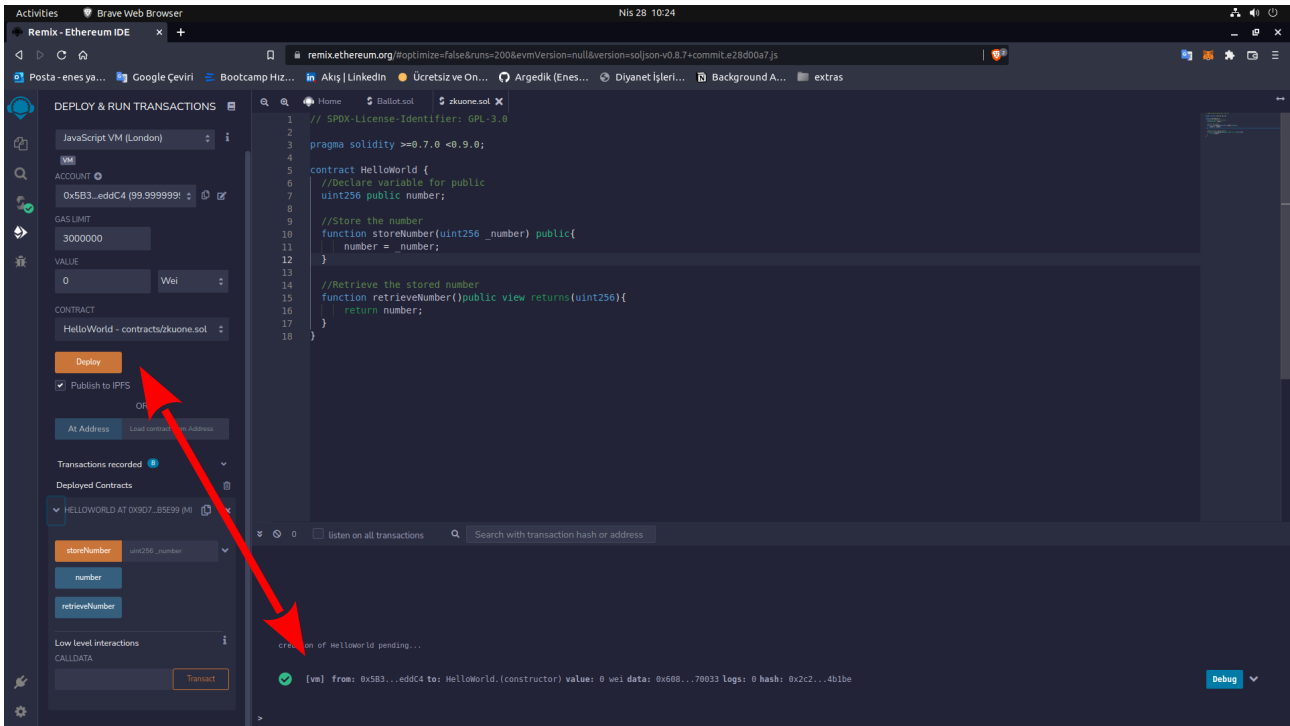
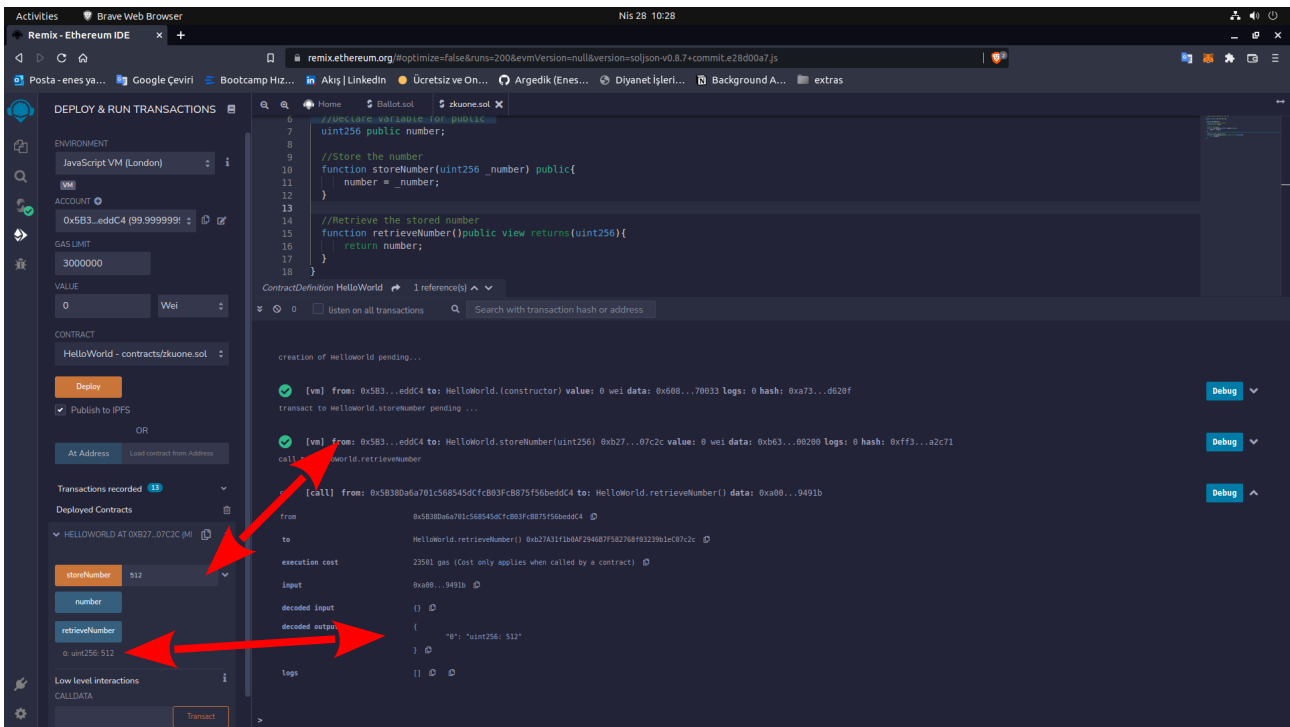


