

A gentle introduction to



# Who am I?

- Developer Relations Engineer @ gno.land
- ~3 yrs in Web3/blockchain
- [github.com/leohhhn](https://github.com/leohhhn)



Leon Hudak

# What is gno.land?

- Founded by Jae Kwon
- A new blockchain, running a custom virtual machine- the GnoVM
- Allows for writing smart contracts in Gno, an interpreted and fully deterministic version of Go

# Why Go as a base?

- Go is a simple and straightforward language with a minimal learning curve
- Go has a large developer community, and lots of readily available resources, most of which can be used 1:1 for learning Gno
- Solid collection of performant, well-known standard libraries
- Gives lots of power to developers in spite of its simplicity

# Gno

```
package alice

var x int

func GetX() int {
    return x
}

func SetX(n int) {
    x = n
}
```

```
package bob

import "alice"

func IncrAlice() {
    x := alice.GetX()
    alice.SetX(x+1)
}
```

# More on Gno...

- Modeled after Go 1.18
- Currently does not support generics & goroutines
- Gno is interpreted, allowing for on-chain composability
- All on-chain code lives on a specific package path, such as  
`gno.land/r/leon/app`

# Anatomy of a Gno package path

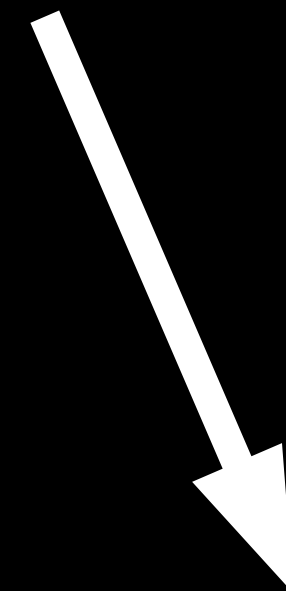
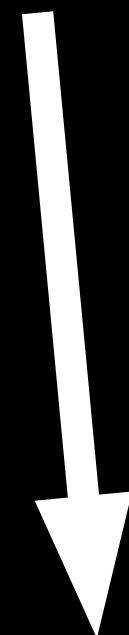
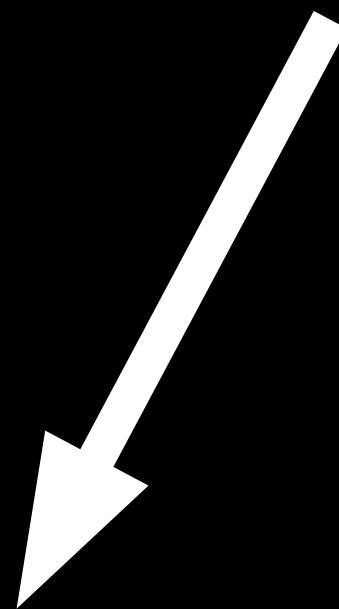
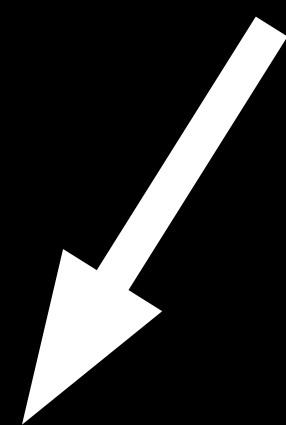
gno.land/r/leon/app

base domain

type

namespace

package name



# Gno code organization

- Realms, stateful code - "r/"
- On-chain libraries - "p/"
- Standard libraries
- Special "std" package

```
package app

import (
    → "std"
    → "strconv"
    → "strings"
    →
    → "gno.land/p/demo/avl"
    → "gno.land/r/demo/users"
)
```



# GRC20 Tokens

```
package grc20

type Token interface {
→   TotalSupply() uint64
→   BalanceOf(account std.Address) uint64
→   Transfer(to std.Address, amount uint64) error
→   Allowance(owner, spender std.Address) uint64
→   Approve(spender std.Address, amount uint64) error
→   TransferFrom(from, to std.Address, amount uint64) error
}
```

[gno.land/p/demo/grc/grc20](https://gno.land/p/demo/grc/grc20)

# GRC20 Tokens

```
package foo20

import (
    → "std"
    → "strings"

    → "gno.land/p/demo/grc/grc20"
    → "gno.land/p/demo/ownable"
)

var (
    → banker *grc20.Banker → // provides an admin API over the token storage
    → admin *ownable.Ownable // stores the admin of the token
    → Token grc20.Token → // exposes non-admin functions
)

// init runs upon deployment
func init() {
    → admin = ownable.NewWithAddress("g1....") // @leon
    → banker = grc20.NewBanker("Foo Token", "F00", 6)
    → Token = banker.Token()
}
```

```
func BalanceOf(owner std.Address) uint64 {
    → return Token.BalanceOf(ownerAddr)
}

func TransferFrom(from, to std.Address, amount uint64) {
    → err := Token.TransferFrom(fromAddr, toAddr, amount);
    → if err != nil {
    → → panic(err)
    → }
}

func Mint(to std.Address, amount uint64) {
    → admin.AssertCallerIsOwner()

    → err := banker.Mint(toAddr, amount);
    → if err != nil {
    → → panic(err)
    → }
}

...
```

