

CREATE A CUSTOM TOKEN AND DEPLOY IT ON ROPSTEN NETWORK

Abstract

This book chapter serves as a practical guide for individuals keen on understanding the process of creating a custom ERC-20 token and deploying it on the Ropsten network using MetaMask. The chapter delves into the foundational knowledge required to comprehend blockchain technology, Ethereum, smart contracts, and the significance of custom tokens in the decentralized ecosystem.

Subsequently, the chapter provides a step-by-step tutorial on creating a custom token using Solidity, a programming language for writing smart contracts on the Ethereum blockchain.

The practical guide transitions into elucidating the process of deploying the custom token on the Ropsten test network using MetaMask, a popular Ethereum wallet and gateway to blockchain applications. It covers setting up MetaMask, obtaining test ether, compiling and deploying the smart contract, and verifying the deployment on the Ropsten network through Etherscan.

Tools Required: Ubuntu, web browser, Remix IDE

Prerequisites: Metamask, Test Faucet, Etherscan

Keywords: Custom, Token, Deploy, Ropsten.

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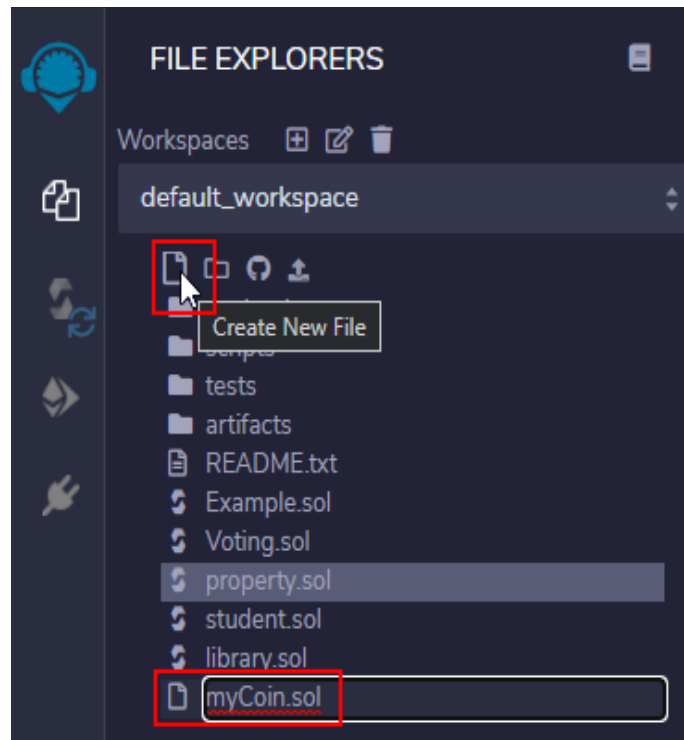
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I. STEPS TO BE FOLLOWED

1. Creating the custom token smart contract using the text editor
2. Compiling the contract using Injected Web3 and Metamask
3. Deploying the contract on the Ropsten network using Metamask

Step 1: Creating the Custom Token Smart Contract using the Text Editor

- Open Remix IDE and click the **Create new file** button to create a **myCoin.sol** file



