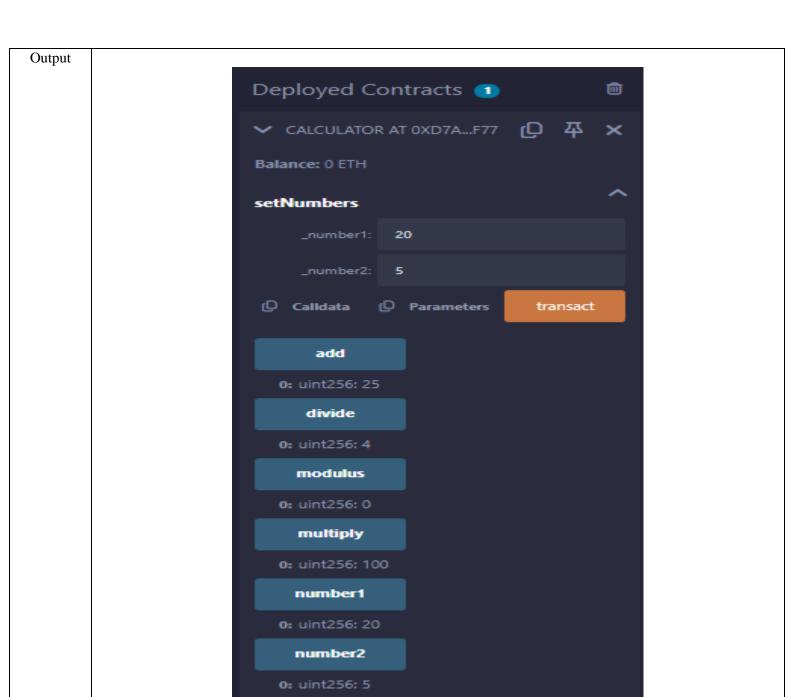


Department of Information Technology

Semester	B.E. Semester VIII – INFT (A)
Subject	Blockchain Lab
Laboratory Teacher	Prof. Vinita Bhandiwad
Laboratory	L07C

Student Name	Aarya Bhutkar
Roll Number	21101A0028

```
Experiment
             03
 Number
 Problem
             Design and implement Calculator using solidity and REMIX IDE
Statement
   Code
                     // SPDX-License-Identifier: MIT
                     pragma solidity ^0.8.0;
                     contract Calculator {
                        uint256 public number1; // Stores the first number
                        uint256 public number2; // Stores the second number
                       // Function to set numbers
                        function setNumbers(uint256 _number1, uint256 _number2) public {
                          number1 = \_number1;
                          number2 = \_number2;
                       // Add the two stored numbers
                        function add() public view returns (uint256) {
                          return number1 + number2;
                        }
                       // Subtract the two stored numbers
                       function subtract() public view returns (uint256) {
                          require(number1 >= number2, "Result would be negative");
                          return number1 - number2;
                       // Multiply the two stored numbers
                       function multiply() public view returns (uint256) {
                          return number1 * number2;
                       // Divide the two stored numbers
                        function divide() public view returns (uint256) {
                          require(number2 != 0, "Cannot divide by zero");
                          return number1 / number2;
                       // Modulus of the two stored numbers
                       function modulus() public view returns (uint256) {
                          require(number2 != 0, "Cannot take modulus by zero");
                          return number1 % number2;
                        }
                     }
```



subtract