Background Assignment

Let's start by deploying the "Hello world" smart contract.

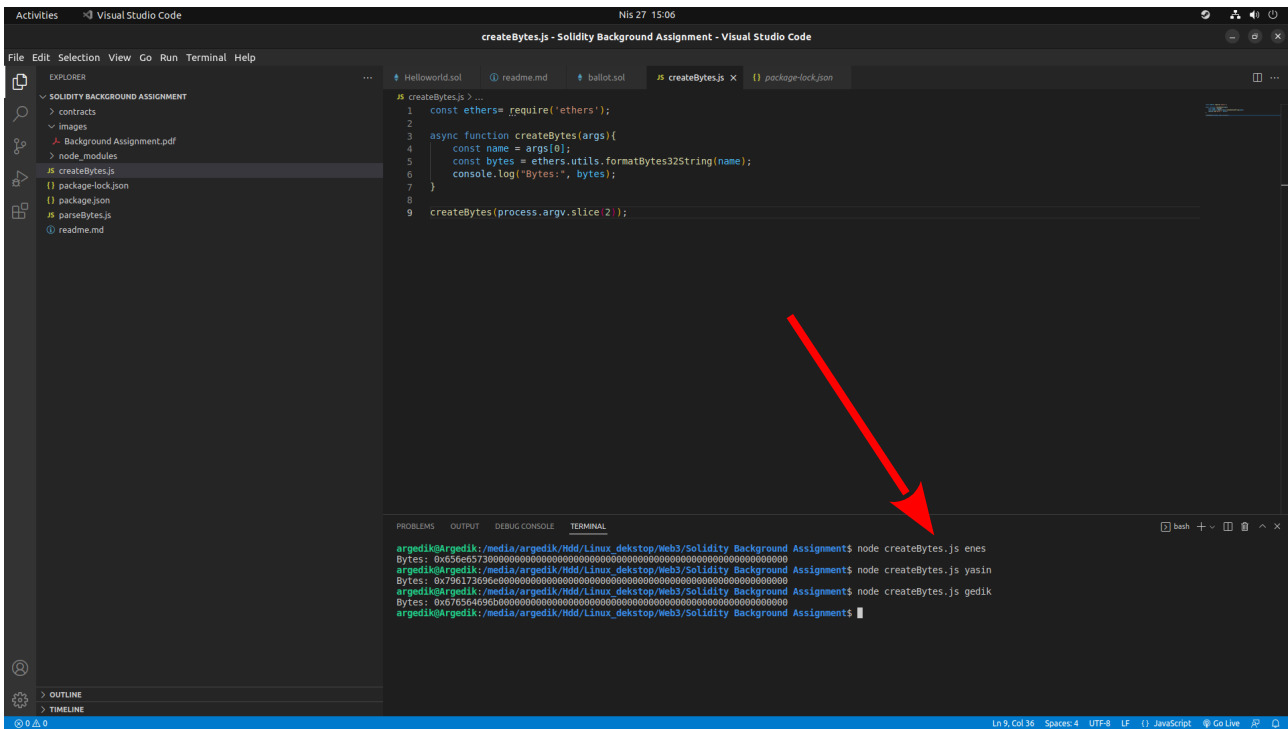


We write the "storeNumber" function to store our unsigned number. For example; "512"