- Once the file is created, type the following code in the **myCoin.sol** file

```
pragma solidity ^0.4.16;  
  
interface tokenRecipient {  
    function receiveApproval(  
        address _from,  
        uint256  
        _value,  
        address  
        _token, bytes  
        _extraData  
    ) external;  
}  
  
contract TokenERC20  
    { string public
```

```
    name; string public
    symbol;
    uint8 public decimals = 18;
    uint256 public totalSupply;
mapping(address => uint256) public balanceOf;
mapping(address => mapping(address => uint256)) public allowance;
    event Transfer(address indexed from, address indexed to, uint256 value);
    event Approval(
        address indexed _owner,
        address indexed
        _spender, uint256
        _value
    );
    event Burn(address indexed from, uint256 value);

constructor(
    uint256
    initialSupply, string
    tokenName, string
    tokenSymbol
) public {
totalSupply = initialSupply * 10**uint256(decimals);
balanceOf[msg.sender] = totalSupply;
    name = tokenName;
    symbol = tokenSymbol;
}

function
    _transfer(
        address _from,
        address _to,
        uint256 _value
    ) internal {
require(_to != 0x0); require(balanceOf[_from] >=
    _value); require(balanceOf[_to] + _value >=
    balanceOf[_to]);
    uint256 previousBalances = balanceOf[_from] + balanceOf[_to];
balanceOf[_from] -= _value;
balanceOf[_to] += _value;
    emit Transfer(_from, _to, _value);
    assert(balanceOf[_from] + balanceOf[_to] == previousBalances);
}

