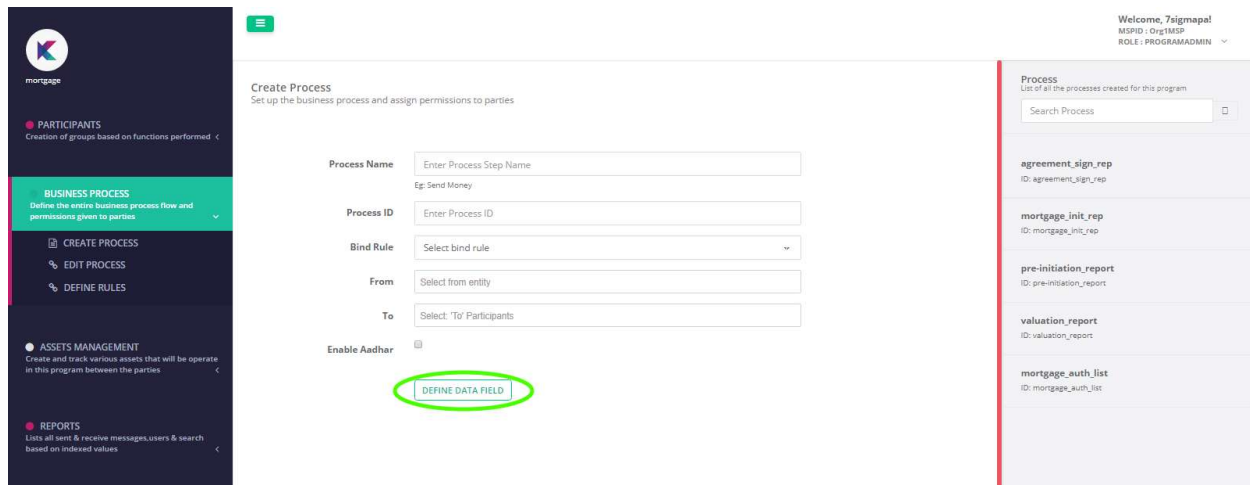
- **Invoke Events/Process:** These types of transactions are the ones which allow writing data into the inherent blockchain network
- **Report Events/Process:** These types of transactions are basically query transactions that allow querying the data lake synced to the transactions recorded in blockchain network against set of rules or query parameters. Executing these types of transactions does not add/record data into the blockchain network.

To add events or processes, click on the “**CREATE PROCESS**” tab within the **BUSINESS PROCESS** group. The inputs required to create a process will include:

- **Process Name:** A name representing the process can be entered here
- **Process ID:** Enter a unique reference to the process that is getting mapped. This unique reference is further used while coding in the business rules and uniquely identifies a process step in the program
- **Bind Rule:** You can select on the multiple bind rules provided, a brief on each of the rule is appended below:
 - **REPORT_WALLET: (Report)**
Tells the application that the event getting defined is a query event thus does not require any recording of data into the blockchain network.
 - **REPORT_LOCAL: (Report)**
 - **Spend referred message: (Invoke)**
This rule can be selected in case the current event execution is based execution of a past event and can only be executed once against the referred event.
 - **None: (Invoke)**

This rule is selected when the event is defined as an independent process which need not refer to any previous event before getting executed.

- Spend referred msg and reply to sender only:
Rule applied when an event requires the user to perform an action by tagging it to a reference event, the reference event can be executed only once and action taken is intimated only to the originator.
- Refer a message: (Invoke)
Rule applied on an event/process when there is a need to refer a previous event that has occurred and link it to the current action
- **From:** Allows the program admin to specify the execution rights of this event/process to participant/s
- **To:** The recipient participant/s can be selected from the list of the existing participants. This allows specifying the intended recipient participants of the event.



- Next step in Creation/mapping of a process is defining the parameters that form the payload of the process. You can proceed to defining the parameters of a specific event by clicking on the **“DEFINE DATA FIELD”** tab

Data Field

Define the input fields required for each business process steps with detail parameters

Enter data fields
+ ADD NEW ROW

IS LIST	NAME	PARAMETER	DATA TYPE	STRUCTURE ID	INDEX	DESCRIPTION
<input type="checkbox"/>	Txn ID	txnId	String		0	Transaction ID
<input type="checkbox"/>	Txn Details	txnDet	Select data type		1	

Is list: If selected, allows for defining multiple values for the parameter. Eg: Permanent and Temporary address

Name: Define Label names for the process step. Eg: Quantity

Data type: Type of value that the data item can take | Index: Metrics for the the label name

SAVE & CLOSE

Input screen to define data parameters

The elements available to define data fields are appended below:

IS LIST: Allows the designer to specify if the parameters will contain a list of values. For example, if during execution of an event a parameter needs to capture three strings together in a list like [red,green,amber], one needs to enable the IS LIST button against the parameter and specify the DATA TYPE as String

NAME: This field will contain the name of the field


PARAMETER: It forms a unique reference to the named field and will be used as a reference during coding in the business rules

DATA TYPE: It provides for the type of data that this field will take in during the execution of the event. The list of data types currently available are:

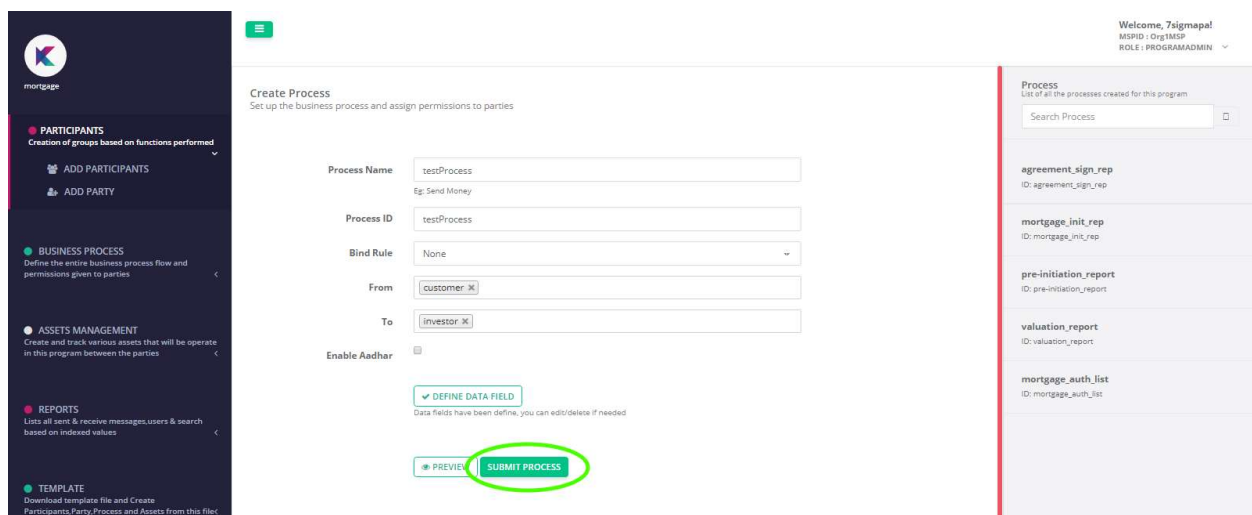
Type	Max Length
Number	
String	
Boolean	
Asset	
Date	
Structure	
JSON	

INDEX: The value of Index gets automatically configured while committing the event in blockchain network. Its role is to determine the placement of the data fields in the auto generated executable forms that is later discussed in the document

DESCRIPTION: It's a placeholder which is used to provide a brief description on the respective data field

BIN ICON: This radio button may be used to activate/deactivate a data field. Once deactivated null value  automatically gets transmitted during the execution of the event. Also its important to note that a deactivated data field cannot be used or referred in the business logic codes created for this event.

After entering the requisite data fields, click on the **SAVE & CLOSE** button to temporarily save the defined structure.



The screenshot shows the 'Create Process' interface. The main form contains the following fields and controls:

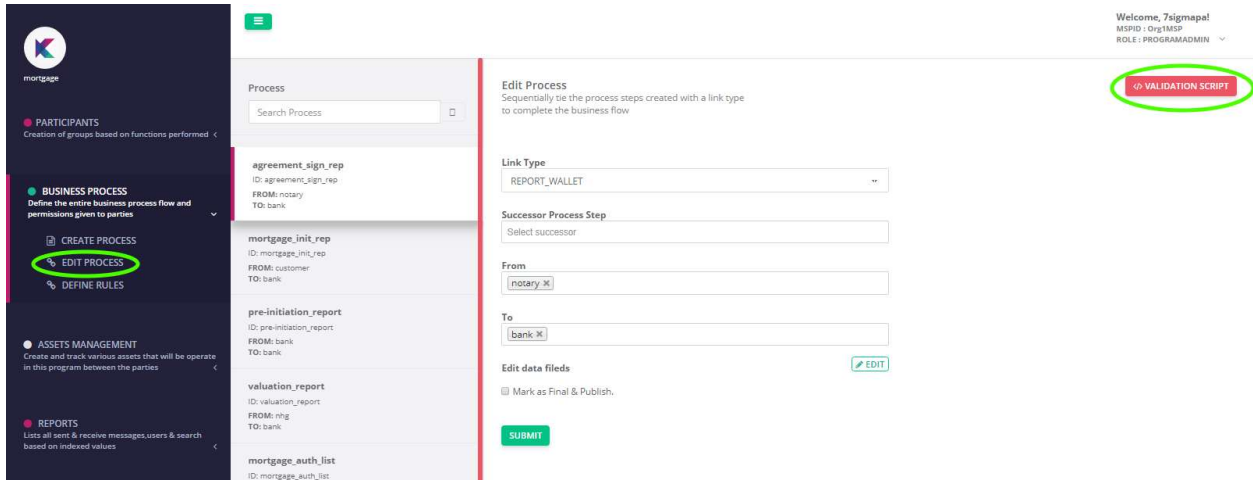
- Process Name:** testProcess (with example text 'Eg: Send Money')
- Process ID:** testProcess
- Bind Rule:** None
- From:** customer
- To:** investor
- Enable Aadhar:** (checkbox)
- DEFINE DATA FIELD:** (button with a checkmark icon)
- PREVIEW:** (button with a magnifying glass icon)
- SUBMIT PROCESS:** (button, highlighted with a green circle)

The right sidebar displays a list of processes:

- agreement_sign_rep (ID: agreement_sign_rep)
- mortgage_init_rep (ID: mortgage_init_rep)
- pre-initiation_report (ID: pre-initiation_report)
- valuation_report (ID: valuation_report)
- mortgage_auth_list (ID: mortgage_auth_list)

- Commit the defined process by clicking on the **“SUBMIT PROCESS”** button. On successful submission you will get a alert pop up with the blockchain transaction ID of the transaction.

