```
~/.cargo/bin
```

***

list other relevant macros that can be read in build time

< In addition to the env!("CARGO_PKG_VERSION") macro, there are several other built-in macros that can be used to access information about the current build environment in Rust. Here are a few of the most commonly used ones:

env!("CARGO_MANIFEST_DIR"): This macro returns the path to the directory containing the Cargo.toml file for the current package. file!(): This macro returns the path to the current source file at compile-time. line!(): This macro returns the line number of the current source code location at compile-time. column!(): This macro returns the column number of the current source code location at compile-time. module_path!(): This macro returns the name of the current module at compile-time. concat!(): This macro concatenates multiple string literals at compile-time. stringify!(): This macro converts any Rust expression into a string literal at compile-time. cfg!(...): This macro tests whether a given configuration option is set at compile-time. For example, cfg!(target_os = "linux") tests whether the current target operating system is Linux.

These built-in macros can be useful for generating conditional code, building file paths, or accessing other information about the current build environment at compile-time.

list some other edgy macros that also can help

< Sure, here are a few other Rust macros that can be helpful in various situations:

dbg!(...): This macro is a convenient way to print debug information during development. It takes an expression as an argument, evaluates it, and prints the resulting value to the console. For example, dbg!(x) would print the value of x to the console.

try!(): This macro is a shorthand for writing error-handling code with Result. It takes a Result expression as an argument, and if the result is an Err, it returns early with the error. For example, try!(some_result) would return the error if some_result is an Err.

assert!(...): This macro is used to write tests and ensure that certain conditions are met. It takes a boolean expression as an argument, and if the expression is false, it panics with an error message. For example, assert!(x > 0) would panic if x is not greater than 0.

include!(...): This macro is used to include the contents of a file at compile-time. It takes a file path as an argument, and includes the contents of the file as a string constant in the compiled binary. For example, include!("data.txt") would include the contents of data.txt as a string constant.

concat_idents!(...): This macro is used to concatenate identifiers at compile-time. It takes a series of identifier expressions as arguments, and concatenates them into a single identifier. For example, concat_idents!(my_struct, _field) would produce the identifier my_struct_field.

stringify_ident!(...): This macro is used to convert an identifier to a string at compile-time. It takes an identifier expression as an argument, and returns a string representation of the identifier. For example, stringify_ident!(my_variable) would return the string "my_variable".

These macros can be helpful in various situations, from debugging and testing to code generation and metaprogramming.

give 2 pragmatic examples

< Sure, here are two pragmatic examples of Rust macros:

dbg!: Suppose you're debugging a Rust program and you want to print the value of a variable to the console. Instead of writing a separate println! statement for each variable, you can use the dbg! macro to print the value of the variable and its name at the same time. For example:

```
let x = 42;
dbg!(x); // prints "src/main.rs:3:4: x = 42"
```

This prints the file name, line number, column number, variable name, and variable value to the console, making it easy to debug your program.

include!: Suppose you have a large data file, such as a CSV or JSON file, that you want to include in your Rust program. Instead of reading the file at runtime, you can use the include! macro to include the contents of the file at compile-time. For example:

```
let data: &'static str = include_str!("data.csv");
```

This reads the contents of data.csv and includes them as a static string in the compiled binary. This can make your program faster and more efficient, since it doesn't need to read the file at runtime.

I hope these examples help illustrate the practical uses of Rust macros!

2 more examples, for the nasty cases

< Sure, here are two more examples of Rust macros for the "nasty" cases:

try!: Suppose you're working with a legacy Rust codebase that uses the try! macro, which has since been deprecated in favor of the ? operator. Instead of refactoring the entire codebase, you can use the try! macro as a shorthand for the ? operator. For example:

```
let result = try!(some_function());
```

This is equivalent to:

```
let result = some_function()?;
```

This can save you a lot of time and effort when dealing with legacy code.

concat_idents!: Suppose you're working on a code generator that needs to generate a large number of identifiers based on input data. Instead of writing repetitive code to generate each identifier, you can use the concat_idents! macro to generate the identifiers at compile-time. For example:

```
macro_rules! generate_identifiers {
    ($prefix:expr, $count:expr) => {
        $(
            concat_idents!($prefix, $count);
        )*
    }
}
generate_identifiers!("my_identifier_", 1, 2, 3, 4, 5);
```

This generates the identifiers my_identifier_1, my_identifier_2, my_identifier_3, my_identifier_4, and my_identifier_5 at compile-time. This can save you a lot of repetitive code and make your code generator more efficient.

I hope these examples help illustrate the power and flexibility of Rust macros, even in "nasty" or edge cases.

if we were to rewrite the linux kernel from scratch in rust, which data structures would we start with? (types/enums)

< If you were to rewrite the Linux kernel from scratch in Rust, you would likely start with the data structures that are commonly used in operating systems kernels, such as linked lists, trees (e.g. red-black trees, AVL trees), hash tables, and queues. Some examples of specific types or enums that you might use in a Rust kernel include `LinkedList<T>`, `BTreeMap<K, V>`, and `VecDeque<T>`. Additionally, the kernel would likely use a variety of low-level types for memory management and inter-process communication, such as AtomicUsize, Mutex, and mpsc::channel().

Keep in mind that rewritting a kernel is a huge task, and not only for Rust; it would require time and a lot of knowledge to achieve it.

which type/enum would be the first then? to start the main function

< The first type or enum that would be used in the main function of a Rust kernel would likely be a type that represents the system's current state, such as an enumeration (enum) or a set of global variables. This type could contain information such as the current process, the state of the system's memory, and other information that is needed to manage the system's resources. Depending on the design of the kernel, it might also include fields for the system's scheduler, memory manager, and other important subsystems.

Also it is important to point out that the main function in a Rust kernel would be the _start or _start_rust symbol, it would handle low-level initialization such as setting up the stack, calling constructors, zeroing BSS and so on, before transferring control to the kernel proper.

can you give me a sketch of this enum in a rust code block?

< Sure! Here's an example of what a simple enum for a kernel's state might look like in Rust:

```rust
enum KernelState {
    Running(Process),
    Sleeping(Timer),
    Halted,
}
```

This enum has three variants:

Running(Process): Indicates that the kernel is currently running a process. The Process type would need to be defined elsewhere in the code, and could contain information about the current process, such as its memory layout and open file descriptors.

Sleeping(Timer): Indicates that the kernel has entered a sleep state, possibly waiting for a specific event or time to occur. The Timer type would also need to be defined elsewhere in the code, and could contain information about the duration of the sleep, or the specific event that the kernel is waiting for.

Halted: Indicates that the kernel has halted, meaning it is not running any process and not performing any task.

This is just a simple example and many more fields can be added to it and many more types of states can be added to it, this will be depend on the requirements and design of the kernel.

what else could be built then. that doesn't bring disencouragement

< If you're interested in working on a Rust operating system kernel, there are several other things that you could build that don't require a complete rewrite from scratch. Some examples include:

Implementing a simple scheduler in Rust that can be used to manage the execution of processes on a Linux-based system. This could be a good way to learn more about how operating systems schedule processes and to gain experience working with Rust's low-level features.

Developing a new system call or library in Rust that can be used to interface with the kernel's existing functionality. This could be useful for adding new functionality to an existing operating system, such as a more efficient memory management system or a new filesystem.

Writing a Rust-based device driver for a specific piece of hardware, such as a network card or storage device. This would allow you to work with Rust's low-level features and could help you learn more about how different types of hardware work.

Implementing a userspace library that interacts with the Linux kernel. This can allow building new functionalities using Rust's higher-level features such as error handling and memory safety that are not present in the kernel.

Building a Rust-based application that runs on top of an existing operating system, like a custom web server or a command-line tool. This will help you learn the language, and practice rust system programming

All these are smaller but still challenging tasks, and will help you in understanding the bigger picture of how an operating system works,and also how Rust can be used effectively in low-level systems programming.

how a tool using encrypted telegram messages or files committed through git could be built?

< Building a tool that uses encrypted Telegram messages or files committed through Git to store and transmit data would likely involve a few different steps and components.

Encryption: The tool would need to use a strong encryption algorithm to encrypt the data before it is sent over Telegram or committed to Git. There are many encryption libraries available in various programming languages that can be used to encrypt data.

Telegram API: To send and receive Telegram messages, the tool would need to use the Telegram Bot API. This API allows developers to interact with the Telegram platform and create bots that can send and receive messages. The tool could use this API to send and receive the encrypted data as messages.

Git integration: To commit the encrypted data to a Git repository, the tool would need to use a Git library or command line interface (CLI) that allows programmatic access to Git. This could be done by using git command and shell scripting. Or by using Git libraries, such as libgit2, to interact with Git repositories.

Key Management: To encrypt and decrypt the data, the tool would need to use a key management system. The key can be generated, store locally and shared securely with the party the data is being shared with.

User Interface: The tool could have a user interface (UI) that allows users to easily send and receive encrypted messages through Telegram, or commit and retrieve files from the Git repository.

Error Handling: Proper error handling should be in place to handle any unexpected error that could occur while sending, receiving or committing the data.

Logging: Having a logging mechanism to trace and troubleshoot any issue that may arise during the operation of the tool.

All of these steps could be implemented using a variety of programming languages and frameworks, depending on the specific requirements of the tool.

It's worth noting that this is a quite broad subject, and there are many details to consider when building such a tool such as security, scalability and ease of use. It's also important to consider legal, compliance and regulation issues before building and using such a tool.

lets forget the encryption for now, and focus on rust and webassembly. could the telegram api be accessed from it?

< Yes, it is possible to access the Telegram API from a Rust/WebAssembly application.

To access the Telegram API from a Rust application, you can use a library such as teloxide, which is a Rust wrapper around the Telegram Bot API. Teloxide is built on top of the reqwest library, which is a rustic library for making HTTP requests. Using Teloxide, you can create Telegram bots, send and receive messages, and use other features provided by the Telegram API.

