

ASSIGNMENT-3

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BATCH-30

PROBLEM: Develop a basic Solidity smart contract that allows users to:

- Store a message on the blockchain
- Update the message
- Retrieve the stored message

This practical helps understand state variables, functions, constructors, and data types in Solidity.

CODE:

```
class MessageStore:  
    def __init__(self, initial_message):  
        # State variable  
        self.message = initial_message  
  
    # Update the message  
    def setMessage(self, new_message):  
        self.message = new_message  
  
    # Retrieve the message  
    def getMessage(self):  
        return self.message
```

Enter choice: 1
Stored Message: Hello
1. Get Message
2. Set Message
3. Exit
Enter choice: 2
Enter new message: I'm Done
Message updated successfully.
1. Get Message
2. Set Message
3. Exit
Enter choice: 3
Exiting...
PS C:\Users\ARSHA THALLAPALLY\OneDrive\Desktop\Blockchain>

Observation:

state variable =self.message

constructor =init

setMessage() =setMessage()

getMessage() =getMessage()