STEP 4: SCRIPTING USE CASE'S BUSINESS RULES

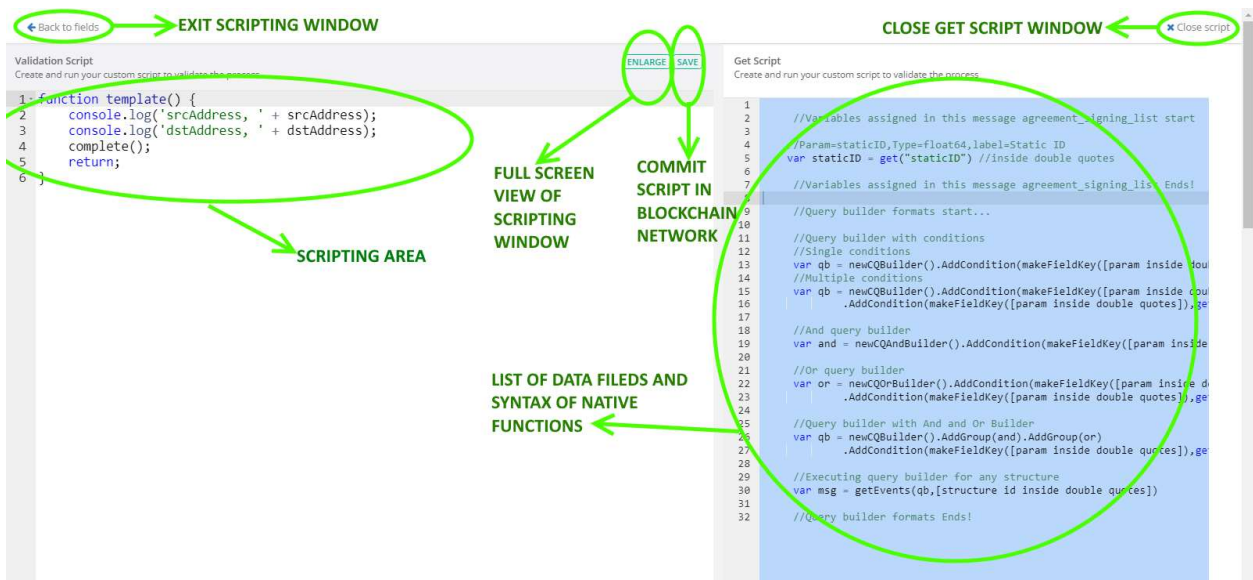


- To define use case specific business rules click on **“EDIT PROCESS”** on the functional menu-bar and select the event/process for which specific business rules needs to be scripted

Other than allowing adding scripts using this function you can also edit the following:

- Add/remove participants in the **“From”** and **“To”** placeholders
- Add/Activate/Deactivate data fields of the respective process/event

- Click on **“VALIDATION SCRIPT”** button to get into the scripting window



Native Functions:

KrypCore uses Java scripts to code in specific business rules that need to be adhered to while execution of the respective event/process.

To aid users as well as limit the scope of scripting to business rules only asset of native functionalities are made available. A list of methods along with a brief on each of these functionalities are given in the table below:

S.NO	METHOD	Description
1	makeInteger	returns field value with integer data type
2	makeString	returns field value with string data typ
3	getUuid	returns transaction id
4	setL	sets key value pair for message id
5	getL	returns value for the key for message id
6	setLByMessageId	sets key value pair for specified message id
7	getLByMessageId	returns value for the key of specified message id
8	srcAddress	address of sender of the message
9	dstAddress	address of receiver of the message
10	complete	specifies completion of javascript (not to be used in query mode)
11	setError	to return error from javascript
12	setResult	to return values from javascript
13	get	returns current value of the param of the message
14	getDate	returns current value of param of data type date of the message
15	getUser	returns details of the User
16	newCQBuilder	returns interface for querying data from the state db
17	newCQOrBuilder	returns interface for implementing or condition with the query interface
18	newCQAndBuilder	returns interface for implementing and condition with the query interface
19	AddGroup	adds `and` or `or` condition interface to the query interface
20	AddCondition	adds condition for search in the query interface
21	getEvents	returns all the events based on query conditions for a specified message Id
21	makeAsset	returns field value with asset data type
22	addDate	adds number of days to a Date
23	compareDate	compares two provided dates(returns 0 if same, -1 if after, 1 if before)
24	toString	returns user identity as pipe() separated string
25	compareUser	compares two user identity(returns true if equal)
26	getAsset	returns provided users asset balance
27	transferAsset	transfers an asset from invoker user to specified user
28	executeQuery	returns result based on the created query
29	makeFieldKey	returns state format key for querying purposes
30	makeMessageFieldDateKey	returns state format for date key

31	makeMessageFieldAssetKey	returns state format for asset key
32	callAnotherChaincodeFunction	used to call another chaincode function from the event

OTHER FUNCTIONALITIES:

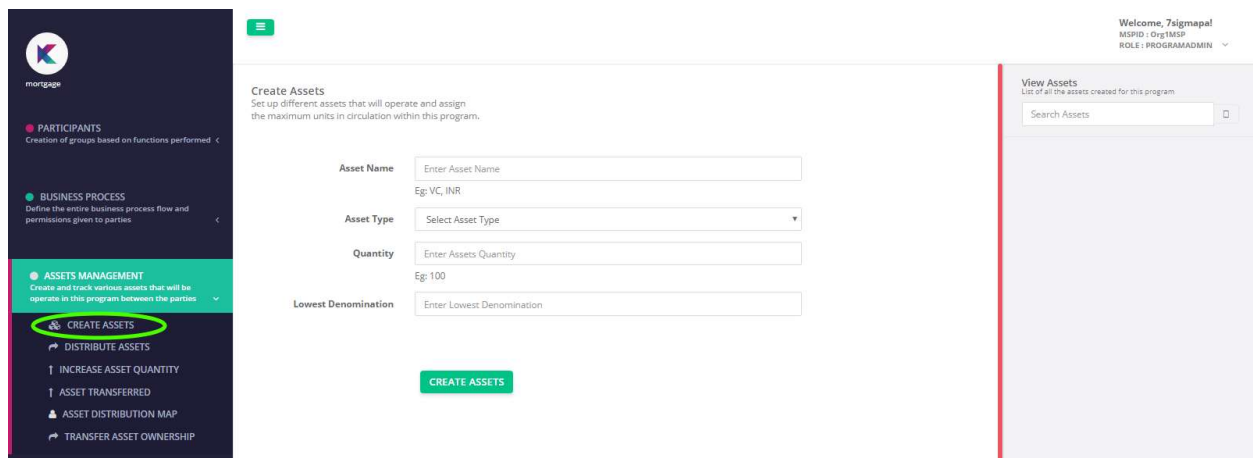
In addition to creation of use case mapping functionalities a list of other functionalities are also provided by Krypcore. These functionalities are described below:

ASSET MANAGEMENT:

An “**asset**” in KrypCore can be defined as an entity that has intrinsic value. The asset thus can represent a digital currency, a painting, a vehicle, points etc. After an asset gets created in KrypCore it automatically gets managed as per general asset management rules which include:

- Management of the ownership of the asset
- Avoidance of double spends
- Availability of these assets as a data type that can be further used as data field in a process to represent transfer of value

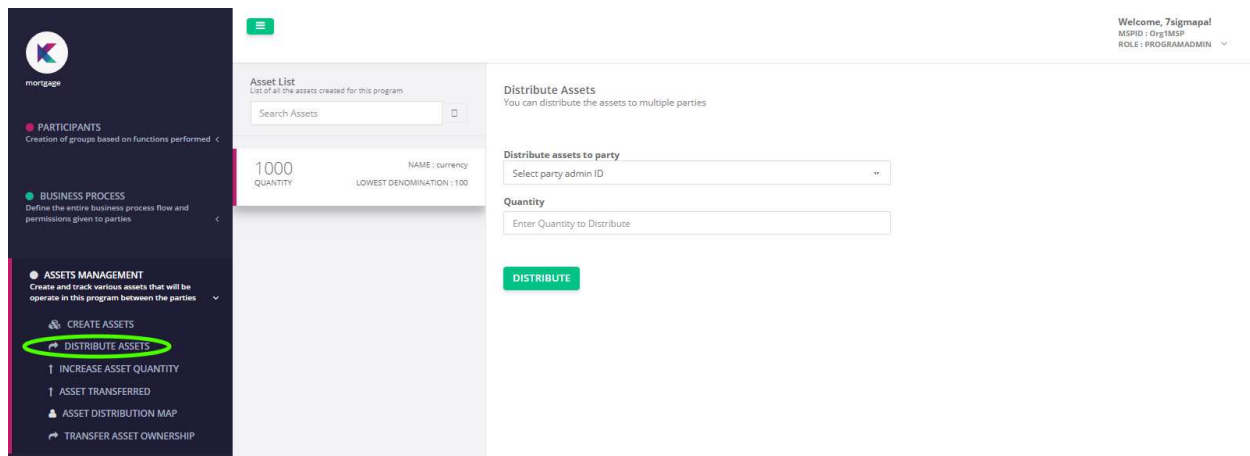
The asset management system consists of following functionalities:



Creation of assets

- Expand the “**ASSET MANAGEMENT**” group and click on the “**CREATE ASSET**” tab
- On the Create Asset screen enter an “**Asset Name**”. Entry of asset name should be unique. The asset name should be created in such a way that to use it as a reference becomes simple
- **Select the asset type**
- Select the quantity of Asset that you are required to be created
- Enter the lowest denomination divisor to which a particular asset can be handled. For example if lowest denomination of an asset is specified as 100, then each asset created has 100 parts to each and can be transmitted across in the lowest value of 0.01
- You can also switch the creation of additional asset tab to “on” in case you want to introduce more asset of similar type during the course of the program