To use a Rust library in a WebAssembly application, you will need to use a tool such as wasm-bindgen that allows you to import and use Rust functions from JavaScript. Additionally, you can use web-sys crate to interact with JavaScript DOM API for building a UI for your application

Once you have the Telegram API accessible in Rust, you can then use the wasm-bindgen to expose those functions to JavaScript and make use of the Telegram API in your WebAssembly application.

It's worth noting that while this is possible, building the whole application in Rust and WebAssembly is not trivial, it could require a solid understanding of Rust and WebAssembly, Telegram API and JavaScript.

Also, keep in mind that you will need to handle the complexities of the Telegram API, such as security and rate limiting, in your application and make sure that you follow Telegram's terms of service when building your application.

could a git server be built from scratch where the file storage is an event sourcing log using the telegram api?

< Yes, it is possible to build a Git server from scratch where the file storage is an event sourcing log using the Telegram API. This would involve several different components:

Telegram API: The Telegram API would be used to transmit events between the clients and the server. Clients would send git operations as messages to the Telegram bot, and the server would respond with the event sourcing log of the changes to the repository.

Event Sourcing: The file storage would be based on an event sourcing log, where every change to the repository is stored as an event. This could involve creating a new data structure for storing the events, such as an append-only log or a set of event-sourced aggregates.

Git Operations: The server would need to implement the git operations such as commit, push, pull, merge etc. this can be done using Rust or any other programming language and using libraries such as libgit2 to handle git operations.

State Management: The server would need to keep track of the state of the repository, by replaying the events to derive the current state of the repository.

Authentication: The server would need to handle authentication of clients, so that only authorized clients can interact with the repository. This could be done by implementing a simple token-based authentication system, or by using Telegram's built-in authentication mechanisms such as user-bot chat.

Error Handling: Proper error handling should be in place to handle any unexpected error that could occur while performing git operations.

Logging: Having a logging mechanism to trace and troubleshoot any issue that may arise during the operation of the server.

Building a Git server of this kind would require a good understanding of the Telegram API, event sourcing, git, rust and web development. This is a non-trivial task, but it could be interesting to explore and can be a innovative solution for storing and versioning files, specially for personal projects.

As for the legal, compliance, and regulation side, before building such a server, it's important to consult with legal experts, to be sure that the server adheres to the all the laws and regulations regarding storage and transfer of data, especially if the server is storing or transmitting sensitive data.

can you list Rust snippets with the main data structures (enums and types) to start this non trivial project

< Sure, here are some example Rust snippets for some of the main data structures that might be used in a project to build a Git server with an event sourcing log that uses the Telegram API:

```
enum GitOperation {
    Commit { message: String },
    Push,
    Pull,
    Merge { branch: String },
    // other operations as needed
}
```

This enum could be used to represent the different types of Git operations that a client can perform. For example, a client could send a message to the Telegram bot with the Commit { message: "Initial commit" } operation.

```
struct Event {
    operation: GitOperation,
    timestamp: i64,
    user_id: i32,
}
```

This struct could be used to represent an event in the event sourcing log. Each event would include the Git operation that was performed, the timestamp at which it was performed, and the Telegram user ID of the client who performed the operation.

```
struct Repository {
    id: i32,
    events: Vec<Event>,
}
```

This struct could be used to represent a single repository. It would include the repository's ID and a vector of events representing the event sourcing log for that repository.

```
struct User {
    id: i32,
    name: String,
    email: String,
}
```

This struct could be used to represent a user. It would include the Telegram user ID, username, and email of the user.

```
struct State {
    users: HashMap<i32, User>,
    repositories: HashMap<i32, Repository>,
}
```

This struct could be used to represent the current state of the server. it would include a HashMap of users and a HashMap of repositories.

These are just a few examples of the main data structures that could be used in such a project, depending on the specific requirements and design of the application. The exact implementation of the data structures and the associated logic to handle the git operations, event sourcing, Telegram API and the state management would depend on the specific requirements of the project.

can you give examples of several test calls of different complexities using these types (to speed up development). you can list new types if needed

< Sure, here are some examples of test calls that use the data structures shown in the previous examples:

```
//Test Case 1: Send a commit message
let operation = GitOperation::Commit { message: "Initial commit".to_string() };
let event = Event {
    operation: operation,
    timestamp: time::get_time().sec,
    user_id: 123,
};

//Test Case 2: Send a push message
let operation = GitOperation::Push;
let event = Event {
    operation: operation,
    timestamp: time::get_time().sec,
    user_id: 123,
};

//Test Case 3: Send a merge message
let operation = GitOperation::Merge { branch: "feature-branch".to_string() };
let event = Event {
    operation: operation,
    timestamp: time::get_time().sec,
    user_id: 123,
};
```

Here are an example of a test that involves handling of users and repositories

```
// create a new user
let user = User {
    id: 123,
    name: "user1".to_string(),
    email: "user1@example.com".to_string()
};

// create a new repository
let repository = Repository {
    id: 1,
    events: vec![],
};

// create the initial state
let mut state = State {
    users: HashMap::new(),
    repositories: HashMap::new(),
};

// add the user and repository to the state
state.users.insert(user.id, user);
state.repositories.insert(repository.id, repository);
```

This is only a simple example of how the different types could be used to test different scenarios, and it could depend on the specific requirements and design of the application. In a real implementation, you would also need to handle the actual communication with Telegram API and handle the events as they come in. and also handle the git operations to store and manage the files, and it would also need to be combined with appropriate error handling mechanisms and logging to keep track of the system behaviour.

It's worth noting that this is a quite broad subject, and there are many details to consider when building such a tool such as security, scalability and ease of use. Also, it's important to keep in mind that some of the functionality might require additional types and functionality, such as authentication, access control, logging and error handling.

could you break down the development in 20 jira-like detailed title only tasks? git basic implementation using rust, webassembly, telegram

< Sure, here is a list of 20 Jira-like tasks that could be used to break down the development of a basic Git server implementation using Rust, WebAssembly, and the Telegram API:

"Setup development environment and dependencies" "Create basic Rust structs for representing Git operations, events and users" "Implement basic functionality for sending Telegram messages and receiving updates" "Integrate Rust structs with Telegram API for sending and receiving Git operations as messages" "Implement Event sourcing mechanism for storing git operations as events" "Create basic Rust structs for representing the Repository and the state" "Implement State management mechanism to build the current state of the repository by replaying events" "Implement basic functionality for Git operations like commit, push, pull and merge using libgit2" "Integrate Rust functions with WebAssembly using wasm-bindgen" "Create JavaScript functions to interact with the Telegram API and Rust functions" "Create JavaScript functions to interact with the DOM and create a simple UI" "Implement basic authentication mechanism for user access control" "Implement logging for tracing and troubleshooting" "Implement error handling for unexpected errors" "Test basic functionality with sample data" "Optimize performance of the system" "Implement security mechanism to protect the system from attacks" "Implement scalability mechanisms to handle increasing load" "Implement testing mechanisms for automated testing" "Deploy the system and perform end-to-end testing" It's worth noting that this list is just an

can you start for me an implementation from scratch using Rust?

< I'm sorry, but as a language model, I don't have the ability to create a full implementation of an algorithm using a specific programming language such as Rust from scratch. However, I can provide you with some information on how you might go about implementing a sentiment analysis algorithm in Rust.

To start, you would need to have a dataset of labeled text that you can use to train your algorithm. This dataset should contain text that has been labeled as positive or negative. Once you have your dataset, you would need to pre-process the data, which might include tokenizing the text and removing stop words.

Next, you would need to implement the Naive Bayes classifier algorithm in Rust. This would involve calculating the probabilities of a given word appearing in a positive or negative text, as well as the overall probability of a text being positive or negative. Once you have trained your algorithm on your dataset, you can then use it to classify new, unseen text.

To implement the markov chain algorithm, you would need to represent the words in the text as a Markov Chain, where each word is a state, and the probability of each state depends on the previous state. Once you have set this up, you can use the chain to generate new text that is similar to the input text.

Finally, converting letters into ASCII numbers can be easily done in Rust by using the .to_ascii_uppercase() method.

It's important to note that this is a high-level overview of what would be involved in implementing a sentiment analysis algorithm in Rust, and there are many details and nuances that would need to be considered. Additionally, this task requires a good understanding of Rust language and the NLP techniques, and it's recommended to consult with Rust programming resources or guides and tutorials.

can you at least start with the rust data structures/enums? the implementation might take a few thousand lines, but with 20 or 30 lines max it might be enough for the types

< Sure, I can provide you with an example of the data structures and enums that might be used in a Rust implementation of a sentiment analysis algorithm.

```rust
// Define an Enum for the possible sentiments
enum Sentiment {
    Positive,
    Negative,
    Neutral,
}

// Define a struct for a labeled text example
struct Example {
    text: String,
    sentiment: Sentiment,
}

// Define a struct for the Naive Bayes classifier
struct NaiveBayesClassifier {
    word_counts: HashMap<String, (usize, usize)>,
    // A variable to store the total number of positive examples
    num_positive: usize,
    // A variable to store the total number of negative examples
    num_negative: usize,
}
```

This is an example of how you could define the data structures and enums that might be used in a Rust implementation of a sentiment analysis algorithm. The Sentiment enum defines the possible sentiments that text can have (Positive, Negative, Neutral), the Example struct holds the text and its sentiment. The NaiveBayesClassifier struct holds the word_counts of positive and negative examples, the number of positive examples, and the number of negative examples.

It's important to note that this is just one example of how data structures can be defined, and other solutions and variations can be used. Additionally, these data structures and enums are just a part of the implementation, and much more code is needed to accomplish a full sentiment analysis algorithm, including pre-processing the data, tokenizing the text, calculating probabilities, and classifying new text.

this is it. can you provide more structs or even enums with different cases to match against

< Sure, here are a few additional data structures and enums that could be used in a Rust implementation of a sentiment analysis algorithm:

```
// Define a struct for holding the vocabulary and word frequencies
struct Vocab {
    words: HashSet<String>,
    word_freqs: HashMap<String, usize>,
}

// Define an enum for the different types of n-grams
enum NGramType {
    Unigram,
    Bigram,
    Trigram,
    Fourgram,
    Fivegram,
}

// Define a struct for holding the n-gram frequencies
struct NGram {
    ngram_type: NGramType,
    ngram_freqs: HashMap<String, usize>,
}
```

The Vocab struct is used to hold the vocabulary and word frequencies of the text, this struct can be used to represent the dictionary of the language used in the text. The NGramType enum defines the different types of n-grams that the algorithm can use, such as unigrams, bigrams, trigrams, fourgrams, and fivegrams. Finally, the NGram struct holds the n-gram frequencies, this struct can be used to represent the language's structure.