function transfer(address _to, uint256 _value)
    public returns (bool success)
{
    _transfer(msg.sender, _to, _value);
    return true;
}
```

```
function
  transferFrom(
    address _from,
    address _to,
    uint256 _value
  ) public returns (bool success) {
require(_value <= allowance[_from][msg.sender]); // Check allowance
  allowance[_from][msg.sender] -= _value;
  _transfer(_from, _to, _value);
  return true;
}

function approve(address _spender, uint256 _value)
  public returns (bool success)
{
  allowance[msg.sender][_spender] = _value;
  emit Approval(msg.sender, _spender,
    _value); return true;
}

function
  approveAndCall(
    address _spender,
    uint256 _value,
    bytes _extraData
  ) public returns (bool success) {
tokenRecipient spender = tokenRecipient(_spender);
  if (approve(_spender, _value)) {
spender.receiveApproval(msg.sender, _value, this, _extraData);
    return
      true;
  }
}

function burn(uint256 _value) public returns (bool success) {
  require(balanceOf[msg.sender] >= _value);
balanceOf[msg.sender] -= _value;
totalSupply -= _value;
  emit Burn(msg.sender, _value);
  return true;
}

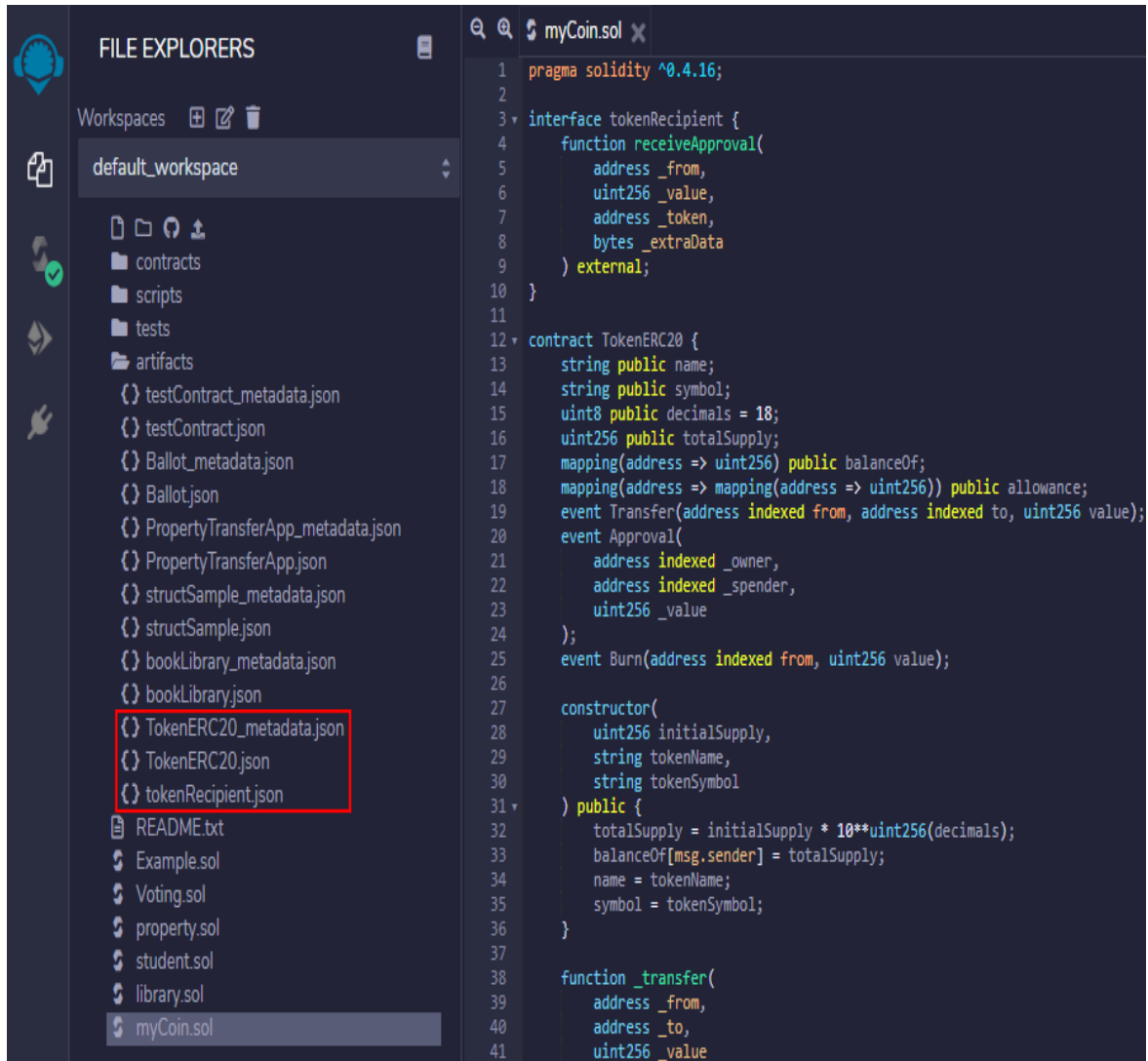
function burnFrom(address _from, uint256 _value)
  public returns (bool success)
{
  require(balanceOf[_from] >= _value);
require(_value <= allowance[_from][msg.sender]);
balanceOf[_from] -= _value;
  allowance[_from][msg.sender] -= _value;
}
```

```

totalSupply -= _value;
    emit Burn(_from, _value);
    return true;
}
}

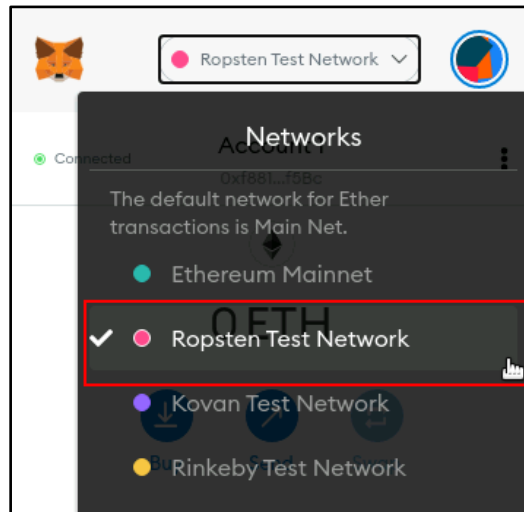
```