Distribution of Asset

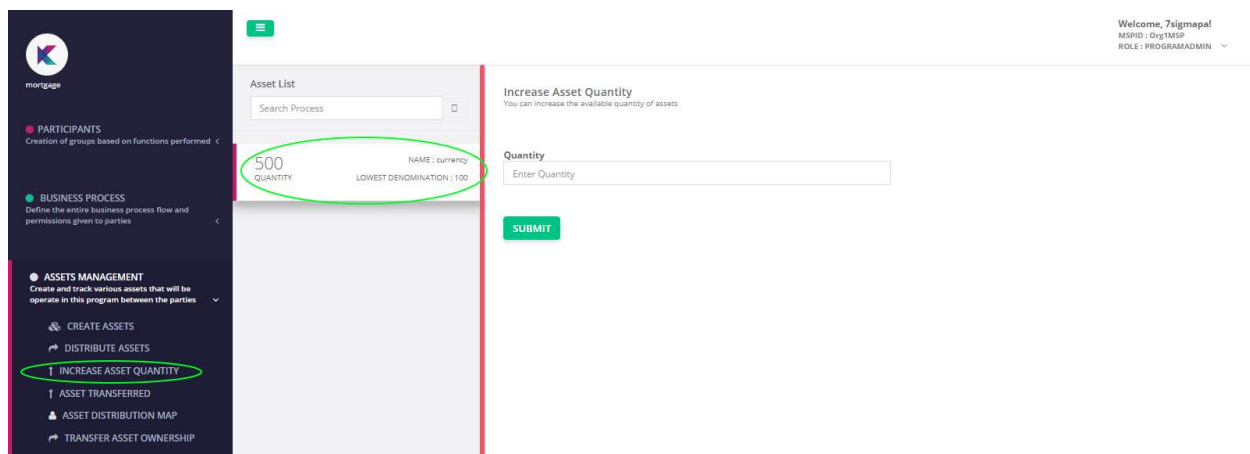


After the assets have been created the next step is to distribute it amongst the party admin.

To distribute the assets click on **“DISTRIBUTE ASSETS”** under Asset Management group and select the Asset that you want to distribute. The inputs that are required on the asset distribution screen are:

- **Distribute Asset to party:** Select the intended party admin that needs to receive the assets as per the program requirements
- **Quantity:** Enter the quantity that needs to be transferred to the selected part administrator. The entered quantity needs to be lesser than the available asset balance at that instance

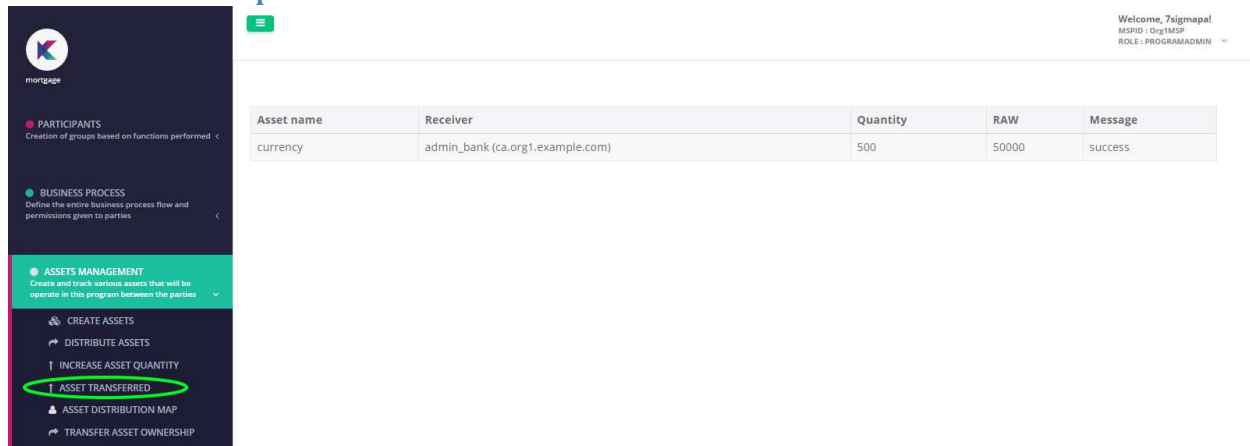
Increasing Asset Quantity:



During the course of execution of your use case, if addition of new assets to a created asset is required. You can use the function **“INCREASE ASSET QUANTITY”** that is available in the asset management group in the functional menu bar. The steps to follow post the selection of **“INCREASE ASSET QUANTITY”** tab:

- Select required asset that needs introduction of additional quantity
- Enter the quantity that you need to add and click on **“SUBMIT”** button

Asset Transfers Report:



Asset name	Receiver	Quantity	RAW	Message
currency	admin_bank (ca.org1.example.com)	500	50000	success

This is report provided by KrypCore application that gives you a listing of asset transfers between various users that have taken place till date within the defined ecosystem of the use case or program.

The report provides the following information:

Asset Name: The name of the asset as defined during the creation of the asset

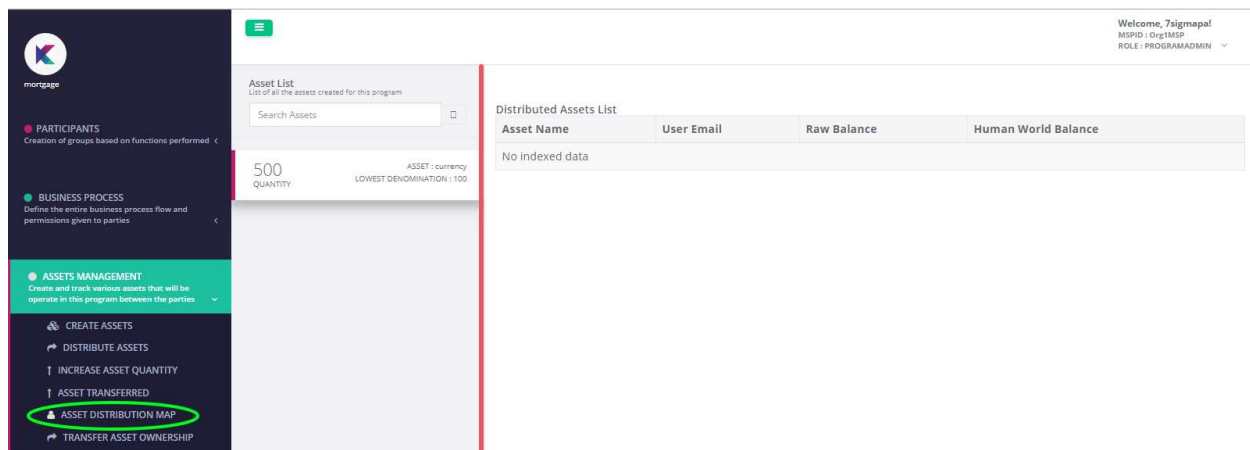
Receiver: The receiver of the asset

Quantity: The actual quantity of asset that was transferred

RAW: The inherent mathematical quantity of asset that was transferred, for example the asset that was created had the lowest denomination of 100, thus for an actual quantity of 1000 assets a RAW quantity of (actual quantity X lowest denomination i.e. $1000 \times 100 = 100000$) asset gets created, thus when you move 500 assets to an user, internally 500×100 assets gets transferred to the receiver

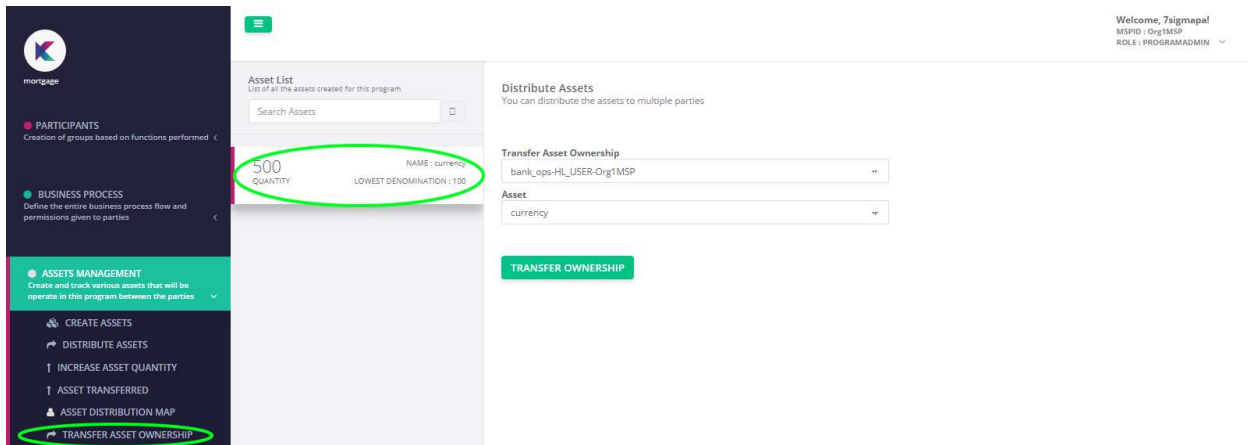
Message: States the status of the asset transfer transaction

Asset Distribution Mapping:



Asset Name	User Email	Raw Balance	Human World Balance
No indexed data			

Transferring Asset Ownership:



The screenshot displays the KrypC interface for managing assets. On the left, a sidebar menu is expanded to show 'ASSETS MANAGEMENT', with 'TRANSFER ASSET OWNERSHIP' highlighted. The main area shows an 'Asset List' table with one row: '500' in the 'QUANTITY' column, 'currency' in the 'NAME' column, and 'LOWEST DENOMINATION: 100'. To the right, the 'Distribute Assets' form is open, showing 'Transfer Asset Ownership' set to 'bank_ops-HL_USER-Orig1MSP' and 'Asset' set to 'currency'. A 'TRANSFER OWNERSHIP' button is located below the form.