We write the "retrieveNumber" function to display the unsigned number we have stored.



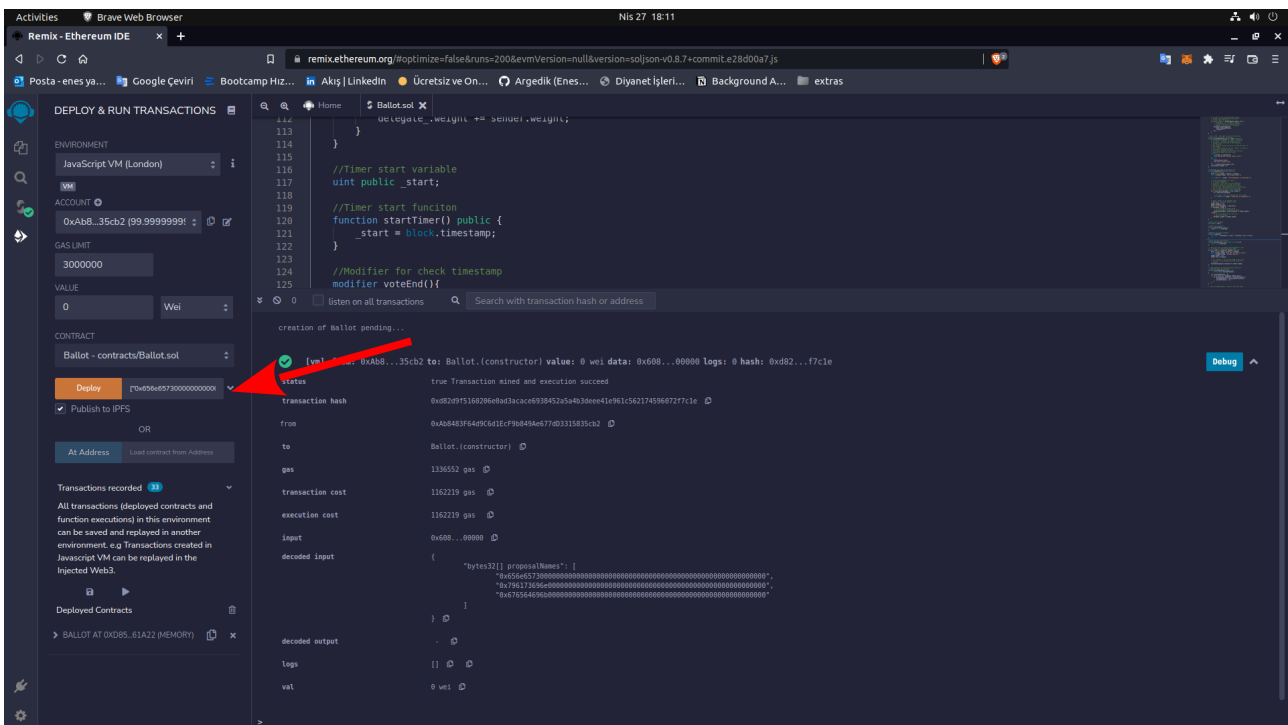
Background Assignment

Here we create several new wallet accounts to be able to use the "ballot contract".