- Once the smart contract code is typed, save the file. Once the **myCoin.sol** file is saved, observe that JSON metadata will be created for the file

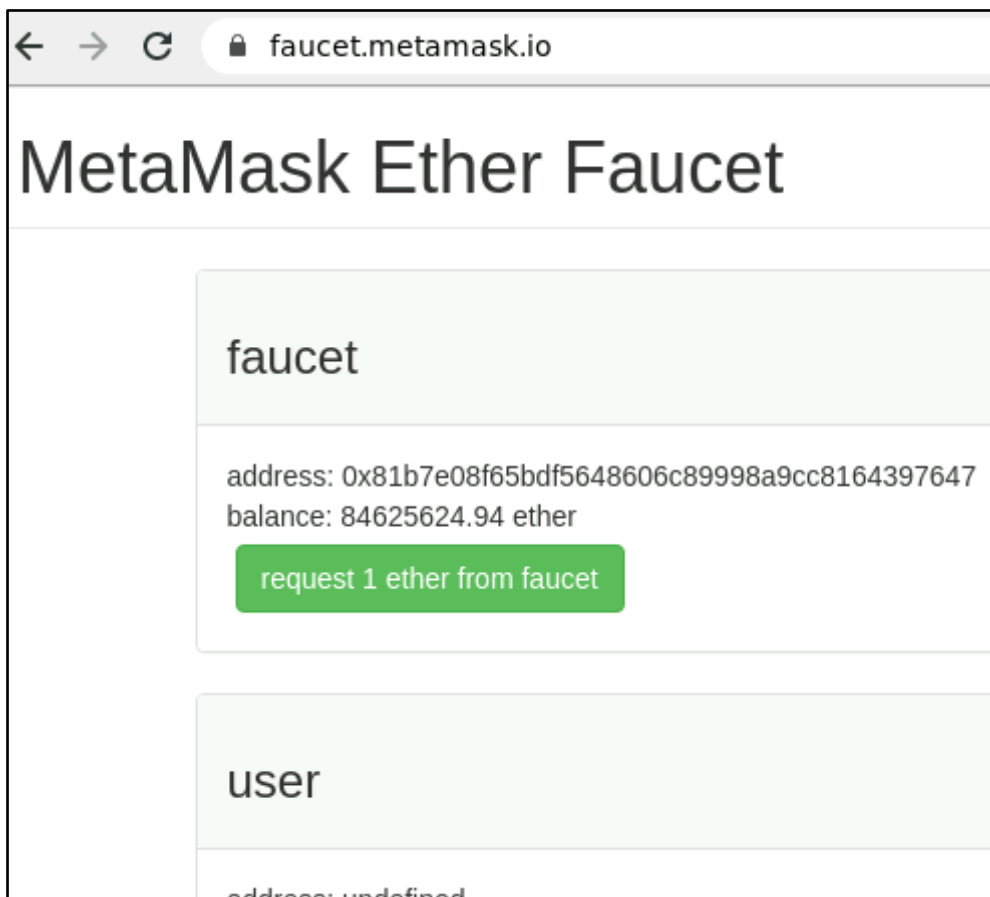


Step 2: Compiling the Contract using Injected Web3 and Metamask

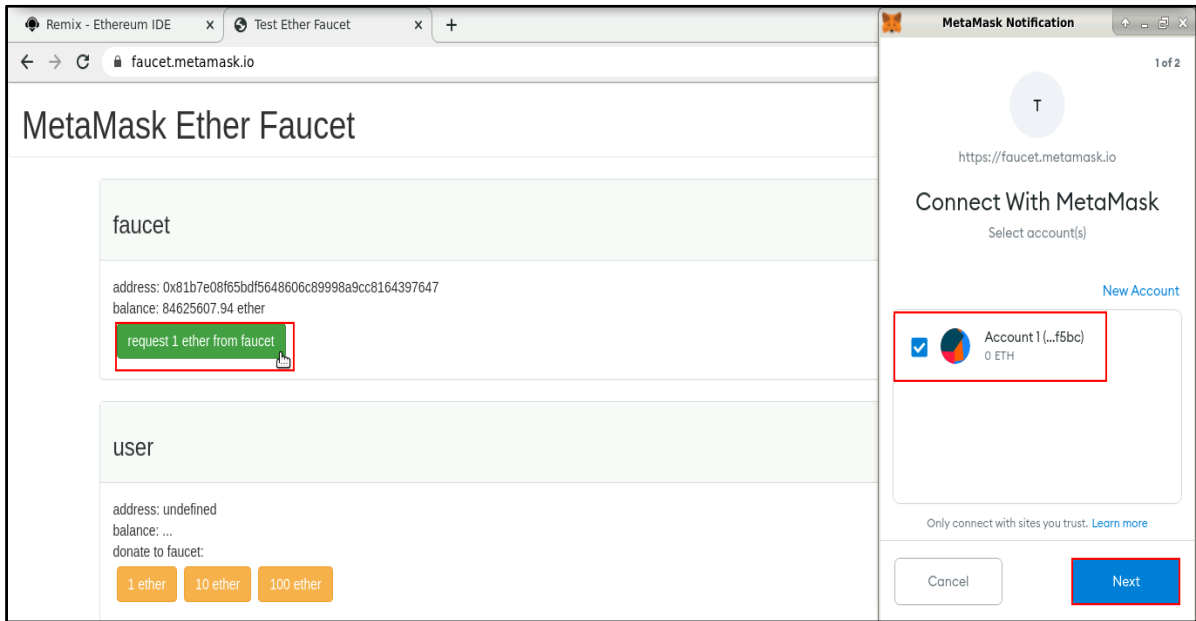
- Connect to the **Ropsten Test Network** by clicking on the button in the **Networks Menu**



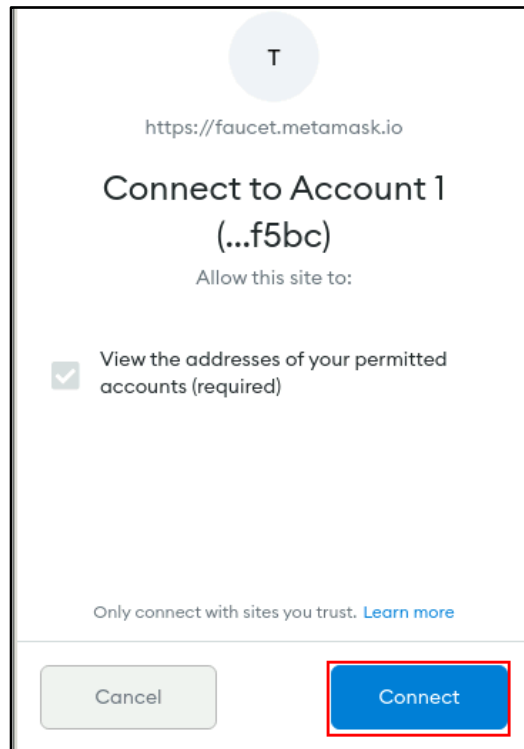
- Open the Metamask Ether Faucet by navigating to the following website: <https://faucet.metamask.io>