During the course of running the program it may be required that the ownership of asset gets changed from the current recipient to a different user at a program definition level. This can be achieved by using **“TRANSFER ASSET OWNERSHIP”** function. To change the ownership of the asset the following steps needs to be followed:

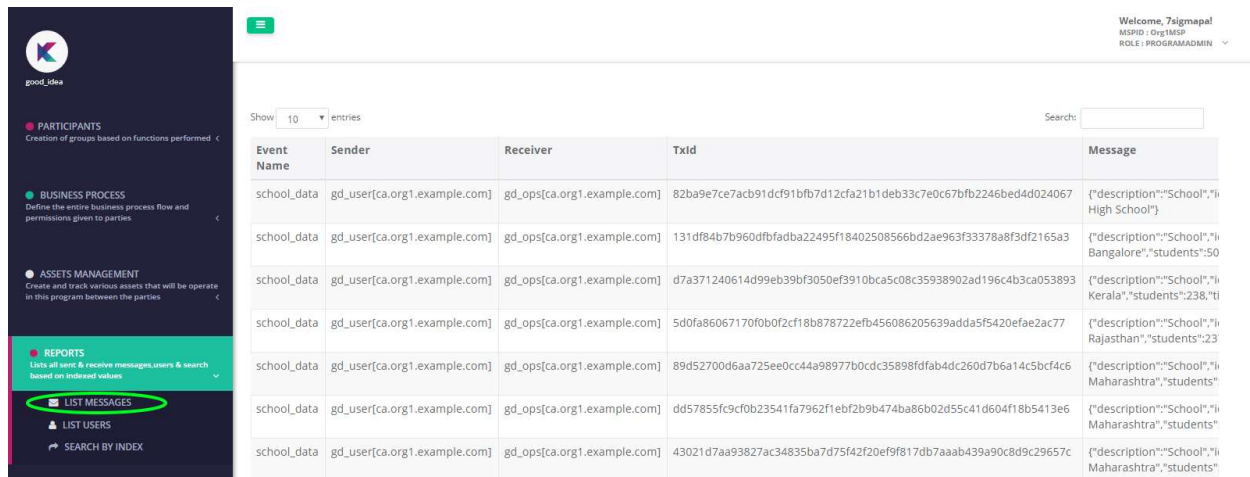
- Click on **“ASSETS MANAGEMENT”** to expand it
- Click on **“TRANSFER ASSET OWNERSHIP”** tab
- Click on the asset where an asset ownership changes is required, this opens a form:
 - Select the user you want to make the new owner of the asset in **“Transfer Asset Ownership”** field
 - Select the asset from the displayed asset list

REPORTS:

KrypCore provides 3 reports at a program administrator level. These reports are generated with real time data and gives information about various facets of the program. The lists of reports made available by KrypCore application are:

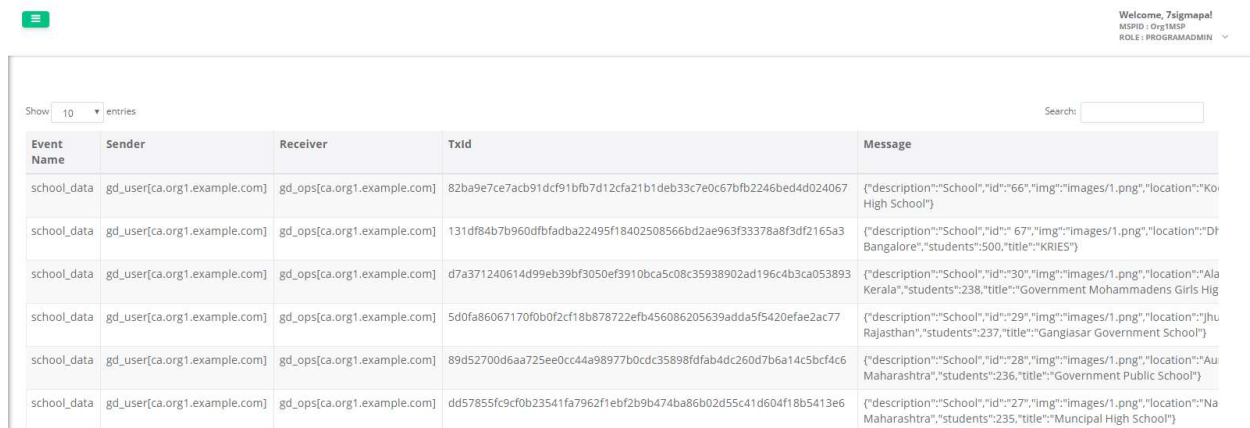
LIST MESSAGES:

This report provides a list of all the invoke transaction that has taken place till date in a program. To access “LIST MESSAGES” report, click on “REPORTS” on the functional menu bar to expand it showcasing the list of available reports and select on “LIST MESSAGES” tab:



Event Name	Sender	Receiver	Txid	Message
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	82ba9e7ce7acb91dcf91bfb7d12cfa21b1deb33c7e0c67bfb2246bed4d024067	{\"description\": \"School\", \"i High School\"}
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	131df84b7b960dfbfadba22495f18402508566bd2ae963f3378a8f3df2165a3	{\"description\": \"School\", \"i Bangalore\", \"students\": 50}
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	d7a371240614d99eb39bf3050ef3910bca5c08c35938902ad196c4b3ca053893	{\"description\": \"School\", \"i Kerala\", \"students\": 238, \"t
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	5d0fa86067170fb0f2cf18b87822efb456086205639adda5f5420efae2ac77	{\"description\": \"School\", \"i Rajasthan\", \"students\": 23
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	89d52700d6aa725ee0cc4a498977b0cdc35898fdfab4dc260d7b6a14c5bcf4c6	{\"description\": \"School\", \"i Maharashtra\", \"students\"
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	dd57855fc9cf0b23541fa7962f1ebf2b9b474ba86b02d55c41d604f18b5413e6	{\"description\": \"School\", \"i Maharashtra\", \"students\"
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	43021d7aa93827ac34835ba7d75f42f20ef9f817db7aaab439a90c8d9c29657c	{\"description\": \"School\", \"i Maharashtra\", \"students\"

On clicking on “List Messages” a page opens providing the details of all the transactions that has been recorded in the blockchain till date.



Event Name	Sender	Receiver	Txid	Message
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	82ba9e7ce7acb91dcf91bfb7d12cfa21b1deb33c7e0c67bfb2246bed4d024067	{\"description\": \"School\", \"id\": \"66\", \"img\": \"images/1.png\", \"location\": \"Ko High School\"}
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	131df84b7b960dfbfadba22495f18402508566bd2ae963f3378a8f3df2165a3	{\"description\": \"School\", \"id\": \"67\", \"img\": \"images/1.png\", \"location\": \"DF Bangalore\", \"students\": 500, \"title\": \"KRIES\"}
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	d7a371240614d99eb39bf3050ef3910bca5c08c35938902ad196c4b3ca053893	{\"description\": \"School\", \"id\": \"30\", \"img\": \"images/1.png\", \"location\": \"Ala Kerala\", \"students\": 238, \"title\": \"Government Mohammadens Girls Hig
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	5d0fa86067170fb0f2cf18b87822efb456086205639adda5f5420efae2ac77	{\"description\": \"School\", \"id\": \"29\", \"img\": \"images/1.png\", \"location\": \"Jhu Rajasthan\", \"students\": 237, \"title\": \"Gangiasar Government School\"}
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	89d52700d6aa725ee0cc4a498977b0cdc35898fdfab4dc260d7b6a14c5bcf4c6	{\"description\": \"School\", \"id\": \"28\", \"img\": \"images/1.png\", \"location\": \"Au Maharashtra\", \"students\": 236, \"title\": \"Government Public School\"}
school_data	gd_user[ca.org1.example.com]	gd_ops[ca.org1.example.com]	dd57855fc9cf0b23541fa7962f1ebf2b9b474ba86b02d55c41d604f18b5413e6	{\"description\": \"School\", \"id\": \"27\", \"img\": \"images/1.png\", \"location\": \"Na Maharashtra\", \"students\": 235, \"title\": \"Municipal High School\"}

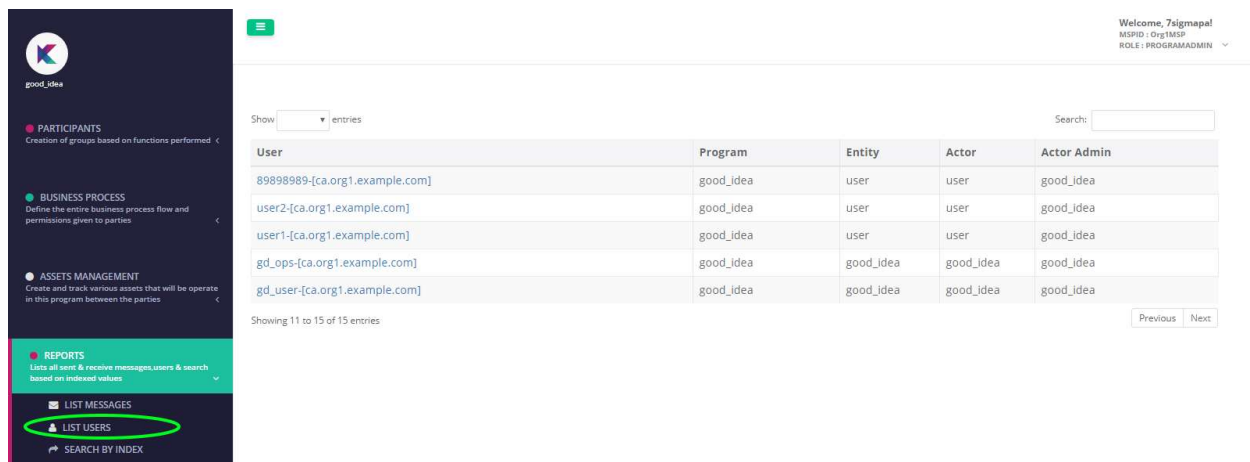
Details of the report parameters are discussed below:

- **Event Name:** Shows the event/process ID corresponding to the information displayed in that row
- **Sender:** Relates to the participating user who has initiated the event/process

- **Receiver:** Provides information about the recipient user of the referred event/process
- **Txid:** Gives the transaction Id that was generated at a blockchain protocol level after the event/process got successfully executed
- **Message:** Furnish details on the data /payload or the parameter value that got recorded into the blockchain network after a successful execution of the process step

LIST USERS:

This report provides details on the user hierarchy that is currently mapped against the respective program. To get the report click on the “**LIST USERS**” tab within the “**REPORTS**” group:



Showing 11 to 15 of 15 entries

User	Program	Entity	Actor	Actor Admin
89898989-[ca.org1.example.com]	good_idea	user	user	good_idea
user2-[ca.org1.example.com]	good_idea	user	user	good_idea
user1-[ca.org1.example.com]	good_idea	user	user	good_idea
gd_ops-[ca.org1.example.com]	good_idea	good_idea	good_idea	good_idea
gd_user-[ca.org1.example.com]	good_idea	good_idea	good_idea	good_idea

Showing 11 to 15 of 15 entries

Previous Next

The report contains the following details:

User: The end user who has the execution rights of selected events that can either invoke or query data to/from the blockchain network or the synced data lake

Program: Provides the name of the use case with which the user is operating

Entity: Provides the participant ID that the respective user belongs to

Actor: Provides the party ID that has allowed the users to be mapped and has provided appropriate permissions on event execution to the referred user

Actor Admin: The administrator that represents the specific Actor or party in the eco-system

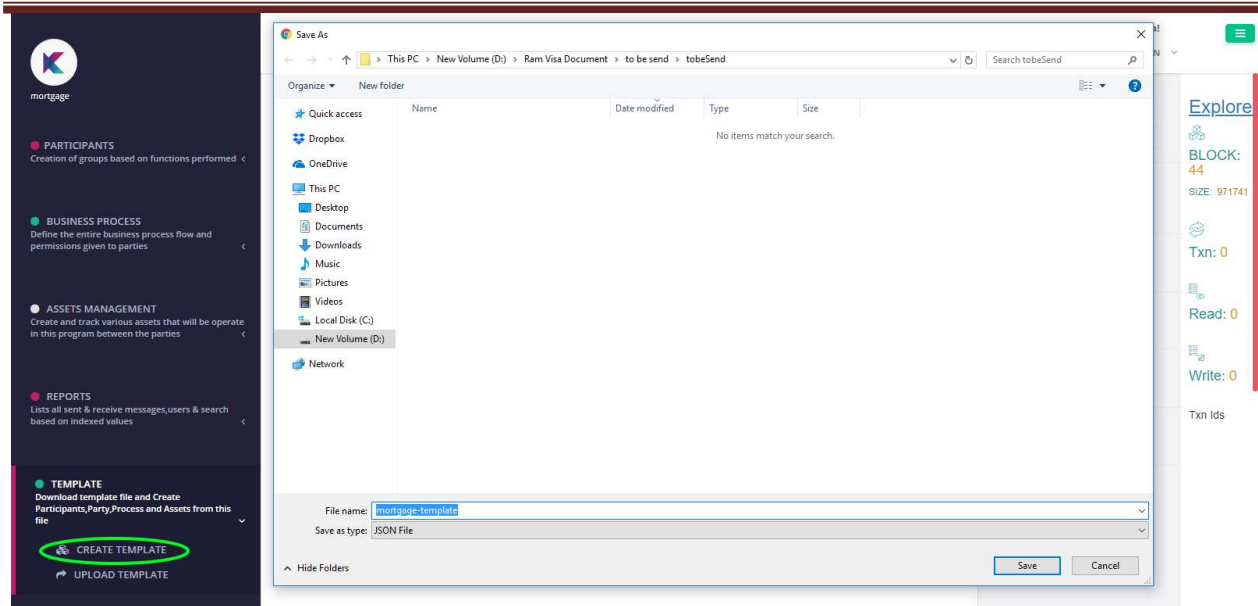
TEMPLATE:

Another functionality provided by KrypCore application allowing the program administrator to download template file of the mapped program allowing for transferring the file to a different blockchain network/setup

There are two functionalities provided under the “**TEMPLATE**” group in the functional menu bar:

CREATE TEMPLATE:

Allow you to create template file of the program, the JSON file thus created contains the latest state or the program definition including the mapped users, created participants and parties as well as the process /events defined along with the business logic. Also note that the template files enables you to create the overall structure and participants of the respective program and not the transaction data captured during event executions with the purview of the respective program



You can save the template file in the requisite storage are by providing the location path, followed by saving the file

UPLOAD TEMPLATE: Copy the content of template downloaded from other instances and past it in the text box provide. This action will create the business application in the current program / instance.

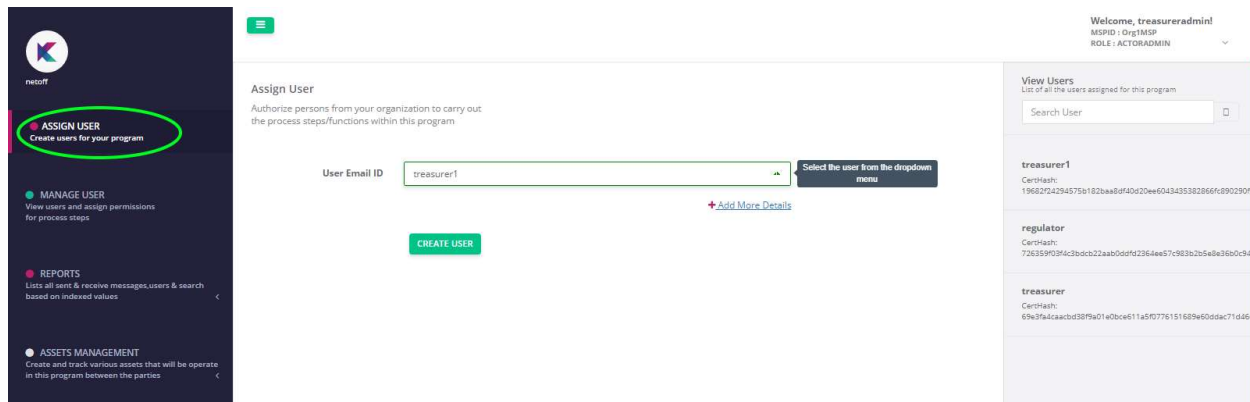
INDEXED: Not Applicable in this version

MAPPING END USERS AND GIVING EVENT/PROCESS PERMISSION

After a program is defined/ mapped by the program admin, the next step is for the respective party administrators to map respective end users into the program purview and assign requisite permissions of the event/process. These events/ process are in lieu of program manager giving send and receive permission to the respective participant group they belong to

To start the process of mapping the end users, the respective party admin logs in using its login credentials. On successful validation the party administrator is allowed to carry out the following processes:

ASSIGN USER:



The first step is to assign users from the list of user created during the user registration stage

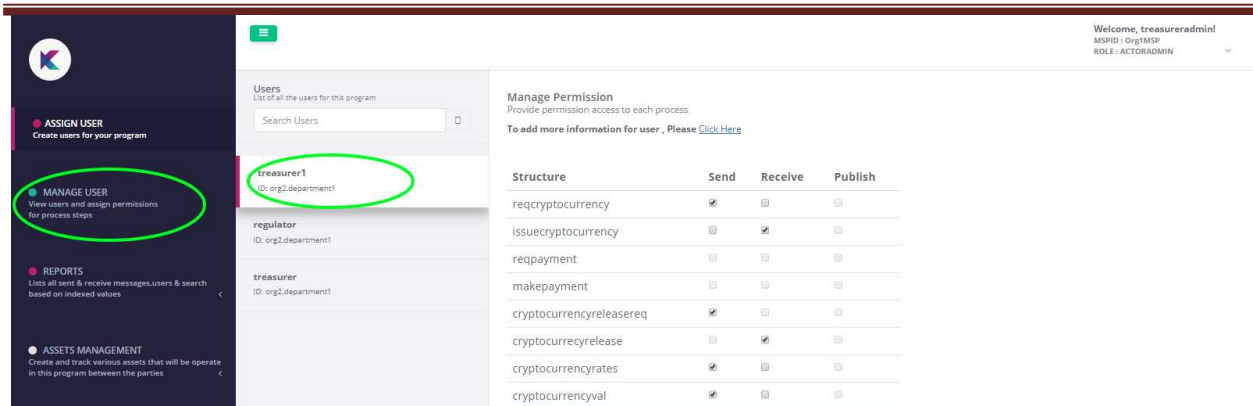
Note: One end user can only be assigned by one party admin to carry out the events it inherits

- To assign user the party admin has to click on “**ASSIGN USER**” tab
- In the Assign User section party admin chooses from the listed users and clicks on “**CREATE USER**” button

During user creation leg the selected user gets mapped to the respective Party Admin User

MANAGE USER

After mapping of the requisite users, the next step carried out by the party administrator is to assign send or receive permissions to each of the end users created. Only the accessible events/ processes that the party administrator has can be further provided to each of the users it has mapped



To start providing the permissions of the event/process to the end user, the party admin needs to:

- Click on the “**MANAGE USER**” tab on the functional menu bar
- Select one the mapped user
- On selection of the user, a table with all the mapped events in the program is listed on the right hand side of the screen
- :where the send /receive tick boxes are highlighted
- After assigning the requisite permission to the user, party administrator then needs to click on “**SAVE PERMISSION**” button to enable recording of the assignment in the blockchain. On successful commit of the transaction, transaction Id from the blockchain protocol is displayed on the screen

REPORTS

Party administrators also have some reports available to them. These reports are:

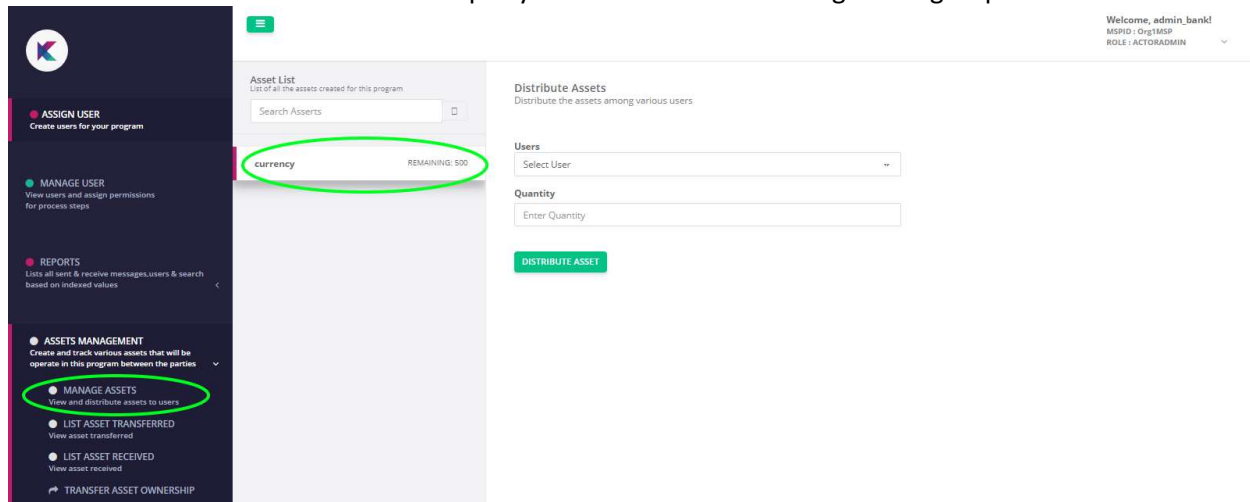
LIST MESSAGES: Provides the details of all the successful invoke transaction carried out by the users mapped to the respective party administrator

LIST USERS: Lists down **the** users mapped to the querying party administrator

ASSET MANAGEMENT

Other than the mapping of the users the next process that a party administrator needs to carry out is to manage assets that it may have received from the program administrator.

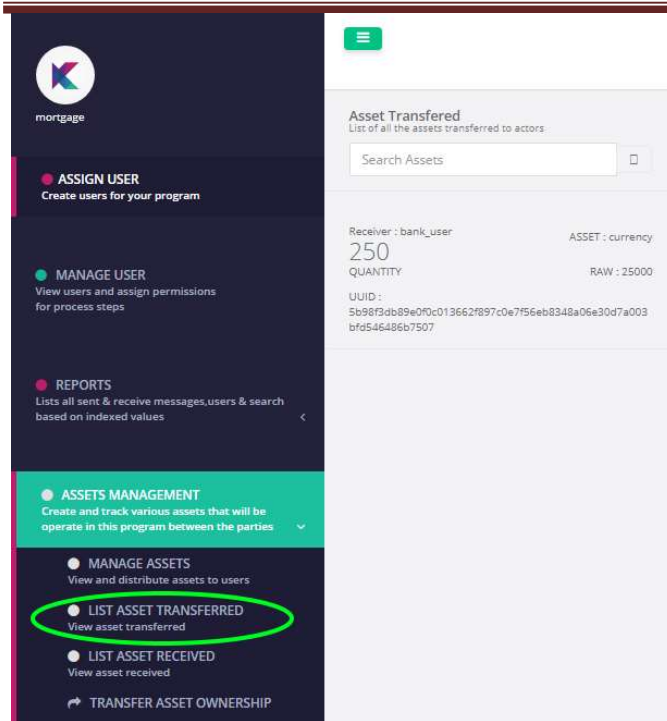
The various functionalities available to party admin under asset management group are:



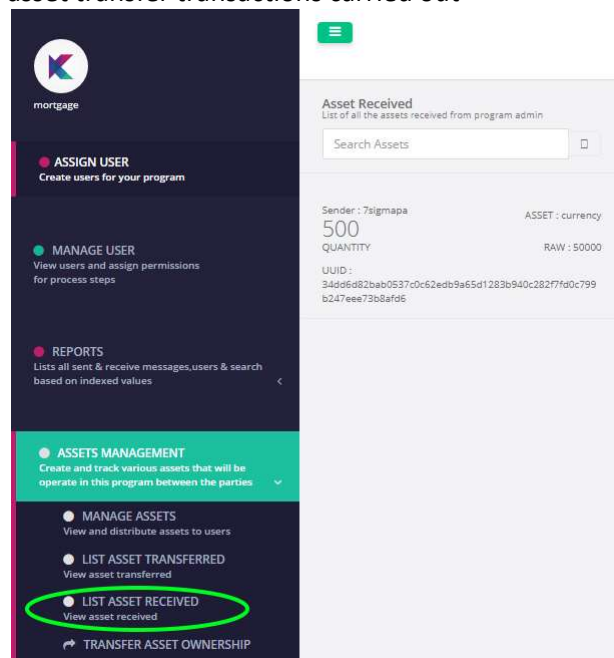
MANAGE ASSETS: This functionality aids the party admin to distribute the assets that it has received from the program manager to the end users that has been mapped by him.

- To distribute the assets party administrator needs to click on the “**MANAGE USER**” tab
- Select one of the users mapped to the respective party admin
- Enter the quantity of asset to be allocated

LIST ASSET TRANSFERRED: This functionality provide a report of all the asset transfer transaction done by the Party Administrator to its users. Each of these transactions is uniquely identifiable against the UUID (transaction identity provided by blockchain network on successful commit)



LIST ASSET RECEIVED: This functionality provides a report on the transactions that were executed by the program administrator to transfer asset to the Party Administrator. Unique UUID refers to individual asset transfer transactions carried out



TRANSFER ASSET OWNERSHIP: Control of Re-Issuance can be transferred to other users who is part the current program.

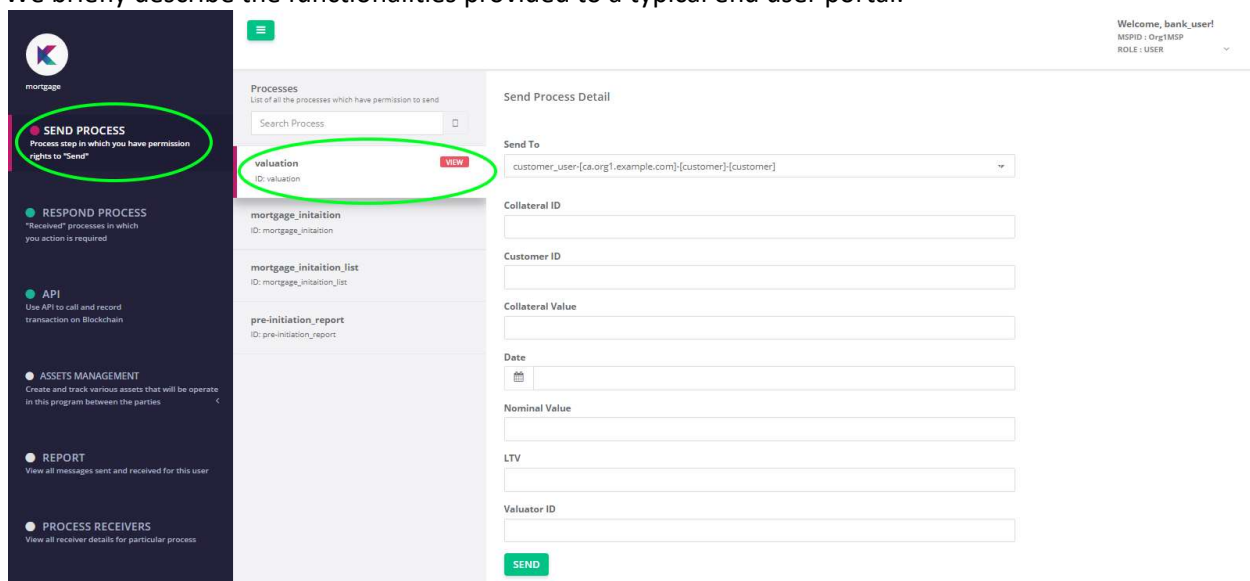
END USER EXECUTION OF THE EVENTS/PROCESSES

After all the party administrators in the use case ecosystem have completed mapping the relevant users to the requisite events/processes, one can login using the user credentials to execute the mapped events.

Krypcore application automatically creates forms based on the parameters specified in a event/process as well as generates RESTful API relevant to that particular event.

To access the end user portal one needs to login with the end users credentials linked to the program.

We briefly describe the functionalities provided to a typical end user portal:



SEND PROCESS

List down all the events that the logged in user has send permission for. Typically only the list of transactions where either the bind rule is specified as “None” /”REPORT_WALLET” or “REPORT_LOCAL”

The process steps to be followed by user to execute invoke or report event/process is appended below:

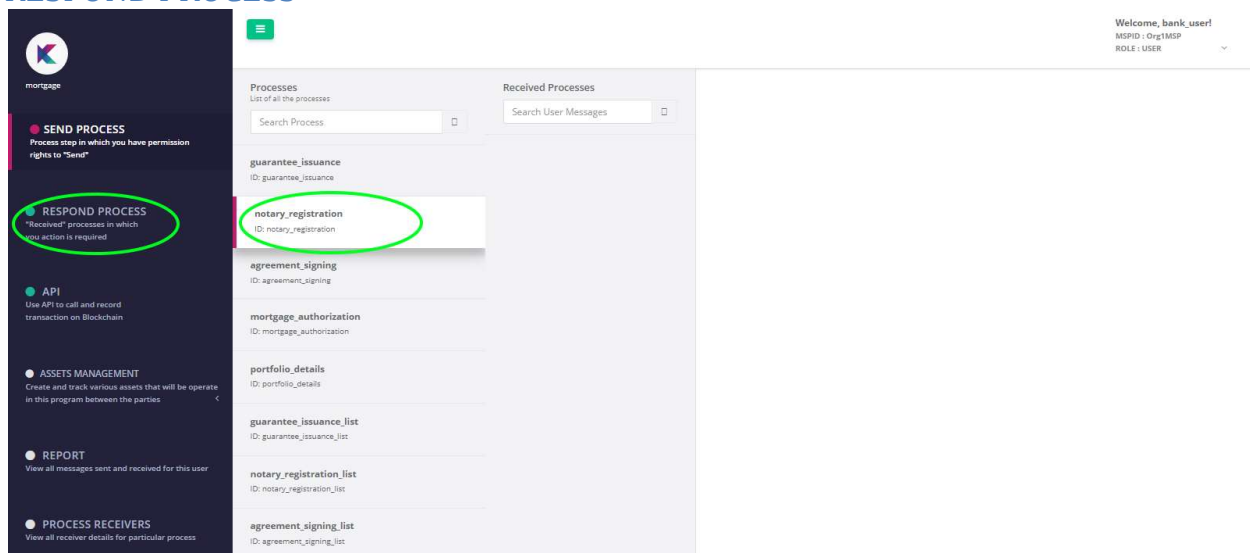
- Select the event that needs to be executed
- On selecting the event, a form with the parameters lists defined during the designing of the event gets automatically populated
- Select the requisite receiver from the list of receivers in the list box against the “Send To” label