# GRC20 Registry

```
package grc20registry

import (
    → "std"
    ..
    → "gno.land/p/demo/grc/grc20"
    → "gno.land/p/demo/avl"
)

var registry = avl.NewTree() // pkgpath → grc20.Token

func Register(path string, token *grc20.Token) {
    → registry.Set(path, token)
    ..
    → std.Emit(registerEvent, "pkgpath", path)
}

func Get(key string) grc20.Token {
    → token, ok := registry.Get(key)
    → if !ok {
    →     → return nil
    → }
    ..
    → return token.(grc20.Token)
}
```

```
package script

import (
    .. "gno.land/r/demo/foo20"
    .. reg "gno.land/r/demo/grc20registry"
)

func main() {
    .. reg.Register("gno.land/r/demo/foo20", foo20.Token)
}
```

# “GitHub of the Ecosystem”

- All deployed code is open-source
- Once Gno code is deployed, anyone can import and use it

# Displaying realm state with Render()

- gnoweb - a minimalistic, universal web server for gno.land
- gnoweb renders realm state formatted as a markdown string
- gno-js & tm2-js clients still available for custom frontends

```
package app

var msg = "Hello Berlin!"

func UpdateMsg(newMsg string) {
    →      msg = newMsg
}

func Render(_ string) string {
    →      return msg
}
```

# Tooling & Ecosystem

# gnokey

```
> gnokey --help
```

## USAGE

```
<subcommand> [flags] [<arg>...]
```

```
gno.land keychain & client
```

## SUBCOMMANDS

add	adds key to the keybase
delete	deletes a key from the keybase
generate	generates a bip39 mnemonic
export	exports private key armor
import	imports encrypted private key armor
list	lists all keys in the keybase
sign	signs the given tx document and saves it to disk
verify	verifies the document signature
query	makes an ABCI query
broadcast	broadcasts a signed document
maketx	composes a tx document to sign

# gnodev

- All-in-one local Gno development environment
- Contains: local in-memory blockchain node, gnoweb, account premining & a directory watcher with automatic code reloading

```
> gnodev
```

```
Accounts | I default address imported name=test1 addr=g1jg8mtutu  
9khhfwc4nxmuhcpftf0pajdhfvvsqf5
```

```
| I pkgs loaded path="[{/Users/sasurai/Desktop/gno/gno/  
examples g1jg8mtutu9khhfwc4nxmuhcpftf0pajdhfvvsqf5 }]"
```

```
Node | I node started lisn=tcp://127.0.0.1:26657 chainID=dev
```

```
GnoWeb | I gnoweb started lisn=http://127.0.0.1:8888
```

```
--- READY | I for commands and help, press `h`
```



# tx-indexer

```
1 ▾ {
2 ▾  transactions(filter: {message:
3     block_height
4     gas_used
5 ▾  messages {
6     route
7     typeUrl
8 ▾  value {
9     __typename
10 ▾  ... on MsgCall {
11     caller
12     pkg_path
13     func
14     args
15   }
16 }
17 }
18 }
19 }
```



+ GraphQL

```
▾ {
▾  "data": {
▾    "transactions": [
▾      {
▾        "block_height": 64,
▾        "gas_used": 1593136,
▾        "messages": [
▾          {
▾            "route": "vm",
▾            "typeUrl": "exec",
▾            "value": {
▾              "__typename": "MsgCall",
▾              "caller":
▾                "g1e6gxxg5tvc55mwsn7t7dymmlasratv7mkv0rap2",
▾              "pkg_path":
▾                "gno.land/r/demo/users",
▾              "func": "Register",
▾              "args": [
```

indexer.test4.gno.land

# Gno Playground



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[Run](#)

[Test](#)

[REPL](#)

package.gno ×

+



```
1 package hello
2
3 ✓ func Render(path string) string {
4     return "Hello World!"
5 }
6
7
8
```

**Test4 launched July 2024!**

**Check it out at [test4.gno.land](https://test4.gno.land)!**

# Ecosystem

 adena

gno scan

Gno Native Kit

Flippando

 GnoSwap

 GNO JS/TS Client 

 TERITORI

Gno.land Go Client

 gno.studio

 Tendermint2 JS/TS Client 

dSocial

gnokey mobile

 GnoChess BETA  
**Chess: The  
Golang Way**

# Consensus

- After working on PoS for years, we wanted to build something better, more secure
- PoS can be broken - with money
- gno.land will not be secured by PoS
- We are in the process of designing gno.land's consensus mechanism
- More resistant to subversion, while rewarding project contributors fairly
- We want the chain to be owned by a DAO; and the code of the DAO to be shipped as an integral part of the chain
- Currently, Test4 is secured by 7 validator nodes, all of which are active and prominent contributors to gno.land

# Call for Contributions

- We are looking for early adopters to contribute to gno.land.
- Be among the first to build useful dApps, libraries and work on protocol level problems and make an impact on the future of gno.land.



[gno.land ecosystem grants program](#)



[CONTRIBUTING.md](#)

# Thanks!



[gno.land](https://gno.land)



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