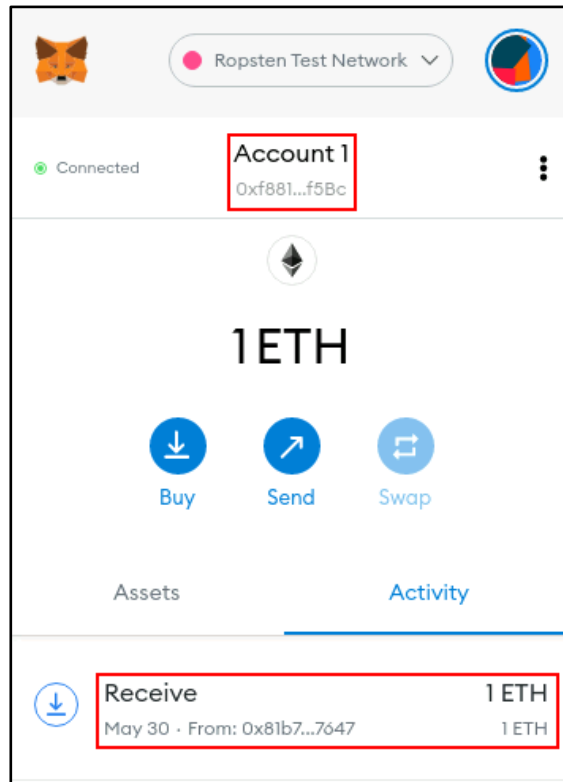
- Click on the **Request 1 Ether from faucet** button which prompts Metamask to select an account to receive Ether. Select the account of your choice and click **Next**



- Click the **Connect** button to connect to the faucet and receive Ether

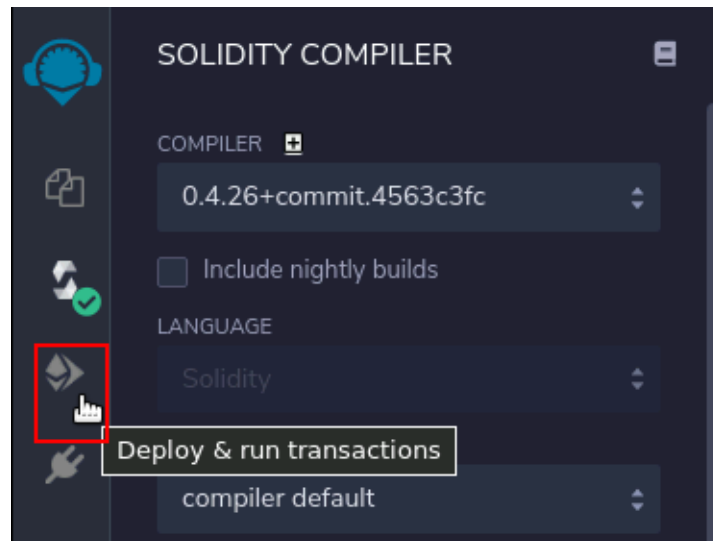


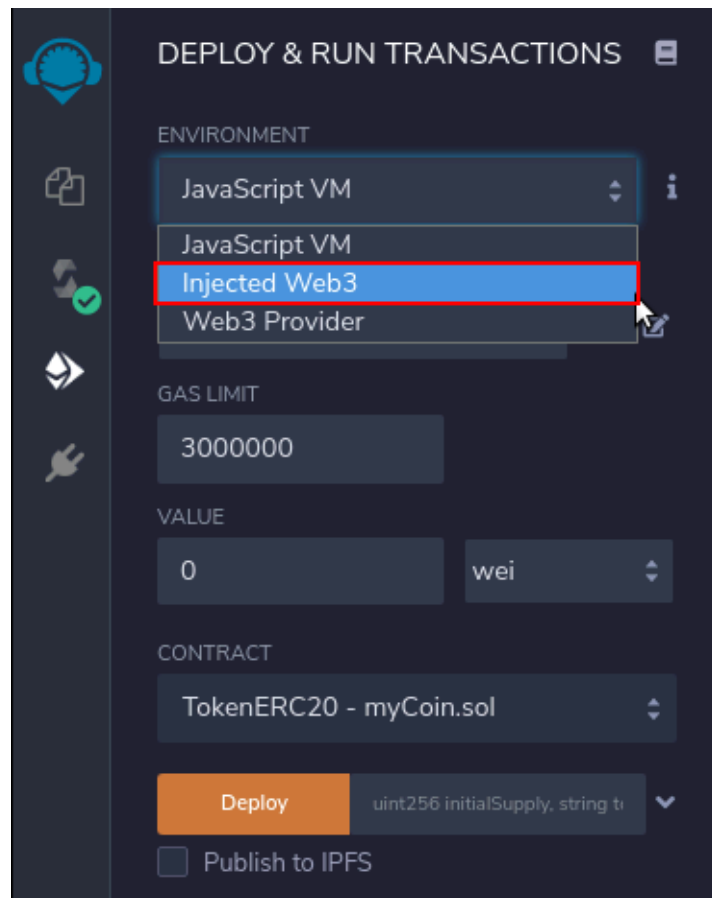
- After a few seconds, you may see that the faucet has transferred 1 Ether to your account