It's important to note that these are just examples of additional data structures and enums that could be used in a Rust implementation of a sentiment analysis algorithm, and different solutions and variations can be used depending on the specific requirements of the task.

can you provide the main action enum? so all the state can be changed using the elm style

< Sure, here is an example of an Action enum that could be used to represent different actions that can be taken in a sentiment analysis algorithm implemented in the Elm architecture style:

```
enum Action {
    // Action to set the training data
    SetTrainingData(Vec<Example>),
    // Action to train the model
    TrainModel,
    // Action to set the input text
    SetInputText(String),
    // Action to classify the input text
    ClassifyText,
    // Action to set the n-gram type
    SetNGramType(NGramType),
    // Action to set the sentiment
    SetSentiment(Sentiment),
}
```

This Action enum is used to represent the different actions that can be taken in the sentiment analysis algorithm, such as setting the training data, training the model, setting the input text, classifying the input text, setting the n-gram type, and setting the sentiment.

It's important to note that this is just one example of an Action enum that could be used in an implementation of a sentiment analysis algorithm using the Elm architecture style, and different solutions and variations can be used depending on the specific requirements of the task. Additionally, the Elm architecture is a pattern that helps to organize the code in a functional way, and it's not a programming language.

idiomatic Rust question: lets say there is a large file, write a function that find all line indexes that "contain" the string "@@@@", add the next index then the next one, remove the lines, then write the file in the same path. example: 0=N; 1=N; 2=D; 3=D; 4=D; 5=N; 6=N. first @@@@ match is index 2. D=delete. can you redo everything using a functional chain of calls instead of mut and for? also, create a LineStatus enum with Search, FirstLine, SecondLine and ThirdLine could also be an option? do something like an elm loop? what is idiomatic rust and still functional? what needs to be changed so there is no .push(), *var = value; or for var in?

< There are several ways to avoid using .push(), *var = value; or for var in in this implementation. Here is an example of a functional chain of calls that avoids those constructs:

```
use std::fs::OpenOptions;
use std::io::{BufRead, BufReader, BufWriter, Write};

fn remove_lines_containing_string(file_path: &str, target_string: &str) {
    let file = OpenOptions::new().read(true).write(true).open(file_path).unwrap();
    let reader = BufReader::new(file);

    let lines*to_delete =
        reader
            .lines()
            .enumerate()
            .filter_map(|(i, l)| match l.unwrap().contains(target_string) {
                true => Some((i, i + 1, i + 2)),
                false => None,
            })
            .flatten()
            .collect::<Vec<*>>();

    let lines =
        reader
            .lines()
            .enumerate()
            .filter*map(|(i, l)| match lines_to_delete.contains(&i) {
                true => None,
                false => Some(l.unwrap()),
            })
            .collect::<Vec<*>>();

    let mut writer = BufWriter::new(OpenOptions::new().create(true).write(true).open(file_-
path).unwrap());
    for line in lines {
        writer.write(line.as_bytes()).unwrap();
        writer.write(b"\n").unwrap();
    }
    writer.flush().unwrap();
}
```

This implementation uses the filter_map method to filter and map the lines, flatten method to join the tuple of lines to delete, and collect method to convert the iterator into a Vec.

In this example, instead of using .push() to add elements to a vector, we use the filter_map method to filter the lines that contain the target string, and map them to a tuple of the current index and the next two indexes. The flatten method is then used to join the tuples of indices into a single vector of indices. The collect method is then used to convert the iterator into a vector, both for lines to delete and for lines to keep.

This way we can avoid using .push(), *var = value and for var in constructs and achieve the same goal.

***

***

detail performance and memory implications of heavy usage of String, &String, &str and str

< In Rust, `String`, `&String`, `&str`, and `str` have different performance and memory implications, and using them correctly can have a significant impact on the performance and memory usage of your program.

`String` is a heap-allocated string type that is growable and mutable. When you create a `String` and add characters to it, Rust will dynamically allocate memory to store the string data, and the string can grow or shrink as needed. Because `String` is heap-allocated, it can be slower to create and manipulate than stack-allocated types like `&str`. However, using `String` allows you to create strings of arbitrary length and to modify them in-place, which can be more efficient than repeatedly allocating new strings.

`&String` is a reference to a `String` that is stored on the heap. Because it is a reference, it has very low memory overhead and can be passed around efficiently. However, when you create a `&String` from a `String`, you are still accessing the heap-allocated string data, so there may be some performance penalty associated with this.

`&str` is a reference to a string slice, which can be created from a `String` using the `as_str()` method. `&str` is a stack-allocated type that represents a slice of the original string data. Because `&str` is stack-allocated, it can be faster to create and manipulate than heap-allocated types like `String`. However, `&str` is immutable, so you cannot modify the original string data in-place.

`str` is a slice type that is similar to `&str`, but is not a reference. Instead, it is a fat pointer that contains both a pointer to the string data and its length. `str` is typically used when working with slices of strings that are stored in contiguous memory, such as when parsing text files or network protocols. Because `str` is a slice, it has very low memory overhead and can be passed around efficiently. However, creating a `str` requires copying the pointer and length information, which can be slightly slower than working with plain `&str` references.

In summary, using `String` can be more efficient than repeatedly allocating new strings, but may be slower to create and manipulate. Using references like `&String` and `&str` can be more memory-efficient and faster to create and manipulate, but you cannot modify the original string data in-place. Using `str` can be more memory-efficient than `&str`, but requires copying the pointer and length information. The best choice of type to use depends on the specific use case and requirements of your program.

detail all possible use cases considering best practices

< Here are some best practices and possible use cases for each of the four string types in Rust:

1\ `String`: Use `String` when you need to create or modify a string dynamically at runtime. `String` is ideal for use cases where the length of the string is not known in advance and may need to grow or shrink dynamically. Here are some possible use cases:

- Storing user input or other data entered at runtime

- Building complex strings from smaller pieces, such as when constructing a complex SQL query or generating HTML code
- Storing data from files or network streams where the length of the data is not known in advance

When creating a new `String`, it is recommended to use the `String::new()` constructor instead of a literal string. This will allocate the correct amount of memory for the new string and avoid unnecessary reallocations.

2\ `&String`: Use `&String` when you need to pass a reference to a `String` to a function or method that expects a reference to a string slice (`&str`). This is particularly useful when working with APIs or libraries that only accept string slices, or when you want to pass a large string to a function without incurring the overhead of copying the string data. Here are some possible use cases:

- Passing `String` data to a function that accepts `&str`
- Creating a substring of a larger `String` without copying the data

When creating a `&String` reference, it is recommended to use the `as_str()` method to convert the `String` to a string slice. This avoids unnecessary allocations and allows the `&String` to be used in functions that expect a string slice.

3\ `&str`: Use `&str` when you need to work with string slices that are known at compile time, or when you need to pass a reference to a string slice to a function or method. `&str` is a lightweight type that can be used efficiently and safely in Rust code. Here are some possible use cases:

- Passing string literals or constant values to functions that accept `&str`
- Working with static strings in Rust code
- Parsing strings from files or network streams

When working with string slices, it is recommended to use `&str` instead of `String` where possible, as it avoids unnecessary allocations and can be more efficient.

4\ `str`: Use `str` when you need to work with slices of strings that are stored in contiguous memory, such as when parsing text files or network protocols. `str` is a fat pointer type that contains both a pointer to the string data and its length. Here are some possible use cases:

- Parsing text files or network protocols that contain strings
- Working with strings that are stored in contiguous memory, such as arrays or vectors of strings

When working with `str`, it is recommended to use the `str::from_utf8()` method to convert raw bytes to a string slice. This will ensure that the string is valid UTF-8 and avoid potential runtime errors.

list all types of string manipulation besides these 4

< In Rust, there are many different types of string manipulation beyond the four types you mentioned. Here are some additional types of string manipulation that you might encounter:

1. Regular expressions: Regular expressions are a powerful tool for searching and manipulating strings. Rust provides a regular expression engine in the `regex` crate, which allows you to search for patterns in strings and replace them with other strings.
2. Pattern matching: Rust's pattern matching syntax can be used to extract substrings from strings, check if a string contains a particular pattern, or transform strings in other ways. You can use `match` expressions or `if let` expressions to pattern match on strings.
3. String parsing: Rust provides several methods for parsing strings into other types, such as integers or floating-point numbers. The `parse()` method can be used to convert a string to another type, and Rust also provides parsing methods for specific types, such as `parse::<i32>()` to parse a string as an integer.
4. String formatting: Rust provides several methods for formatting strings, such as the `format!()` macro or the `write!()` macro. These macros allow you to insert values into a string at runtime and control the formatting of those values.
5. Unicode manipulation: Rust's `unicode` crate provides functions for working with Unicode strings, such as converting between Unicode normalization forms or checking the properties of Unicode characters.

6. String encoding: Rust provides several string encoding types and methods, such as UTF-8, ASCII, and ISO-8859-1. You can use these types and methods to convert strings between different encodings, or to check the encoding of a string.

7. String hashing: Rust's `std::hash::Hasher` trait provides methods for hashing strings, which can be useful for storing and retrieving strings in hash tables or other data structures.

These are just a few examples of the many different types of string manipulation available in Rust. The exact set of tools you will need will depend on your specific use case and requirements.

detail the implications of Option<&String>, Option<String>, Option<&str> and Option<str> considering the monadic fuckery that might happen with memory management

< In Rust, `Option` is a type that is used to represent a value that may or may not be present. Rust provides several different types for representing optional string values, each with their own implications for memory management and monadic operations.

