

ASSIGNMENT-3

ROLL-NO-2303A51547

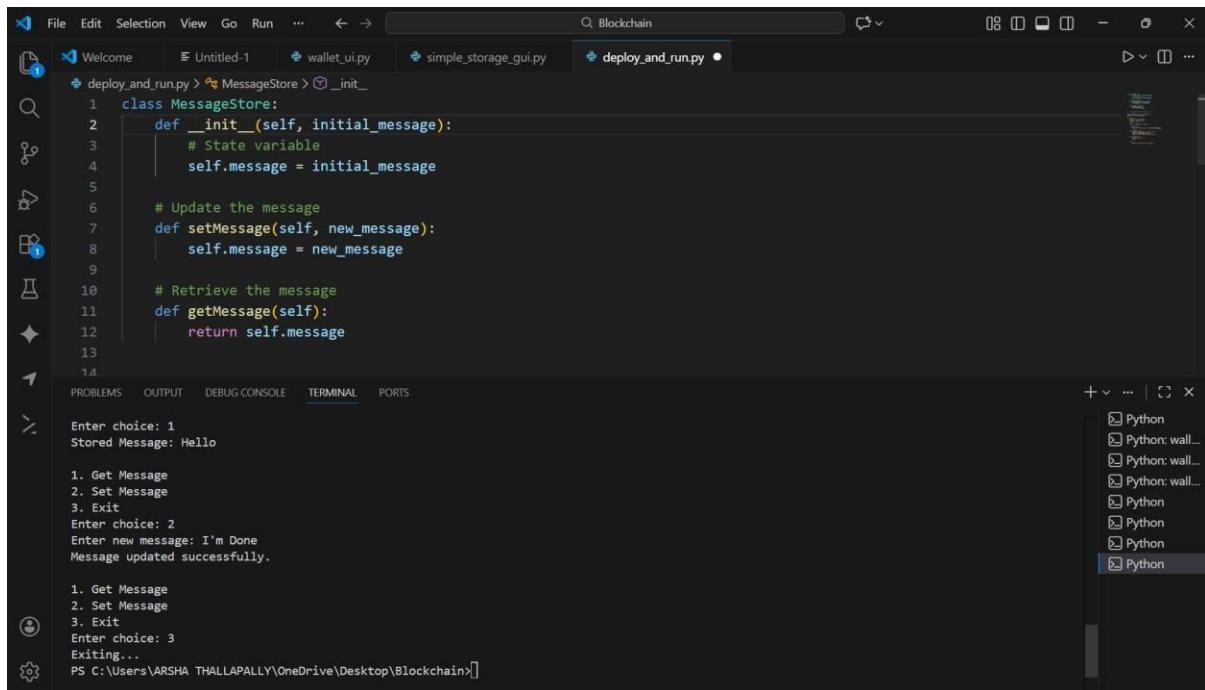
BATCH-25

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:



```
File Edit Selection View Go Run ... ← → Q Blockchain
Welcome Untitled-1 wallet_ui.py simple_storage_gui.py deploy_and_run.py

deploy_and_run.py > MessageStore > __init__
1 class MessageStore:
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

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

> 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: statevariable

=self.message constructor

=init setMessage()

=setMessage() getMessage()

=getMessage()