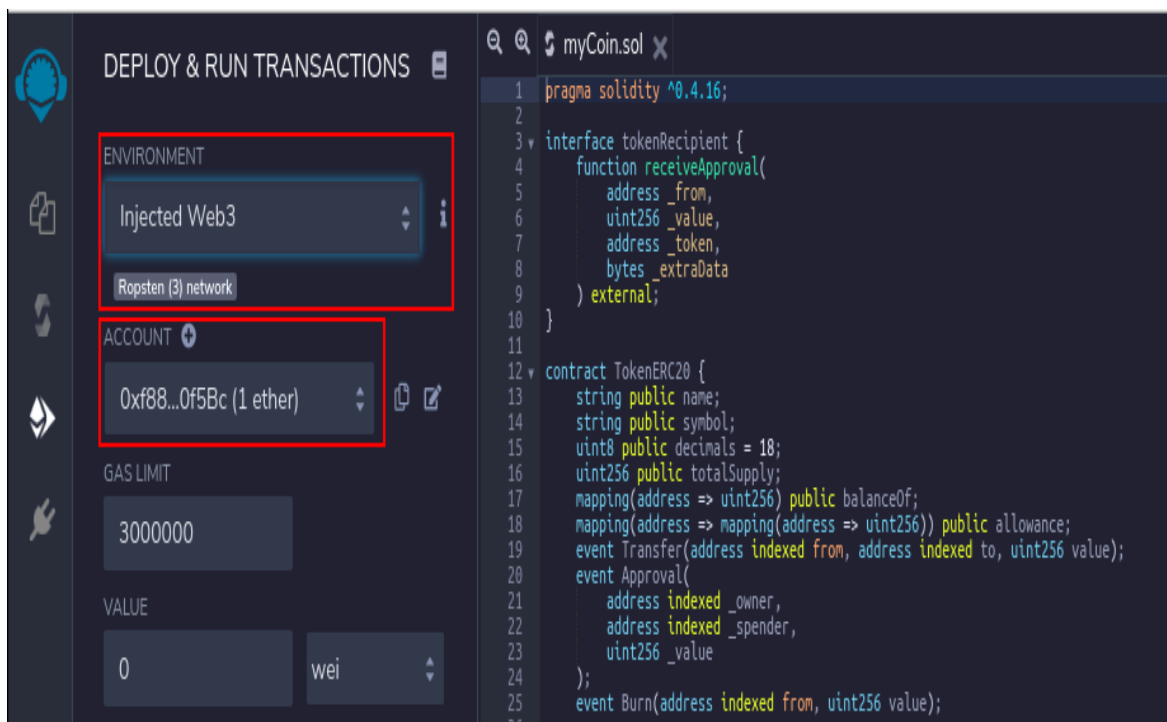
- Once you receive the Ether from the faucet you must deploy the contract on Ropsten.

First, click on the **Deploy and Run Transactions** button and then select the **Injected Web3** option

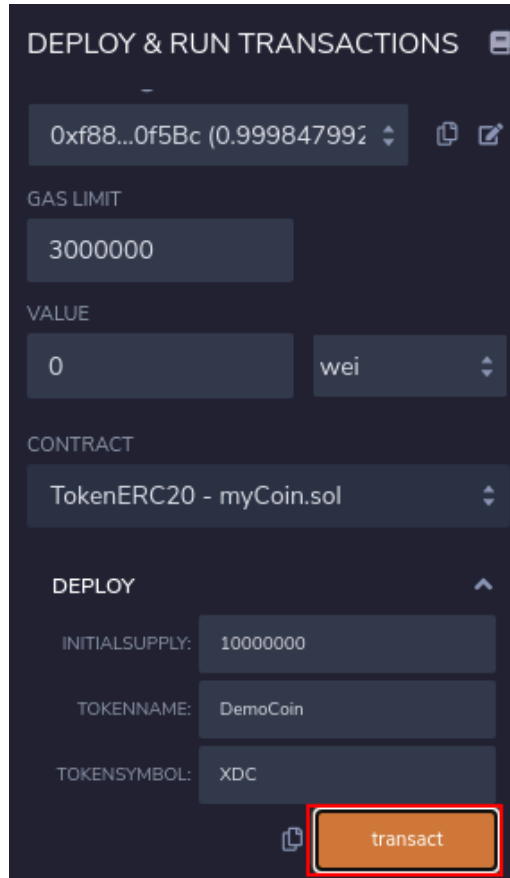




- The IDE connects to the Metamask account in the Ropsten network, as shown in the image below:

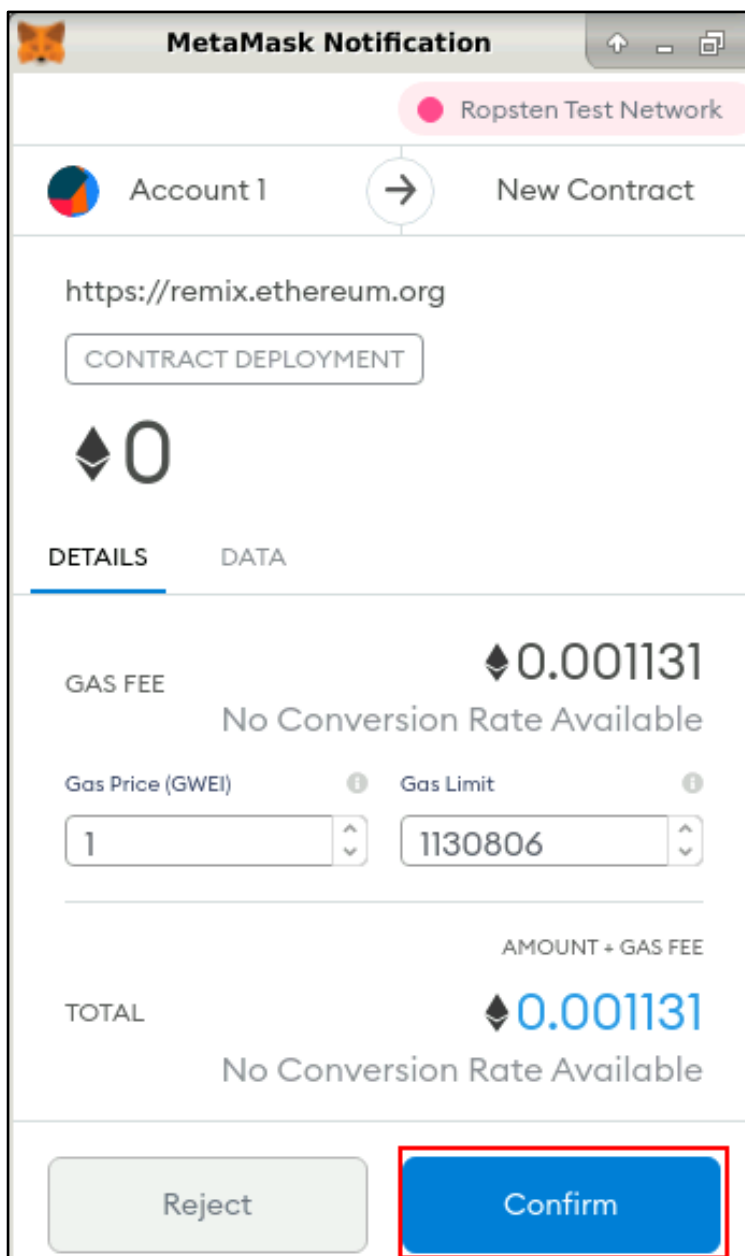


- Set the value of **Initial Supply** as **10000000**, **Token Name** as **DemoCoin**, and the **Token Symbol** as **XDC** (or any other value you wish to use) before deploying the contract