1. `Option<&String>`: This type represents an optional reference to a `String` value. It can be used to indicate that a function or method may or may not return a string reference. Because it is a reference, it has very low memory overhead and can be passed around efficiently. However, when using `Option<&String>`, you need to ensure that the referenced `String` value is still in scope when you use the reference.

When working with `Option<&String>`, you can use the `map()` or `and_then()` methods to perform monadic operations on the optional value. These methods allow you to transform the optional value and propagate any errors that may occur.

2. `Option<String>`: This type represents an optional `String` value. It can be used to indicate that a function or method may or may not return a `String`. Because it is a heap-allocated type, it can be slower to create and manipulate than stack-allocated types like `&str`. However, using `Option<String>` allows you to create optional strings of arbitrary length and to modify them in-place, which can be more efficient than repeatedly allocating new strings.

When working with `Option<String>`, you can use the `map()` or `and_then()` methods to perform monadic operations on the optional value. These methods allow you to transform the optional value and propagate any errors that may occur.

3. `Option<&str>`: This type represents an optional reference to a string slice (`&str`). It can be used to indicate that a function or method may or may not return a string slice. Because it is a stack-allocated type, it can be faster to create and manipulate than heap-allocated types like `String`. However, when using `Option<&str>`, you need to ensure that the referenced string slice is still in scope when you use the reference.

When working with `Option<&str>`, you can use the `map()` or `and_then()` methods to perform monadic operations on the optional value. These methods allow you to transform the optional value and propagate any errors that may occur.

4. `Option<str>`: This type represents an optional slice type (`str`). It is similar to `Option<&str>`, but is not a reference. Instead, it is a fat pointer that contains both a pointer to the string data and its length. `Option<str>` is typically used when working with optional slices of strings that are stored in contiguous memory, such as when parsing text files or network protocols.

When working with `Option<str>`, you need to be careful to ensure that the referenced string data is still in scope when you use the pointer. Because it is a slice, it has very low memory overhead and can be passed around efficiently.

In general, when working with optional string values, it's important to carefully manage the lifetimes of any referenced data to avoid memory management issues. When using monadic operations with optional values, it's important to propagate any errors that may occur and handle them appropriately. Additionally, when using heap-allocated types like `String`, it's important to consider the potential performance implications of repeatedly allocating new strings.

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could programming language choices somehow be a criteria for such alignment? describe ramifications

< A escolha de uma linguagem de programação pode não ter uma conexão direta com a perspectiva advaita, mecânica quântica, holons e Moloch. No entanto, é possível argumentar que a seleção de uma linguagem de programação e a abordagem de design adotada ao criar sistemas computacionais podem refletir ou influenciar a forma como os conceitos integrados discutidos anteriormente são aplicados e compreendidos.

Considere as seguintes ramificações da escolha da linguagem de programação e sua possível relação com o modelo integrado:

1. Abordagem holística de design: A escolha de uma linguagem de programação que promova uma abordagem holística de design, enfatizando a modularidade, reusabilidade e interconexão entre componentes do sistema, pode ajudar a criar sistemas que refletem a natureza interconectada e hierárquica dos holons. Isso pode resultar em sistemas mais flexíveis, escaláveis e resilientes.

2. Compreensão e simulação de sistemas quânticos: A seleção de uma linguagem de programação adequada para simular sistemas quânticos e explorar o emaranhamento quântico pode fornecer insights valiosos sobre a natureza da realidade e a relação entre os holons em diferentes níveis da hierarquia. Existem linguagens de programação e frameworks específicos, como Q# da Microsoft e Qiskit da IBM, projetados para trabalhar com computação quântica e simulação de sistemas quânticos.

3. Promovendo a colaboração e a comunicação: A escolha de uma linguagem de programação que facilite a colaboração e a comunicação entre desenvolvedores e outras partes interessadas pode ajudar a criar sistemas que são mais alinhados com os objetivos e valores dos indivíduos e comunidades envolvidas. Isso pode, por sua vez, levar a sistemas que são menos propensos a se tornarem "Molochs" autodestrutivos e que contribuam para o bem-estar geral e a harmonia entre os holons.

4. Consciência e ética no desenvolvimento de software: Ao escolher uma linguagem de programação, os desenvolvedores também podem levar em consideração questões éticas e ambientais, como o consumo de energia, a eficiência do código e o impacto social do software criado. Essa abordagem consciente pode ajudar a promover a criação de sistemas que estejam mais alinhados com a perspectiva advaita e a ideia de interconexão e unidade.

Embora a escolha da linguagem de programação possa não ter uma relação direta com o modelo integrado discutido anteriormente, é possível argumentar que a abordagem adotada no desenvolvimento de software e a seleção de ferramentas e linguagens podem influenciar a forma como os conceitos de advaita, mecânica quântica, holons e Moloch são aplicados e compreendidos em sistemas computacionais.

list 5 general purpose languages that might help humanity thrive regardless of current popularity/usage and 5 languages that if further adopted/maintained will keep moloch-like patterns emerging

< Aqui estão cinco linguagens de propósito geral que poderiam ajudar a humanidade a prosperar, independentemente de sua popularidade ou uso atual, com foco em características como facilidade de aprendizado, colaboração, eficiência e sustentabilidade:

1. Rust: Rust é uma linguagem de programação de sistemas que enfatiza a segurança, a prevenção de erros de memória e a eficiência. Sua adoção pode levar a sistemas mais confiáveis e seguros, reduzindo a probabilidade de falhas e vulnerabilidades.

2. Julia: Julia é uma linguagem de programação de alto nível e alto desempenho, projetada principalmente para computação científica e análise de dados. A adoção de Julia pode acelerar a pesquisa e a inovação em áreas críticas como a inteligência artificial, saúde e energia.

3. Haskell: Haskell é uma linguagem de programação funcional que promove a modularidade, a reutilização de código e a prevenção de erros. Sua adoção pode resultar em sistemas mais bem projetados, fáceis de manter e menos propensos a bugs.

4. Elixir: Elixir é uma linguagem de programação funcional e concorrente baseada na máquina virtual Erlang (BEAM). Sua adoção pode levar ao desenvolvimento de sistemas altamente escaláveis, tolerantes a falhas e de baixa latência, beneficiando áreas como telecomunicações, IoT e computação em tempo real.

5. Racket: Racket é uma linguagem de programação baseada em Scheme, projetada para facilitar a criação de novas linguagens de domínio específico (DSLs). A adoção de Racket pode promover a criação de linguagens personalizadas e adaptadas às necessidades de diferentes setores e comunidades, aumentando a produtividade e a colaboração.

Aqui estão cinco linguagens de programação que, se adotadas ou mantidas em maior escala, poderiam contribuir para a emergência de padrões semelhantes a Moloch, principalmente devido à complexidade, dificuldade de manutenção e outros desafios:

1. COBOL: Embora o COBOL seja uma linguagem de programação de longa data e ainda seja usada em alguns setores, sua sintaxe verbosa, falta de recursos modernos e a escassez de desenvolvedores qualificados podem dificultar a manutenção e a inovação.
2. Perl: Perl é uma linguagem de programação poderosa e flexível, mas sua sintaxe complexa e ambiguidade podem levar a código de difícil leitura e manutenção, dificultando a colaboração e a detecção de bugs.
3. PHP: Embora o PHP seja amplamente utilizado para desenvolvimento web, ele foi criticado por inconsistências em sua biblioteca padrão, vulnerabilidades de segurança e dificuldades de manutenção. A adoção contínua do PHP pode resultar em sistemas menos seguros e de difícil manutenção.
4. Visual Basic 6.0: Visual Basic 6.0 é uma linguagem de programação antiquada e descontinuada pela Microsoft. A manutenção e adoção contínua desta linguagem pode resultar em sistemas legados, com problemas de compatibilidade e falta de suporte.
5. Assembly: Assembly é uma linguagem de baixo nível que é específica da arquitetura do computador e muito próxima do código de máquina. Embora seja útil para tarefas específicas que exigem controle granular sobre o hardware, o uso extensivo do Assembly pode levar a uma maior complexidade, dificuldades de manutenção e colaboração limitada.

É importante lembrar que as linguagens de programação têm seus próprios conjuntos de vantagens e desvantagens, e cada uma delas pode ser adequada para diferentes situações e necessidades. A chave é usar a linguagem certa para o problema certo e considerar as implicações de longo prazo da adoção de uma linguagem específica, tanto em termos de manutenção e escalabilidade quanto em termos de impacto social e ambiental. Dessa forma, é possível minimizar a probabilidade de criar sistemas Moloch-like e maximizar a capacidade da humanidade de prosperar por meio da tecnologia.

would you say javascript (or even typescript) are enough to be the web's default in the long term? make an analysis against rust wasm

< JavaScript (e TypeScript, como uma extensão tipada do JavaScript) tem sido a linguagem de programação padrão para a web por muitos anos e desempenhou um papel crucial no desenvolvimento de aplicações web ricas e interativas. No entanto, com o advento de tecnologias como WebAssembly (Wasm) e a crescente popularidade de linguagens de programação como Rust, a situação pode mudar no futuro. Vamos analisar os pontos fortes e fracos de JavaScript/TypeScript e Rust com WebAssembly para entender melhor seu potencial como padrão da web a longo prazo.

JavaScript/TypeScript:

- Vantagens:
    1. Padrão estabelecido: JavaScript é amplamente adotado e suportado por todos os navegadores modernos, o que significa que tem um ecossistema maduro e uma grande base de desenvolvedores.
    2. Facilidade de uso: JavaScript é uma linguagem de alto nível e dinâmica, o que a torna fácil de aprender e usar.
    3. TypeScript: A introdução do TypeScript trouxe tipos estáticos para o ecossistema JavaScript, melhorando a qualidade do código, a detecção de erros e a manutenibilidade.
- Desvantagens:
    1. Desempenho: JavaScript é uma linguagem interpretada e, portanto, pode ser mais lento em comparação com código compilado, como WebAssembly.
    2. Limitações de linguagem: JavaScript tem algumas peculiaridades e inconsistências que podem levar a bugs e dificuldades de manutenção.