Note: Only users which have receive permission against this event will be listed

- Ensure that the sender and receiver are not the same
- Fill in the data and click on “SEND” button

- On successful submission of invoke transactions you will get a SUCCESS message with the UUID from the blockchain network
- In case of reports, based on the way you have coded your report either you can see the report contents in the same screen listed in a table below the form or you need to go the respective browser console and retrieve the report from the console window which will be in form of a JSON

RESPOND PROCESS



In case while defining an event you have chosen any one the below listed bind rules:

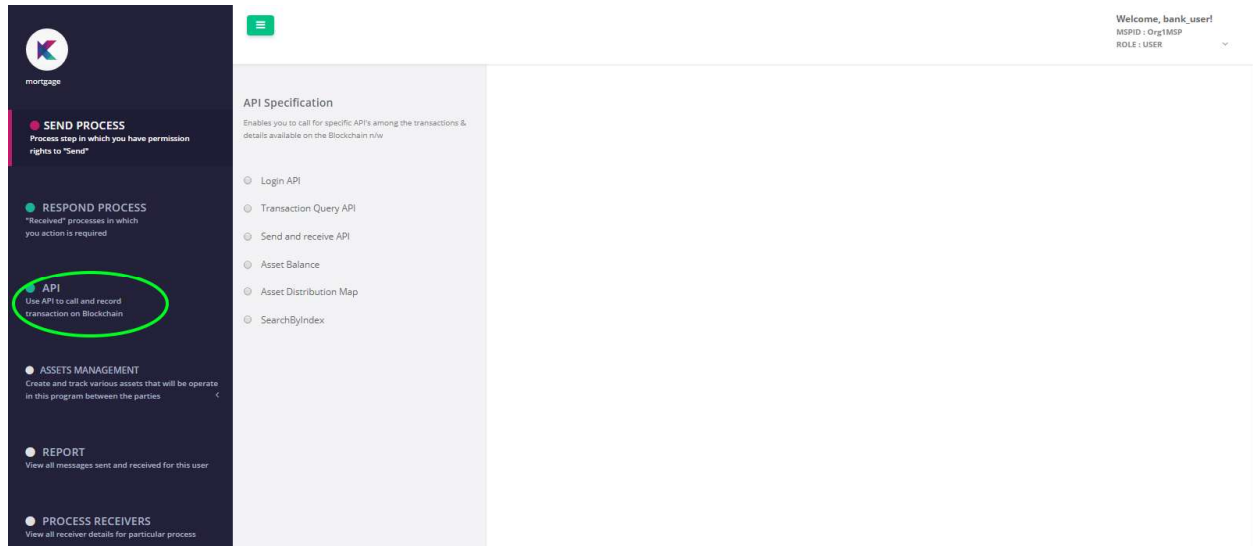
- Spend referred message: (Invoke)
- Spend referred message and reply to sender only:
- Refer a message: (Invoke)

You need to click on **“RESPOND PROCESS”** to execute such events

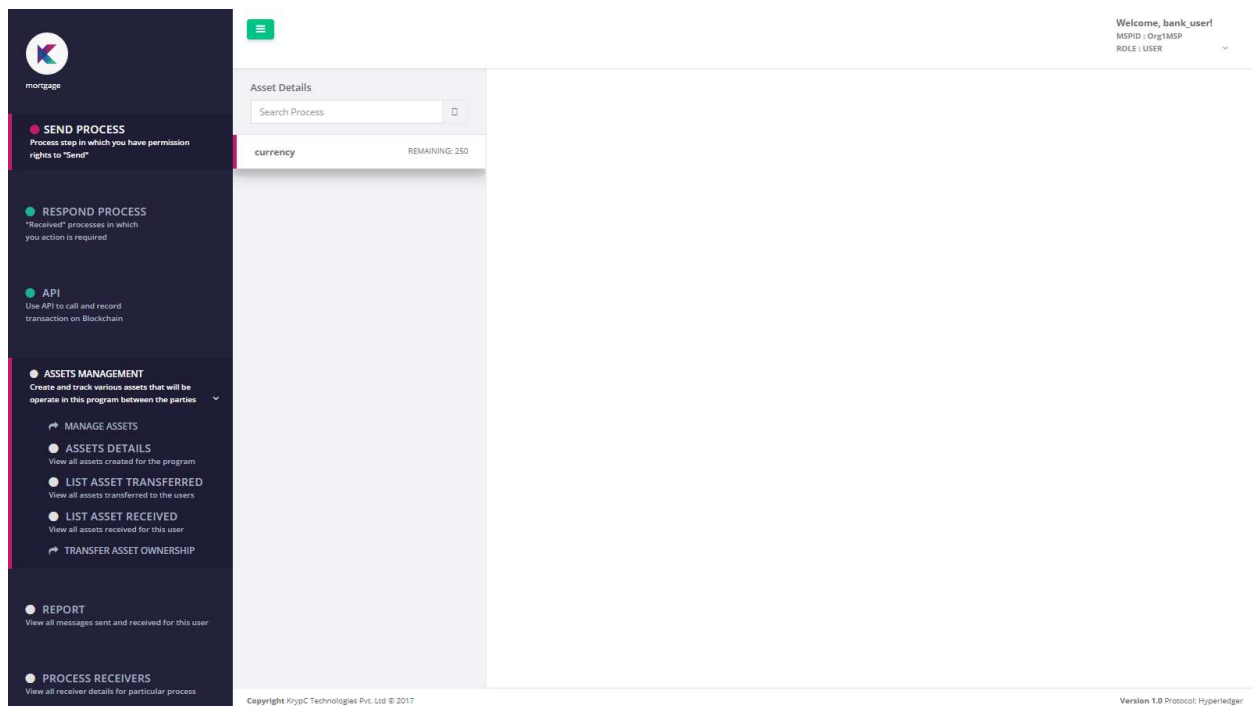
- Respond process will list down a list of predecessor events that needs to be executed before the event with the any of the above bind rules can be executed
- Click on one of the processes/events
- On selecting the event another form pops up showing the successor event with input fields against the parameters that is associated with the successor event
- Fill in the form with requisite details and click on **“SEND”** button
- On successful submission of invoke transactions you will get a SUCCESS message with the UUID from the blockchain network

API:

Users would be able to see the list of APIs along with payload specification. Using this information, existing application can interface with this blockchain application. There are different categories of APIs as shown in the below screen shot.



ASSET MANAGEMENT:



ASSET DETAILS: List down the assets the current user is subscribed to

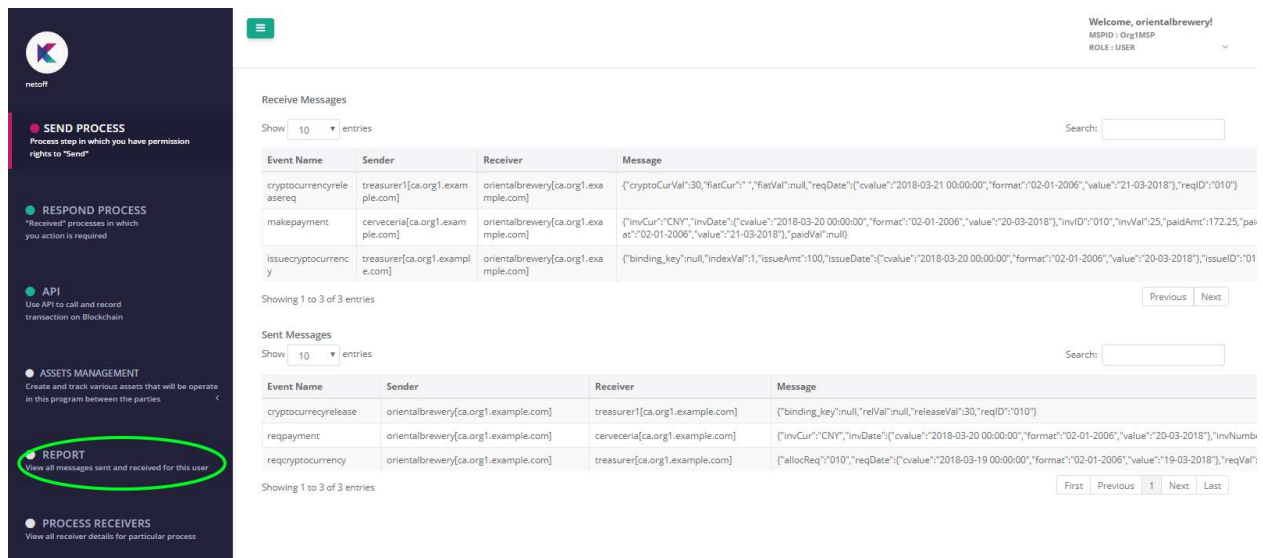
LIST ASSET TRANSFERRED: This functionality provide a report of all the asset transfer transaction done by the user to other users. Each of these transactions is uniquely identifiable against the UUID (transaction identity provided by blockchain network on successful commit)

LIST ASSET RECEIVED: This functionality provides a report on the transactions that were executed by the party administrator to transfer asset to the logged in user. Unique UUID refers to individual asset transfer transactions carried out

TRANSFER ASSET OWNERSHIP: This functionality provides a report on the transactions (i.e. Transfer of control with respect to re-issuance of asset) that were executed by the user.