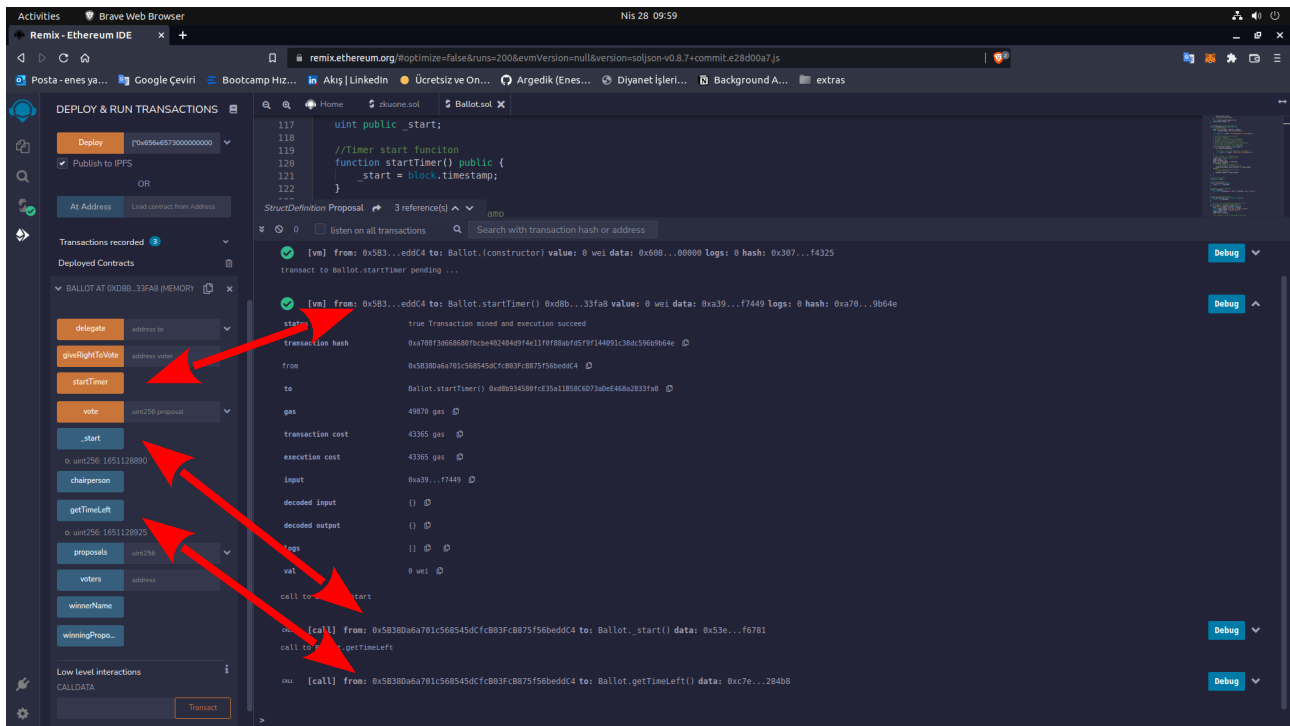
After compiling our "ballot.sol" file, we enter the addresses we created in the "Deploy" section as a list.