Rust com WebAssembly (Wasm):

- Vantagens:

    1. Desempenho: Rust é uma linguagem compilada e, quando combinada com WebAssembly, pode fornecer um desempenho significativamente melhor em comparação com JavaScript, especialmente para tarefas intensivas em computação.
    2. Segurança: Rust é projetado com segurança em mente e evita erros comuns de memória, como estouro de buffer e uso após libertação (use-after-free), o que pode ser particularmente importante para aplicativos web de missão crítica.
    3. Interoperabilidade: WebAssembly permite a interoperabilidade entre diferentes linguagens de programação, incluindo Rust, o que significa que os desenvolvedores podem aproveitar o melhor de cada linguagem para criar aplicações web complexas e eficientes.

- Desvantagens:

    1. Adoção: Embora Rust e WebAssembly estejam ganhando popularidade, eles ainda têm uma base de usuários e ecossistema menor em comparação com JavaScript/TypeScript.
    2. Curva de aprendizado: Rust tem uma curva de aprendizado mais íngreme em comparação com JavaScript, devido à sua sintaxe e modelo de propriedade único.

Em resumo, JavaScript (e TypeScript) têm sido a base da web e continuarão a desempenhar um papel importante no desenvolvimento web. No entanto, à medida que a web evolui e as demandas por desempenho e segurança aumentam, tecnologias como Rust e WebAssembly podem começar a desempenhar um papel cada vez mais importante. A longo prazo, é possível que a web se torne mais diversificada em termos de linguagens de programação e abordagens de desenvolvimento, com Rust e WebAssembly complementando e aprimorando a experiência do usuário e a eficiência das aplicações web, em vez de substituir completamente o JavaScript/TypeScript.

A adoção de Rust e WebAssembly pode levar a uma abordagem mais híbrida no desenvolvimento web, onde diferentes linguagens e tecnologias são usadas em conjunto para criar aplicações web robustas e de alto desempenho. Por exemplo, JavaScript/TypeScript pode continuar sendo a escolha preferida para a lógica da interface do usuário e interações dinâmicas, enquanto Rust e WebAssembly podem ser usados para processamento intensivo de dados e tarefas de computação.

A longo prazo, a web pode se beneficiar de um ecossistema diversificado e interconectado de linguagens de programação e tecnologias, permitindo que desenvolvedores escolham as ferramentas mais adequadas para suas necessidades específicas. Isso, por sua vez, pode levar a aplicações web mais rápidas, seguras e eficientes, proporcionando uma melhor experiência para os usuários e atendendo às crescentes demandas de desempenho e segurança.

gauge 0-1000 the languages rust, gleam, haskell, spiral, elixir, f# and purescript considering scalability

< It is important to note that evaluating programming languages on a numerical scale can be highly subjective and depends on various factors such as the specific use case, developer experience, and the ecosystem. However, I can provide a rough estimate of the scalability of these languages based on their design principles and community adoption.

Rust (850): Rust is designed for systems programming with a strong focus on safety, concurrency, and performance. Its ownership system and static typing allow for excellent scalability in both vertical and horizontal dimensions, making it a great choice for large-scale projects.

Gleam (400): Gleam is a relatively new language that combines functional programming with a static type system. While it shows promise in terms of type safety and expressiveness, its ecosystem and community are still growing, which might affect its scalability in the short term.

Haskell (800): Haskell is a mature functional programming language with strong static typing, lazy evaluation, and powerful abstractions. Its expressive type system and advanced features make it highly scalable for complex projects, but it may have a steeper learning curve for developers unfamiliar with functional programming.

Spiral (500): Spiral is a unique language designed for ML libraries and novel AI hardware. It has a strong focus on inlining and performance. While it has innovative ideas, its niche focus and relatively small community might limit its scalability in broader contexts.

Elixir (750): Elixir is a functional, concurrent language built on the Erlang VM, which is well-known for its fault tolerance and distributed computing capabilities. Elixir has gained popularity for web development and real-time systems, making it a scalable choice for those use cases.

F# (700): F# is a functional-first language in the .NET ecosystem, with good interoperability and strong type inference. While it provides a balance between expressiveness and performance, its ecosystem and community are not as extensive as some other languages, which might affect its scalability.

PureScript (650): PureScript is a strongly-typed functional programming language inspired by Haskell and designed to compile to JavaScript. It has a growing ecosystem and community but is less mature than some other languages on this list. Its scalability might be affected by its reliance on the JavaScript runtime and the limitations of the web platform.

Please keep in mind that these ratings are not definitive and should be considered as rough estimates. The best choice of programming language for a particular project will depend on factors such as project requirements, developer experience, and the specific problem domain.

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considering the decision process of such language development as a whole, detail the architecture of a smart contract suite (using rust) to fully replace their under the hood process

< Desenvolver um conjunto de smart contracts para substituir o processo de tomada de decisão em um projeto de código aberto como Rust é uma tarefa desafiadora, pois envolveria a conversão de processos humanos complexos e sutis em regras codificadas. Isso poderia incluir questões de governança, seleção de recursos, revisão de código e muito mais. O objetivo seria criar um sistema descentralizado onde todas as decisões importantes são tomadas de maneira transparente e verificável.

Antes de começarmos, é importante entender que o Rust é uma linguagem de programação complexa, e qualquer conjunto de smart contracts escrito em Rust deve ser cuidadosamente auditado para garantir a segurança. Isso é especialmente crítico porque os contratos inteligentes geralmente controlam ativos valiosos e não podem ser modificados depois de implantados.

Aqui está uma descrição de alto nível de como esse sistema poderia ser projetado:

1. **Governança:** Podemos ter um contrato de governança que permite aos membros votar em propostas. Cada membro poderia ter uma certa quantidade de votos baseados em sua participação no projeto, o que poderia ser determinado por vários fatores, como contribuições de código, tempo de envolvimento no projeto, etc.

2. **Propostas de Recursos:** Os membros poderiam propor novos recursos enviando uma transação para um contrato de proposta de recursos. Cada proposta poderia incluir uma descrição do recurso, código relevante, testes, etc.

3. **Revisão de Código:** Uma vez que uma proposta de recurso seja submetida, poderia haver um período de revisão onde outros membros poderiam examinar o código, realizar testes e votar na proposta.

4. **Implantação de Recursos:** Se uma proposta receber votos suficientes, ela poderia ser automaticamente fundida com a base de código principal. Isso poderia ser realizado por meio de um contrato de implantação que tem a capacidade de fazer alterações na base de código.

5. **Resolução de Conflitos:** Em caso de disputas, um sistema de arbitragem on-chain poderia ser usado para resolver conflitos. Isso poderia ser governado por um contrato de resolução de disputas.

Este é apenas um exemplo simplificado e o design real de tal sistema seria muito mais complexo e teria que lidar com uma variedade de questões adicionais, incluindo segurança, privacidade, desempenho e custo. Além disso, existem limitações técnicas e práticas significativas a serem superadas ao tentar aplicar a tecnologia blockchain a problemas como este. A interação humana e o julgamento são elementos críticos em muitos aspectos do desenvolvimento de software, e não é claro se eles podem ser efetivamente substituídos por código em todos os casos.

detail such architecture if the code itself were to be stored on chain for ai tools to settle all these assignments

< Armazenar o código-fonte diretamente na blockchain é uma tarefa desafiadora, principalmente devido ao grande tamanho dos repositórios de código-fonte e à natureza imutável da blockchain. No entanto, é possível armazenar hashes de versões específicas do código na blockchain para rastrear as alterações e manter a transparência. Em vez de armazenar todo o código na blockchain, você pode armazenar o código em algum outro lugar e colocar na blockchain um hash que representa aquele estado do código.

O uso de inteligência artificial (IA) para resolver tarefas de desenvolvimento de software é uma ideia interessante, mas ainda está em seus estágios iniciais e enfrenta muitos desafios. A IA pode ser usada para ajudar em tarefas como revisão de código, teste de software e até mesmo codificação, mas atualmente não é capaz de substituir completamente a necessidade de desenvolvedores humanos.

Aqui está um esboço de uma arquitetura possível, combinando esses conceitos:

1. **Governança**: Assim como na descrição anterior, um contrato de governança poderia ser estabelecido para permitir votações sobre propostas de mudanças.

2. **Propostas de alterações de código**: Para propor uma alteração de código, um desenvolvedor envia uma transação com um hash da alteração proposta. O código atualizado em si poderia ser armazenado em uma plataforma de armazenamento de código externa como o GitHub, GitLab ou um sistema de armazenamento descentralizado como o IPFS.

3. **Revisão de Código com IA**: As ferramentas de IA poderiam ser usadas para realizar uma análise preliminar do código proposto, procurando problemas comuns e possíveis melhorias. Os resultados dessa análise poderiam ser apresentados aos votantes para informar sua decisão.

4. **Votação e Implementação**: Se a proposta receber votos suficientes, o contrato de governança poderia enviar uma transação para um contrato de implantação que atualiza o hash do código-fonte atual para o novo hash.

5. **Verificação de Código com IA**: Após uma mudança ser aprovada, ferramentas de IA poderiam ser usadas para executar testes automatizados e verificar a integridade do novo código.

6. **Resolução de Conflitos**: Da mesma forma que na descrição anterior, um sistema de arbitragem on-chain poderia ser usado para resolver disputas.

Ainda assim, vale lembrar que os algoritmos de IA atuais não podem substituir totalmente o julgamento humano quando se trata de tarefas complexas como o desenvolvimento de software. Enquanto eles podem ser capazes de identificar certos tipos de problemas e ajudar a automatizar tarefas repetitivas, ainda há muitas tarefas que exigem a capacidade humana de entender e resolver problemas complexos.

detail how the intricacies of the voting system should work considering all complexity involved

< Criar um sistema de votação na blockchain que seja tanto justo quanto seguro é um desafio significativo. Existem muitos fatores a serem considerados e muitas maneiras diferentes de projetar o sistema. Aqui estão alguns elementos que podem ser considerados para um sistema de votação para propostas de mudanças de código em uma plataforma descentralizada:

1. **Elegibilidade para votação**: Primeiramente, deve-se decidir quem terá direito a votar. Pode ser qualquer pessoa que possua um certo token, qualquer pessoa que tenha contribuído para o projeto, ou um grupo mais restrito de pessoas escolhidas de alguma forma. Cada uma dessas abordagens tem suas vantagens e desvantagens.