REPORT

The report functionality at an end user level provides report on the send transaction carried out by the user as well as receive transactions received by the user



Welcome, orientalbrewery!
MSPID : Org1MSP
ROLE : USER

Receive Messages

Show 10 entries

Event Name	Sender	Receiver	Message
cryptocurrencyrelease	treasurer1[ca.org1.example.com]	orientalbrewery[ca.org1.example.com]	{"cryptoCurVal":30,"flatCur":"","flatVal":null,"reqDate":{"cvalue":"2018-03-21 00:00:00","format":"02-01-2006","value":"21-03-2018"},"reqID":"010"}
makepayment	cervceria[ca.org1.example.com]	orientalbrewery[ca.org1.example.com]	{"invCur":"CNY","invDate":{"cvalue":"2018-03-20 00:00:00","format":"02-01-2006","value":"20-03-2018"},"invID":"010","invVal":25,"paidAmt":172.25,"paidAt":{"cvalue":"2018-03-20 00:00:00","format":"02-01-2006","value":"20-03-2018"},"paidVal":null}
issuercryptocurrency	treasurer[ca.org1.example.com]	orientalbrewery[ca.org1.example.com]	{"binding_key":null,"indexVal":1,"issueAmt":100,"issueDate":{"cvalue":"2018-03-20 00:00:00","format":"02-01-2006","value":"20-03-2018"},"issueID":"01"}

Showing 1 to 3 of 3 entries

Sent Messages

Show 10 entries

Event Name	Sender	Receiver	Message
cryptocurrencyrelease	orientalbrewery[ca.org1.example.com]	treasurer1[ca.org1.example.com]	{"binding_key":null,"relVal":null,"releaseVal":30,"reqID":"010"}
reapayment	orientalbrewery[ca.org1.example.com]	cervceria[ca.org1.example.com]	{"invCur":"CNY","invDate":{"cvalue":"2018-03-20 00:00:00","format":"02-01-2006","value":"20-03-2018"},"invNum":1,"reqID":"010","reqDate":{"cvalue":"2018-03-19 00:00:00","format":"02-01-2006","value":"19-03-2018"},"reqVal":1}
reqcryptocurrency	orientalbrewery[ca.org1.example.com]	treasurer[ca.org1.example.com]	

Showing 1 to 3 of 3 entries

The report contents are briefly discussed below:

Event name: Refers to the event/process ID that has been triggered in by the logged in user in “Sent Messages” section or has been received by the user “Receive Message” section

Sender: Refers to the user who has executed the respective event or process

Receiver: refers to the end user who has received the transaction executed by a Sender

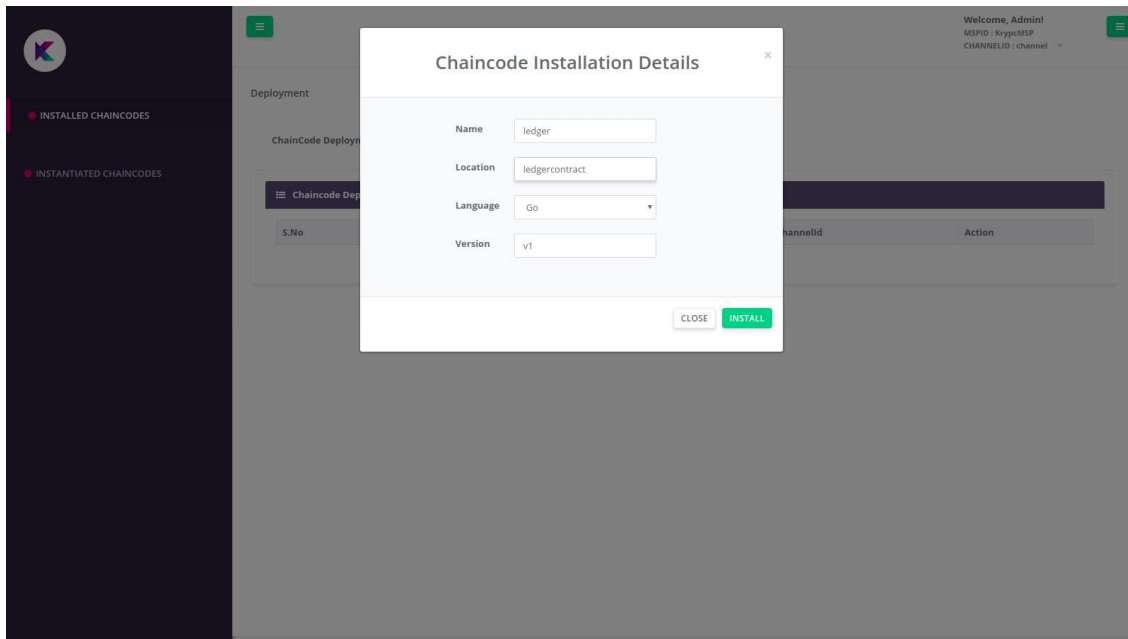
Messages: refers to the parameter value/payload data that got exchanged between the Sender and the Receiver

PROCESS RECEIVERS:

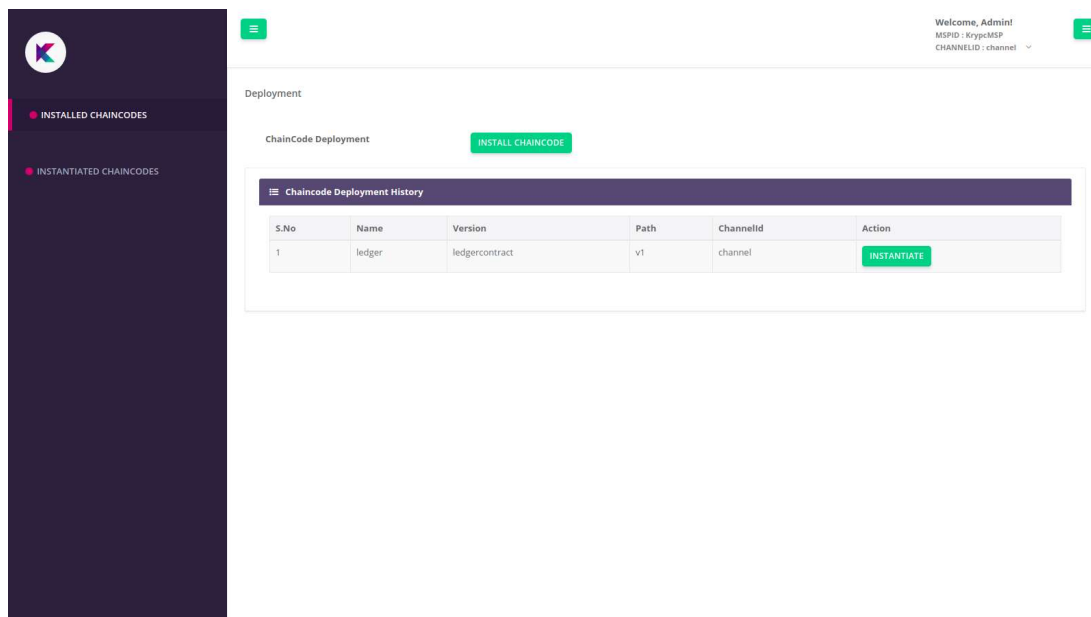
CHAIN CODE INSTALLATION

The chain code installation is done in the below window where we can specify four parameters.

- Name of the chaincode
- Path of the chaincode to be installed
- Language of the chaincode (flexibility to opt between GoLang, Java & JS)
- Specify the version of the chain code



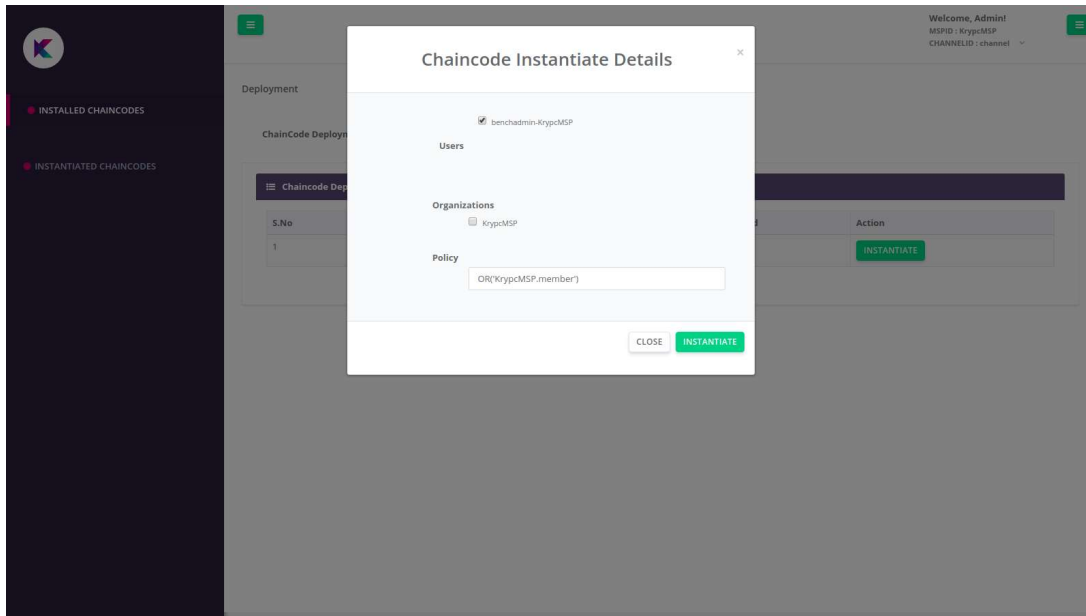
If the chaincode is being installed for the first time, it has to be instantiated. But if it is a modification to an existing chaincode then it will be an upgrade.



CHAIN CODE INSTANTIATION

The installed chain code can be instantiated in the below window where

- Bench admin selection can be done out of the existing users
- Organizations who are required to be a part of the endorsement policy can be selected (or)
- Endorsement policy of a channel can be defined



The list of instantiated chaincode can be viewed using the second tab.

