



Aptoid

2017 Aptoid Summer Internship

Weekly Report 5 [August 14 – August 18]

Project: Bitcoin Project

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Completed Tasks during Week 6

- Tried to create a send dialog, but ended up with the conclusion that it was not needed since the user already has to click 2 or 3 times to start the transaction.
- Modification so that the user can still browse on the store while the transaction is Pending and when the user presses the buy button on the app window, it displays the current state of the transaction, not allowing the user to go through the buy process again while it's pending and when the transaction is complete it starts the download.
- Tried to get a failed transaction by sending not existent coins, but transaction doesn't occur, still didn't manage to understand why. When I don't put the permission to send on the scope, the app authorizes with no problems, but when I put those permissions, the authorize button on the Coinbase view doesn't respond, the console displays that the button is not focusable. It might be because I'm working with webviews and the SDK is made to work on the browser.
- Refactored code.
- Read a little more about Ethereum tokens and created an Ethereum wallet, easier to create, all parameters like difficulty, initial supply are customizable, but it costs more or less (depends on the specifications we add and confirmation time), 0,003 ETH (0,00003 ETH, with minimum specs).
- Studied the Coinbase, BlockChain and BlockTrail PHP SDK (BlockTrail doesn't look safe, both Coinbase and BlockChain are good. Major Pro for Coinbase is the ability to make payments with not only Bitcoin, but also ETH and LiteCoin, major con is the fact the OAuth is more complicated than the one on Android, due to the fact it doesn't handle the handshake process and so it needs another library) .

What I'll be doing next week

- Trying to solve the problem of not authorizing when asking for sending permissions.
- Make second transaction work without having to generate another token.

- Commenting and Refactoring code
- Deciding the best solution for the ICO project.