Example;

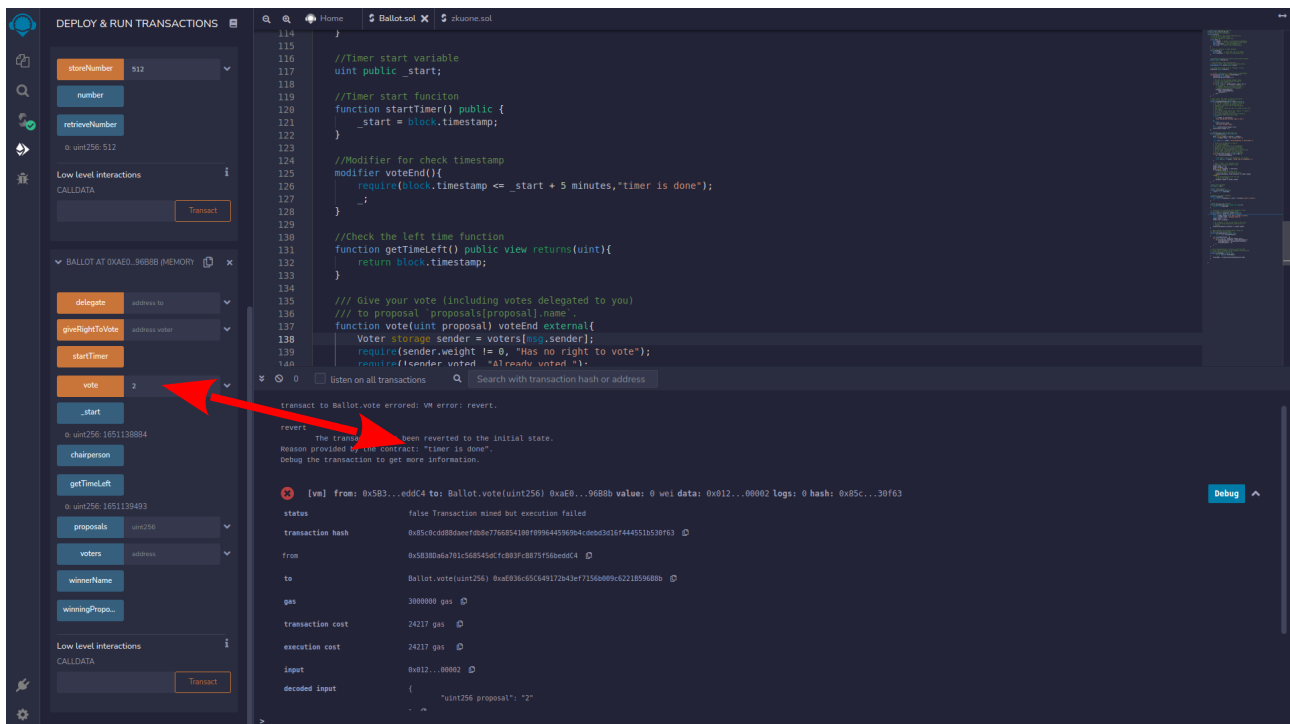
[illegible]

Background Assignment

We start our 5-minute period with "startTimer". We can learn when "Timer" starts with ".start" and when it ends with "getTimeLeft".



If we can't vote within 5 minutes according to the code we wrote in our contract, we will get the "timer is done" error.



Background Assignment

Let's vote in less than 5 minutes :)

The screenshot displays the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel shows a list of transactions. A red box highlights the 'chairperson' transaction, which is the first in the list. The transaction details show a function call to 'chairperson' with a value of 0. The transaction hash is 0x58380a6a701c368545dcf803fc8b75f56beddc4. The transaction is in the 'pending' state.

The main panel shows the transaction logs. A red box highlights the log entry for the 'chairperson' transaction, which is the first in the list. The log entry shows a function call to 'chairperson' with a value of 0. The transaction hash is 0x58380a6a701c368545dcf803fc8b75f56beddc4. The log entry is in the 'pending' state.

The right panel shows the transaction logs. A red box highlights the log entry for the 'chairperson' transaction, which is the first in the list. The log entry shows a function call to 'chairperson' with a value of 0. The transaction hash is 0x58380a6a701c368545dcf803fc8b75f56beddc4. The log entry is in the 'pending' state.