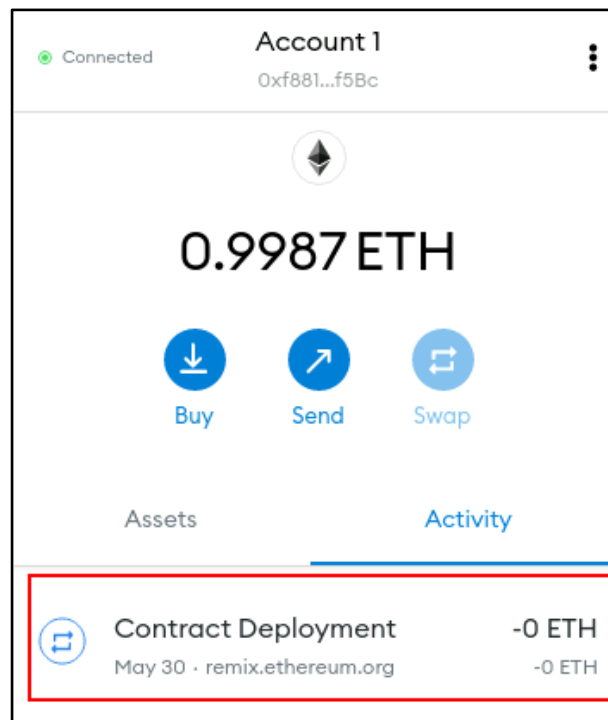


Step 3: Deploying the Contract on Ropsten Network using Metamask

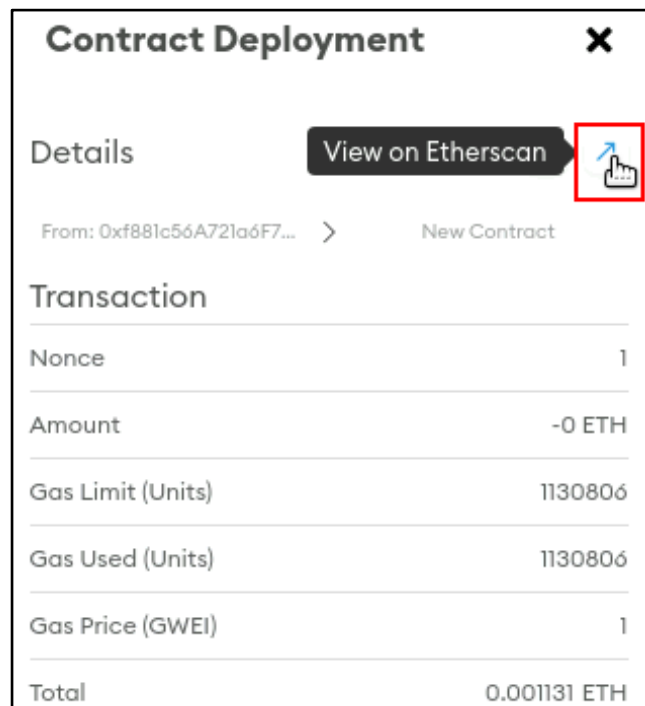
- Once you click the **Transact** button in the previous step, it will prompt the Metamask dialog box as shown below, with the details of the transaction and the respective transaction fee to deploy the contract. Click on **Confirm** after all the details have been verified.



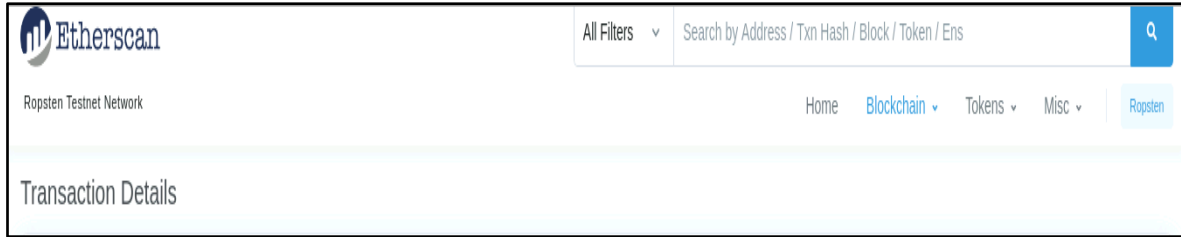
- Observe that the balance has been updated and the contract is reflected in the Activity section of Metamask. You can click on **Contract Deployment** to reveal its details



- You may view the complete details of deployment on Etherscan by clicking on the **View on Etherscan** arrow symbol



- Once on Etherscan, you can see the **Overview** of the contract details and its **State**



Transaction Details

Overview **State**

② To: [Contract [0x60202bbb3765e7312297e7816c07de73fccabb15](#) Created] ✓ ⓘ

② Value: 0 Ether (\$0.00)

② Transaction Fee: 0.001130806 Ether (\$0.00)

② Gas Price: 0.000000001 Ether (1 Gwei)

② Gas Limit: 1,130,806

② Gas Used by Transaction: 1,130,806 (100%)

② Nonce Position 1 62

② Input Data:

```
0x60806040526012600260006101000a81548160ff021916908360ff160
3803806200131d833981018060405281019080805190602001909291908
906101000a900460ff1660ff16600a0a830260038190555060035460046
ffffffffffffffffffffffffffffffffffffffffffffffff1681526020019081526
919062000105565b508060019080519060200190620000fh92919062000
```

[View Input As](#) [Decode Input Data](#)

Transaction Details

Overview **State**

Advanced A set of information that represents the current **state** is updated when a transaction takes place on the network. The below is a summary of those changes :

| Address | Before | After | State Difference |
|--|-------------------------------|-------------------------------|------------------|
| 0x60202bbb3765e73122... | 0 Eth Nonce: 0 | 0 Eth Nonce: 1 | |
| 0xd4e72a2ba1b18e54c1... <small>Miner</small> | 11,267.627735855574466846 Eth | 11,267.628966661574466846 Eth | ▲ 0.001130806 |
| 0xf881c56a721a6f73e42... | 0.999847992 Eth Nonce: 1 | 0.998717186 Eth Nonce: 2 | ▼ 0.001130806 |