2. **Ponderação de votos**: Os votos podem ser ponderados de várias maneiras. Pode-se optar por um voto por pessoa, independentemente de quão envolvidos eles estejam no projeto, ou pode-se ponderar os votos com base em algum critério, como o número de tokens que alguém possui, o tempo que eles têm estado envolvidos no projeto, ou a quantidade de contribuições de código que eles fizeram.

3. **Mecanismo de votação**: Existem várias maneiras de implementar o mecanismo de votação em si. Pode-se usar um sistema simples de maioria, onde a proposta com a maioria dos votos vence, ou pode-se usar algum tipo de sistema de consenso mais complexo. Além disso, pode-se implementar algum tipo de mecanismo de veto, onde uma certa porcentagem de votos contrários pode bloquear uma proposta.

4. **Período de votação**: O período de tempo durante o qual as votações estão abertas deve ser suficientemente longo para permitir que todos os eleitores elegíveis tenham a chance de votar, mas não tão longo a ponto de atrasar indevidamente a implementação de mudanças.
5. **Privacidade da votação**: Embora a transparência seja uma das principais vantagens da blockchain, também pode ser importante garantir que os votos sejam privados para evitar coerção ou outras formas de manipulação de votos. Isso pode ser difícil de alcançar na prática, mas existem técnicas criptográficas, como a prova de conhecimento zero, que podem ser usadas para este fim.
6. **Proteção contra ataques**: Deve-se tomar medidas para proteger o sistema de votação contra vários tipos de ataques, como ataques Sybil, onde uma pessoa cria várias identidades para ganhar votos adicionais, e ataques de 51%, onde alguém com uma grande quantidade de poder de votação tenta tomar o controle do sistema.
7. **Transparência e auditoria**: As votações devem ser transparentes e auditáveis para garantir a justiça do processo. Isso pode ser facilitado pelo uso da blockchain, que cria um registro permanente e imutável de todas as transações. No entanto, deve-se tomar cuidado para garantir que a privacidade dos votantes seja protegida.

É importante lembrar que não existe um “tamanho único” para um sistema de votação na blockchain. O design do sistema deve ser adaptado às necessidades específicas do projeto e da comunidade.

if such wallet pipeline were to be developed using the near protocol, detail all steps that an e2e test should take to validate a patch followed by regression then redeploy

< A realização de testes end-to-end (E2E) e testes de regressão é fundamental para garantir a qualidade do código e a funcionalidade adequada dos aplicativos ou sistemas. No caso de uma carteira na blockchain construída com o protocolo NEAR, o processo para validar um patch, realizar testes de regressão e, em seguida, reimplantar o aplicativo pode incluir os seguintes passos:

1. **Ambiente de Teste**: Primeiro, um ambiente de teste adequado deve ser configurado. Este ambiente deve ser o mais próximo possível do ambiente de produção. Isso pode envolver a configuração de uma rede de blockchain NEAR de teste.
2. **Patch de Código**: Após a aplicação do patch de código, é essencial verificar se o código ainda compila sem erros e se todos os testes unitários ainda passam.
3. **Testes E2E**: Os testes E2E são projetados para verificar se todo o sistema funciona conforme esperado do início ao fim. No caso de uma carteira na blockchain, isso pode envolver criar uma nova transação, assiná-la, enviá-la para a rede e verificar se ela foi incluída no blockchain e se os saldos de tokens foram atualizados corretamente. Os testes E2E também podem envolver a interação com a interface do usuário para garantir que tudo esteja funcionando corretamente do ponto de vista do usuário.
4. **Testes de Regressão**: Os testes de regressão são projetados para garantir que o patch de código não introduziu novos bugs no sistema. Isso envolve reexecutar todos os testes existentes (incluindo testes unitários, testes de integração e testes E2E) para verificar se eles ainda passam. Se algum teste falhar, isso pode indicar um problema com o patch de código.
5. **Revisão de Código**: Antes de reimplantar o código, pode ser útil realizar uma revisão de código para verificar se o patch de código segue as melhores práticas de codificação e se não contém erros ou problemas de segurança.
6. **Redeploy**: Após a validação bem-sucedida do patch e a conclusão dos testes de regressão, o código pode ser reimplantado no ambiente de produção. Isso pode envolver a compilação do código em um contrato inteligente, a implantação do contrato na rede blockchain NEAR e a atualização de quaisquer interfaces de usuário ou APIs necessárias.
7. **Monitoramento**: Após a reimplantação, é importante monitorar o aplicativo para garantir que ele esteja funcionando corretamente. Isso pode envolver o monitoramento de logs de erros, métricas de desempenho e feedback do usuário.

Esses passos devem ser automatizados o máximo possível para tornar o processo de teste e reimplantação mais eficiente e reduzir a possibilidade de erros humanos. Além disso, os testes devem ser projetados de forma que cubram o maior número possível de cenários de uso para maximizar a probabilidade de encontrar e corrigir bugs.

detail the e2e pipeline for the simplest voting circuits, detailing all transactions involved from the parties. provide it as a sample using powershell syntax (ps1 file) that would probably be in the root of a project, building frontends, apis, deploying contracts on neardev, etc

< Implementing a detailed E2E pipeline using PowerShell for a simple voting circuit on NEAR protocol involves multiple steps such as setting up the environment, compiling and deploying the smart contracts, preparing the frontend and backend APIs, and running the tests.

Here is a simplified example in PowerShell. This script assumes you have NEAR CLI, Node.js and other dependencies already installed in your environment.

Please note, this is a high-level abstraction of what the script could look like and it's not fully functional. Please use it as a guide to write your own script according to your project's specific needs.

```
# Script.ps1
# Ensure Error on Fail
$ErrorActionPreference = "Stop"

# Step 1: Compile smart contract
Write-Output "Compiling smart contract..."
Set-Location .\contract
& cargo build --release
Set-Location ..

# Step 2: Deploy smart contract to NEAR testnet
Write-Output "Deploying smart contract to NEAR testnet..."
& near dev-deploy .\contract\target\wasm32-unknown-unknown\release\contract.wasm

# Step 3: Prepare API Server
Write-Output "Installing API server dependencies..."
Set-Location .\api-server
& npm install
Write-Output "Starting API server..."
Start-Process "npm" -ArgumentList "start" -NoNewWindow
Set-Location ..

# Step 4: Prepare Frontend
Write-Output "Installing frontend dependencies..."
Set-Location .\frontend
& npm install
Write-Output "Starting frontend..."
Start-Process "npm" -ArgumentList "start" -NoNewWindow
Set-Location ..

# Step 5: Run E2E tests
Write-Output "Running E2E tests..."
& npm run e2e

# Check for any errors during the process
if ($LASTEXITCODE -ne 0) {
    Write-Output "An error occurred during the E2E testing process"
    exit $LASTEXITCODE
}

Write-Output "E2E tests completed successfully. Voting circuit is functioning as expected.
"
```

This script includes basic steps, but real-world scenarios would certainly be more complex. They would likely involve additional considerations such as transaction handling, test case setup and teardown, error handling, and perhaps even orchestration using continuous integration (CI) pipelines.

Note that NEAR's dev-deploy command will deploy the contract to a new account on the test network. If you want to deploy to a specific account, you'll need to use a different command and ensure that the account has sufficient funds for the deployment.

Also, remember to create appropriate tests under your npm run e2e script in your package.json. These tests should involve interaction with your frontend, APIs, and smart contracts to fully validate your voting circuit.

Lastly, please ensure that you follow the best practices for PowerShell scripting such as using strict mode, handling and logging errors appropriately, and securing any sensitive information.

now detail the unit test for the contract itself

< Unit testing for Rust smart contracts on the NEAR protocol can be done with the near-sdk-sim crate, which allows for fast and reliable unit testing.

Below is an example of a unit test for a simple voting contract:

```
use near_sdk::json_types::U128;
use near_sdk::serde_json::json;
use near_sdk_sim::{call, deploy, init_simulator, to_yocto, view, ContractAccount, UserAccount};

// Load in contract bytes at runtime
near_sdk_sim::lazy_static_include::lazy_static_include_bytes! {
    CONTRACT_BYTES => "res/voting_contract.wasm",
}

// Initialize the simulator
#[test]
fn init() {
    let context = init_simulator(None);
    let contract_id = context.accounts[0].account_id().to_string();
    let contract = deploy! {
        contract: voting_contract,
        contract_id: contract_id,
        bytes: &CONTRACT_BYTES,
        signer_account: context.accounts[0],
    };

    // Verify that the contract was deployed correctly
    let total_votes: U128 = view!(contract.get_total_votes()).unwrap_json();
    assert_eq!(total_votes.0, 0);

    // Create a new vote
    let res = call!(
        context.accounts[0],
        contract.create_vote(json!({ "vote": "Vote 1" })),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok());

    // Verify that the vote was created correctly
    let total_votes: U128 = view!(contract.get_total_votes()).unwrap_json();
    assert_eq!(total_votes.0, 1);
}
```

This test will initialize a voting contract, verify its initial state, create a new vote, and then verify that the vote was correctly created.

Note that in order for this to work, your contract will need to have a method create_vote that accepts a JSON object with a single "vote" field and a get_total_votes method that returns the total number of votes. Also, please replace "res/voting_contract.wasm" with the path to your compiled contract.

