

## ASSIGNMENT-3

ROLL-NO-2303A510H5

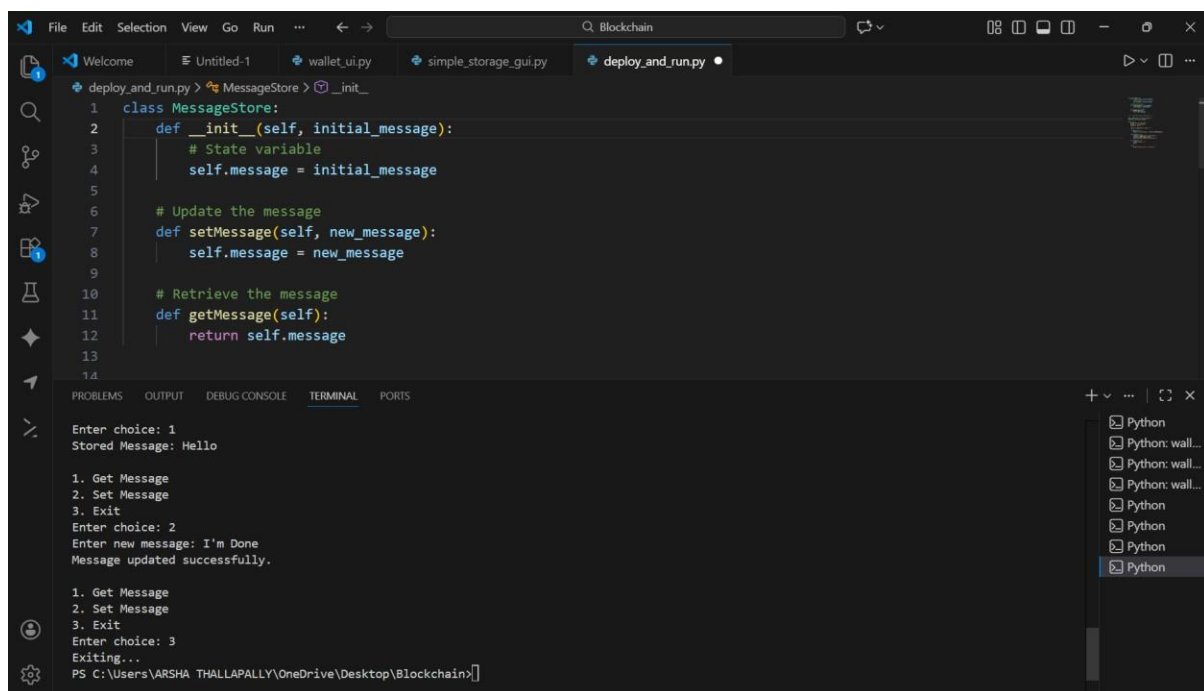
BATCH-30

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:
1
2     def __init__(self, initial_message):
3         # State variable
4         self.message = initial_message
5
6     # Update the message
7     def setMessage(self, new_message):
8         self.message = new_message
9
10    # Retrieve the message
11    def getMessage(self):
12        return self.message
13
14
```

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()

