ABSTRACT

Technology is increasingly developing, and there is no sense that the industrial revolution has entered the industrial revolution 4.0 which is characterized by the cyber-physical system. Or it can be said that the industry currently touches the virtual world in the form of human, machine and data connectivity, all are everywhere or can be called the internet of things (IoT). As said earlier the industrial era is now touching the virtual world, even money as a payment transaction tool is now virtual. One of the technologies related to financial transactions is the Blockchain, Blockchain is a digital book of financial transactions programmed to record not only financial transactions but also everything of value. Blockchain also minimizes fraud in transactions using an algorithm type one of which is Proof of Stake. Proof of Stake is a type of algorithm used by the blockchain cryptocurrency network to reach distributed consensus. Even so, the blockchain technology itself is still rarely found in Indonesia, and of course people are very ordinary with this blockchain technology. Based on the explanation above, a simulation application was made that can show how the Blockchain: Proof OF Stake works then as a comparison with other consensus algorithms which algorithm is more profitable, because this Proof of Stake algorithm uses a cryptocurrency type namely Herbcoin, so it will explain how the PoS process on Herbcoin. This simulation uses the Macromedia Flash application now called Adobe Animation.

Keywords: Blockhchain, Cryptocurrency, Proof of stake, Animation Simulation.