Keep in mind that this is a very basic example, and actual unit tests would likely be much more complex and cover many more edge cases. Also, it's good practice to write tests not only for successful cases but also for cases where you expect failures to ensure that your contract behaves correctly in these situations as well.

provide all assertions related to such circuit considering the rust language team deliberations

< To write assertions for a voting system that's designed to handle Rust language team deliberations, we need to consider a few aspects:

1. **Different Voting Types**: The Rust language team may require different voting types, such as simple majority, supermajority, or unanimity, depending on the decision at hand.
2. **Eligibility to Vote**: Not everyone may be eligible to vote on all matters. It could be that only team members can vote, or perhaps only contributors with a certain level of involvement.
3. **Proposing Decisions**: There needs to be a system in place for proposing decisions to be voted on.
4. **Conflict Resolution**: In case of a tie, there needs to be a mechanism for breaking the deadlock.
5. **Timeframes**: There could be a time limit within which votes must be cast.

Here's a basic example of what the assertions might look like:

```
#[test]
fn vote() {
    // Initialize the contract and create a new decision
    let decision = "New feature proposal";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok());

    // Verify the decision was created
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.name, decision);
    assert_eq!(decision_data.vote_count, 0);
    assert_eq!(decision_data.status, DecisionStatus::Open);

    // Cast a vote
    let res = call!(
        context.accounts[1],
        contract.vote(decision, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_ok());

    // Verify the vote was recorded
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.vote_count, 1);

    // Verify that the vote tally is updated
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 1);
    assert_eq!(vote_tally.no_votes, 0);

    // Try to vote twice, should fail
    let res = call!(
        context.accounts[1],
        contract.vote(decision, Vote::No),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err());

    // Verify that the vote tally is still the same
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 1);
    assert_eq!(vote_tally.no_votes, 0);
}
```

These assertions ensure that the decision creation, voting, and vote tallying processes are functioning correctly. They also ensure that each user can only vote once per decision. There would be additional tests required to ensure all parts of the contract work correctly, such as eligibility checking, decision expiry, vote type handling, and conflict resolution.

provide a testset with 40 assertions. if the text cut i'll click in 'continue response'

Building on the previous example, we can expand the test set to cover more functionalities of the smart contract. Here are some additional assertions for the smart contract:

```
#[test]
fn extensive_vote_test() {
    // Initialize the contract and create a new decision
    let decision = "New feature proposal";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "1. Create decision failed");

    // Verify the decision was created
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.name, decision, "2. Decision name incorrect");
    assert_eq!(decision_data.vote_count, 0, "3. Initial vote count incorrect");
    assert_eq!(decision_data.status, DecisionStatus::Open, "4. Decision status incorrect")
;

    // Cast a vote
    let res = call!(
        context.accounts[1],
        contract.vote(decision, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_ok(), "5. First vote failed");

    // Verify the vote was recorded
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.vote_count, 1, "6. Vote count incorrect after first vote");

    // Verify that the vote tally is updated
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 1, "7. Yes vote tally incorrect after first vote");
    assert_eq!(vote_tally.no_votes, 0, "8. No vote tally incorrect after first vote");

    // Try to vote twice, should fail
    let res = call!(
        context.accounts[1],
        contract.vote(decision, Vote::No),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "9. Double voting allowed");

    // Verify that the vote tally is still the same
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 1, "10. Yes vote tally incorrect after double vote attempt")
;
    assert_eq!(vote_tally.no_votes, 0, "11. No vote tally incorrect after double vote attempt")
;

    // Cast a no vote
    let res = call!(
        context.accounts[2],
        contract.vote(decision, Vote::No),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_ok(), "12. Second vote failed");

    // Verify the vote was recorded
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.vote_count, 2, "13. Vote count incorrect after second vote")
;

    // Verify that the vote tally is updated
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 1, "14. Yes vote tally incorrect after second vote")
;
    assert_eq!(vote_tally.no_votes, 1, "15. No vote tally incorrect after second vote");

    // Verify that a decision can't be closed early
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "16. Decision was able to be closed early");

    // Cast a final yes vote
    let res = call!(
        context.accounts[3],
        contract.vote(decision, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_ok(), "17. Final vote failed");

    // Verify the vote was recorded
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.vote_count, 3, "18. Vote count incorrect after final vote");

    // Verify that the vote tally is updated
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 2, "19. Yes vote tally incorrect after final vote");
    assert_eq!(vote_tally.no_votes, 1, "20. No vote tally incorrect after final vote");

    // Close the decision
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "21. Closing decision failed");

    // Verify the decision was closed
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.status, DecisionStatus::Closed, "22. Decision status incorrect
after closing");

    // Verify that voting on a closed decision fails
    let res = call!(
        context.accounts[4],
        contract.vote(decision, Vote::No),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "23. Voting allowed on closed decision");

    // Verify that the vote tally is unchanged
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision)).unwrap_json();
    assert_eq!(vote_tally.yes_votes, 2, "24. Yes vote tally incorrect after attempt to vote
on closed decision");
    assert_eq!(vote_tally.no_votes, 1, "25. No vote tally incorrect after attempt to vote
on closed decision");

    // Verify that closing a decision twice fails
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "26. Decision able to be closed twice");

    // Create another decision
    let decision_2 = "Another feature proposal";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision_2),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "27. Create second decision failed");

    // Verify the second decision was created
    let decision_data: Decision = view!(contract.get_decision(decision_2)).unwrap_json();
    assert_eq!(decision_data.name, decision_2, "28. Second decision name incorrect");
    assert_eq!(decision_data.vote_count, 0, "29. Initial vote count incorrect for second
decision");
    assert_eq!(decision_data.status, DecisionStatus::Open, "30. Second decision status incorrect")
;

    // Verify that the first decision is unchanged
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.name, decision, "31. First decision name incorrect after second
decision created");
    assert_eq!(decision_data.vote_count, 3, "32. First decision vote count incorrect after
second decision created");
    assert_eq!(decision_data.status, DecisionStatus::Closed, "33. First decision status incorrect
after second decision created");

    // Try to create a decision with the same name, should fail
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "34. Able to create decision with same name");

    // Verify that the first decision is unchanged
    let decision_data: Decision = view!(contract.get_decision(decision)).unwrap_json();
    assert_eq!(decision_data.name, decision, "35. First decision name incorrect after attempt
to create decision with same name");
    assert_eq!(decision_data.vote_count, 3, "36. First decision vote count incorrect after
attempt to create decision with same name");
    assert_eq!(decision_data.status, DecisionStatus::Closed, "37. First decision status incorrect
after attempt to create decision with same name");

    // Try to vote on a non-existent decision, should fail
    let non_existent_decision = "Non-existent decision";
    let res = call!(
        context.accounts[1],
        contract.vote(non_existent_decision, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "38. Able to vote on non-existent decision");

    // Try to get a non-existent decision, should fail
    let res = view!(contract.get_decision(non_existent_decision));
    assert!(res.is_err(), "39. Able to get non-existent decision");

    // Try to get vote tally of a non-existent decision, should fail
    let res = view!(contract.get_vote_tally(non_existent_decision));
    assert!(res.is_err(), "40. Able to get vote tally of non-existent decision");
}
    // 41. Try to close a non-existent decision, should fail
    let res = call!(
        context.accounts[0],
        contract.close_decision(non_existent_decision),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "41. Able to close non-existent decision");

    // 42. Try to create a decision without a deposit, should fail
    let decision_3 = "Third decision proposal";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision_3)
    );
    assert!(res.is_err(), "42. Able to create decision without a deposit");

    // 43. Try to vote without a deposit, should fail
    let res = call!(
        context.accounts[2],
        contract.vote(decision_2, Vote::No)
    );
    assert!(res.is_err(), "43. Able to vote without a deposit");

    // 44. Verify that a user cannot vote more than once on the same decision
    let res = call!(
        context.accounts[1],
        contract.vote(decision_2, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_ok(), "44. User not able to vote first time");
    let res = call!(
        context.accounts[1],
        contract.vote(decision_2, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "45. User able to vote more than once");
    // 46. Verify that the voting limit is enforced
    for i in 4..15 {
        let res = call!(
            context.accounts[i],
            contract.vote(decision_2, Vote::Yes),
            deposit = to_yocto("0.1")
        );
        if i < 10 {
            assert!(res.is_ok(), "46. User not able to vote within limit");
        } else {
            assert!(res.is_err(), "47. Voting limit not enforced");
        }
    }

    // 48. Create a decision with a large number of votes, verify that the contract can handle
it
    let decision_4 = "Large decision proposal";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision_4),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "48. Create large decision failed");
    for i in 1..100 {
        let res = call!(
            context.accounts[i % 10],
            contract.vote(decision_4, if i % 2 == 0 { Vote::Yes } else { Vote::No }),
            deposit = to_yocto("0.1")
        );
        assert!(res.is_ok(), "49. Voting on large decision failed");
    }

    // 50. Close the large decision
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision_4),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "50. Closing large decision failed");

    // 51. Verify that the final vote count and tallies are correct for the large decision
    let decision_data: Decision = view!(contract.get_decision(decision_4)).unwrap_json();
    assert_eq!(decision_data.vote_count, 99, "51. Vote count incorrect for large decision")
;
    let vote_tally: VoteTally = view!(contract.get_vote_tally(decision_4)).unwrap_json();
    assert_eq!(vote_tally.yes, 50, "52. Yes vote tally incorrect for large decision");
    assert_eq!(vote_tally.no, 49, "53. No vote tally incorrect for large decision");
    assert_eq!(vote_tally.abstain, 0, "54. Abstain vote tally incorrect for large decision")
;

    // 55. Try to vote after the decision has been closed, should fail
    let res = call!(
        context.accounts[1],
        contract.vote(decision_4, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "55. Able to vote after decision closed");

    // 56. Create a new decision and try to close it immediately, should fail
    let decision_5 = "Early closure decision";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision_5),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "56. Create early closure decision failed");
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision_5),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "57. Able to close decision immediately after creation");

    // 58. Try to create a decision with an empty name, should fail
    let res = call!(
        context.accounts[0],
        contract.create_decision(""),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "58. Able to create decision with empty name");

    // 59. Try to vote with an empty vote, should fail
    let res = call!(
        context.accounts[1],
        contract.vote(decision_2, ""),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "59. Able to vote with empty vote");

    // 60. Create a new decision, then attempt to vote on it as the creator, should fail
    let decision_6 = "Creator voting decision";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision_6),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "60. Create creator voting decision failed");
    let res = call!(
        context.accounts[0],
        contract.vote(decision_6, Vote::Yes),
        deposit = to_yocto("0.1")
    );
    assert!(res.is_err(), "61. Creator able to vote on their own decision");

    // 62. Try to close a decision that has already been closed, should fail
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision_2),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "62. Able to close decision that has already been closed");

    // 63. Attempt to get the vote tally before the decision has been closed, should fail
    let res = view!(contract.get_vote_tally(decision_6));
    assert!(res.is_err(), "63. Able to get vote tally before decision closed");

    // 64. Try to create a decision with a very long name, should fail
    let long_name = "a".repeat(256);
    let res = call!(
        context.accounts[0],
        contract.create_decision(&long_name),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "64. Able to create decision with very long name");

    // 65. Try to create a decision with a name that contains special characters, should
fail
    let special_name = "Test & Decision %1";
    let res = call!(
        context.accounts[0],
        contract.create_decision(&special_name),
        deposit = to_yocto("1")
    );
    assert!(res.is_err(), "65. Able to create decision with special characters in name");

    // 66. Verify that the total votes do not exceed the voting limit for a decision
    let decision_7 = "Voting limit decision";
    let res = call!(
        context.accounts[0],
        contract.create_decision(decision_7),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "66. Create voting limit decision failed");
    for i in 0..101 {
        let res = call!(
            context.accounts[i % 10],
            contract.vote(decision_7, if i % 2 == 0 { Vote::Yes } else { Vote::No }),
            deposit = to_yocto("0.1")
        );
        if i < 100 {
            assert!(res.is_ok(), "67. Voting within limit failed");
        } else {
            assert!(res.is_err(), "68. Able to vote beyond limit");
        }
    }

    // 69. Close the voting limit decision
    let res = call!(
        context.accounts[0],
        contract.close_decision(decision_7),
        deposit = to_yocto("1")
    );
    assert!(res.is_ok(), "69. Closing voting limit decision failed");

    // 70. Verify that the final vote count and tallies are correct for the voting limit
decision
    let decision_data: Decision = view!(contract.get_decision(decision_7)).unwrap_json();
    assert_eq!(decision_data.vote_count, 100, "70. Vote count incorrect for voting limit
decision");
}
```

I must reiterate that these are generalized test cases and there might be specific situations or requirements in your codebase that need to be tested accordingly.

write from 71 to 90 the most important property based tests using appropriate crates for it considering such intricate voting system

< Property-based testing involves generating random inputs and verifying that certain properties hold, rather than checking the result for a specific input. It's more about the behavior of your program given a large amount of data and less about the correctness of specific results. In Rust, the proptest crate is typically used for property-based testing.

```
use proptest::prelude::*;
use crate::contract::{Contract, Vote, Decision};
use near_sdk::AccountId;
use near_sdk_sim::to_yocto;

// 71. Test that decision name length is always valid
proptest! {
    #[test]
    fn prop_decision_name_length(s in "\\PC*") {
        let contract = Contract::new();
        let res = contract.create_decision(&s, deposit = to_yocto("1"));
        prop_assert!(s.len() <= 255, "71. Decision name too long");
    }
}

// 72. Test that vote types are always valid
proptest! {
    #[test]
    fn prop_vote_type(vote in any::<Vote>()) {
        prop_assert!(vote == Vote::Yes || vote == Vote::No || vote == Vote::Abstain, "72.
 Invalid vote type");
    }
}

// 73. Test that deposit amount is always valid for decision creation
proptest! {
    #[test]
    fn prop_decision_deposit_amount(deposit in any::<u128>()) {
        let contract = Contract::new();
        let res = contract.create_decision("decision", deposit = deposit);
        prop_assert!(deposit >= to_yocto("1"), "73. Deposit too small for decision creation")
;
    }
}

// 74. Test that deposit amount is always valid for voting
proptest! {
    #[test]
    fn prop_vote_deposit_amount(deposit in any::<u128>()) {
        let contract = Contract::new();
        contract.create_decision("decision", deposit = to_yocto("1")).unwrap();
        let res = contract.vote("decision", Vote::Yes, deposit = deposit);
        prop_assert!(deposit >= to_yocto("0.1"), "74. Deposit too small for voting");
    }
}

// 75. Test that decision cannot be closed immediately after creation
proptest! {
    #[test]
    fn prop_decision_close_timing(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        let res = contract.close_decision(&s, deposit = to_yocto("1"));
        prop_assert!(res.is_err(), "75. Decision closed immediately after creation");
    }
}

// 76. Test that creator cannot vote on their own decision
proptest! {
    #[test]
    fn prop_creator_cannot_vote(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        let res = contract.vote(&s, Vote::Yes, deposit = to_yocto("0.1"));
        prop_assert!(res.is_err(), "76. Creator voted on their own decision");
    }
}

// 77. Test that vote count does not exceed the voting limit for a decision
proptest! {
    #[test]
    fn prop_vote_count_limit(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        for i in 0..101 {
            let res = contract.vote(&s, if i % 2 == 0 { Vote::Yes } else { Vote::No }, deposit = to_yocto("0.1"));
            if i < 100 {
                prop_assert!(res.is_ok(), "77. Voting within limit failed");
            } else {
                prop_assert!(res.is_err(), "78. Able to vote beyond limit");
            }
        }
    }
}

// 79. Test that the final vote count and tallies are correct for a decision
proptest! {
    #[test]
    fn prop_final_vote_count(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        for i in 0..100 {
            contract.vote(&s, if i % 2 == 0 { Vote::Yes } else { Vote::No }, deposit = to_yocto("0.1")).unwrap();
        }
        contract.close_decision(&s, deposit = to_yocto("1")).unwrap();
        let decision_data: Decision = contract.get_decision(&s).unwrap();
        prop_assert_eq!(decision_data.vote_count, 100, "79. Vote count incorrect for decision");
    }
}

// 80. Test that the total deposited amount is correct for a decision
proptest! {
    #[test]
    fn prop_total_deposit(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        for i in 0..100 {
            contract.vote(&s, if i % 2 == 0 { Vote::Yes } else { Vote::No }, deposit = to_yocto("0.1")).unwrap();
        }
        let decision_data: Decision = contract.get_decision(&s).unwrap();
        prop_assert_eq!(decision_data.total_deposit, to_yocto("10") + to_yocto("1"), "80. Total deposit incorrect for decision");
    }
}

// 81. Test that the voting results are always correct
proptest! {
    #[test]
    fn prop_voting_results(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        for i in 0..100 {
            contract.vote(&s, if i % 2 == 0 { Vote::Yes } else { Vote::No }, deposit = to_-
yocto("0.1")).unwrap();
        }
        contract.close_decision(&s, deposit = to_yocto("1")).unwrap();
        let decision_data: Decision = contract.get_decision(&s).unwrap();
        let expected_yes_votes = 50;
        let expected_no_votes = 50;
        prop_assert_eq!(decision_data.yes_votes, expected_yes_votes, "81. Yes votes incorrect
for decision");
        prop_assert_eq!(decision_data.no_votes, expected_no_votes, "82. No votes incorrect
for decision");
    }
}

// 83. Test that only the creator can close the decision
proptest! {
    #[test]
    fn prop_only_creator_can_close(s in "\\PC*", id in any::<AccountId>()) {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        let res = contract.as(id).close_decision(&s, deposit = to_yocto("1"));
        prop_assert!(res.is_err(), "83. Non-creator closed decision");
    }
}

// 84. Test that votes cannot be cast after decision is closed
proptest! {
    #[test]
    fn prop_no_votes_after_close(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        contract.close_decision(&s, deposit = to_yocto("1")).unwrap();
        let res = contract.vote(&s, Vote::Yes, deposit = to_yocto("0.1"));
        prop_assert!(res.is_err(), "84. Able to vote after decision closed");
    }
}

// 85. Test that the final decision outcome is correct based on the majority of votes
proptest! {
    #[test]
    fn prop_final_decision_outcome(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        for i in 0..60 {
            contract.vote(&s, Vote::Yes, deposit = to_yocto("0.1")).unwrap();
        }
        for i in 0..40 {
            contract.vote(&s, Vote::No, deposit = to_yocto("0.1")).unwrap();
        }
        contract.close_decision(&s, deposit = to_yocto("1")).unwrap();
        let decision_data: Decision = contract.get_decision(&s).unwrap();
        prop_assert_eq!(decision_data.outcome, Some(Vote::Yes), "85. Decision outcome incorrect")
;
    }
}

// 86. Test that contract calls fail with insufficient funds
```

```
proptest! {
    #[test]
    fn prop_insufficient_funds(s in "\\PC*") {
        let contract = Contract::new();
        let res = contract.create_decision(&s, deposit = 0);
        prop_assert!(res.is_err(), "86. Decision created with insufficient funds");
        let res = contract.vote(&s, Vote::Yes, deposit = 0);
        prop_assert!(res.is_err(), "87. Vote cast with insufficient funds");
        let res = contract.close_decision(&s, deposit = 0);
        prop_assert!(res.is_err(), "88. Decision closed with insufficient funds");
    }
}

// 89. Test that decision names are always unique
proptest! {
    #[test]
    fn prop_unique_decision_name(s in "\\PC*") {
        let contract = Contract::new();
        contract.create_decision(&s, deposit = to_yocto("1")).unwrap();
        let res = contract.create_decision(&s, deposit = to_yocto("1"));
        prop_assert!(res.is_err(), "89. Duplicate decision name");
    }
}

// 90. Test that decision name cannot be empty
proptest! {
    #[test]
    fn prop_non_empty_decision_name(s in "\\PC*") {
        let contract = Contract::new();
        let res = contract.create_decision("", deposit = to_yocto("1"));
        prop_assert!(res.is_err(), "90. Empty decision name");
    }
}
```

Remember, these are just examples and need to be modified based on the actual contract details and business requirements. Property-based testing can be a powerful tool in your testing arsenal, helping you catch corner cases and unexpected behavior that might not be covered by traditional unit tests.

***

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