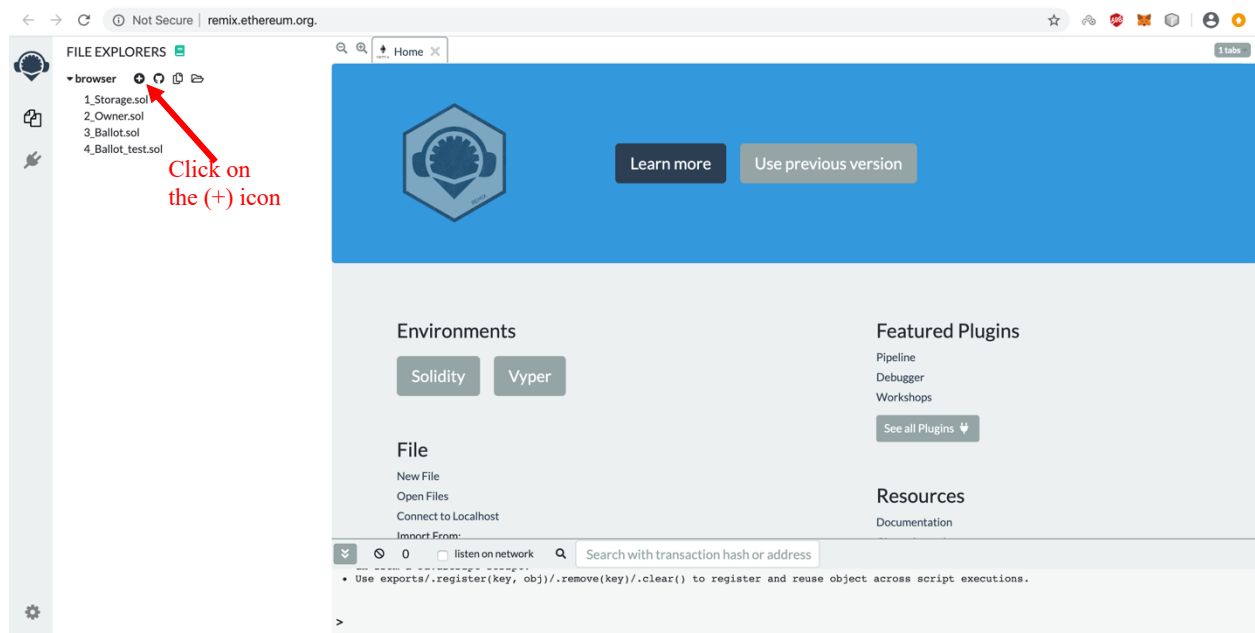


Ethereum Smart Contracts (Remix IDE)

Open URL: <http://remix.ethereum.org/>

Step 1:

Click on the (+) icon on the upper left portion of the editor to create a new smart contract. Call it "Coursetro.sol".

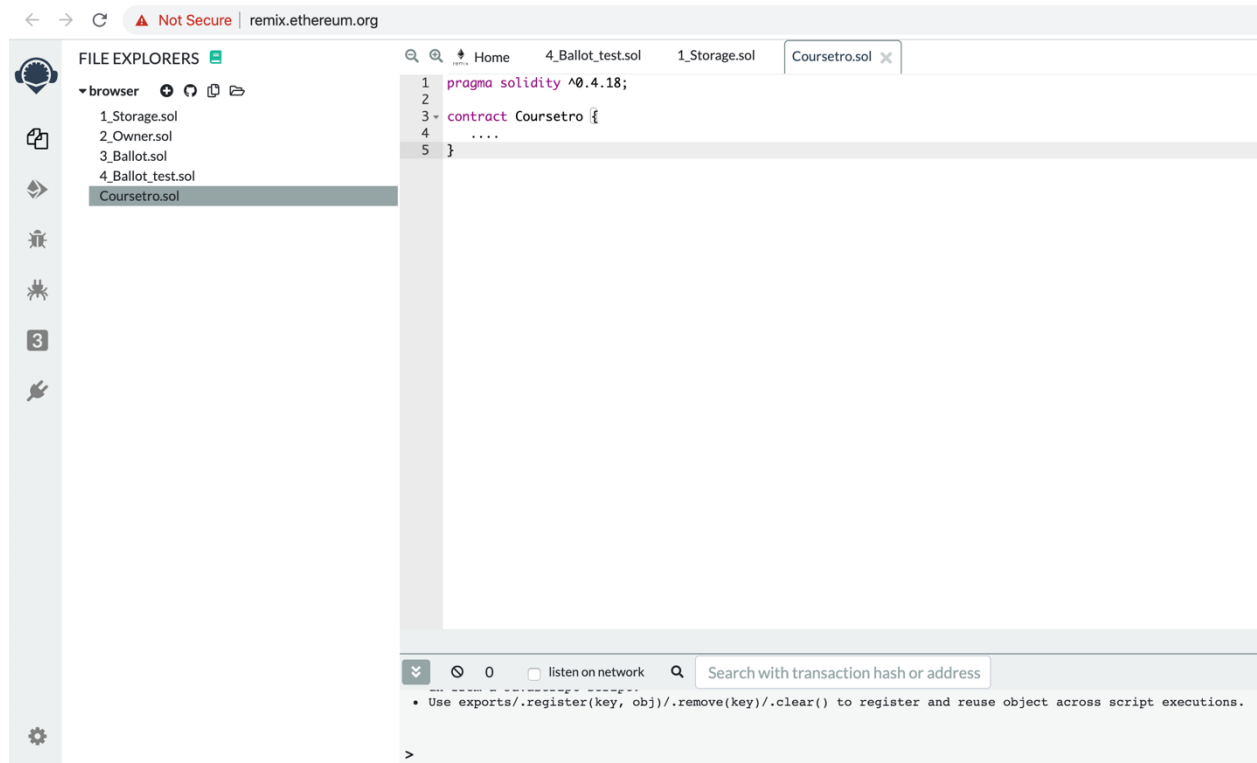


Step 2:

Start off by writing (or pasting) the following code:

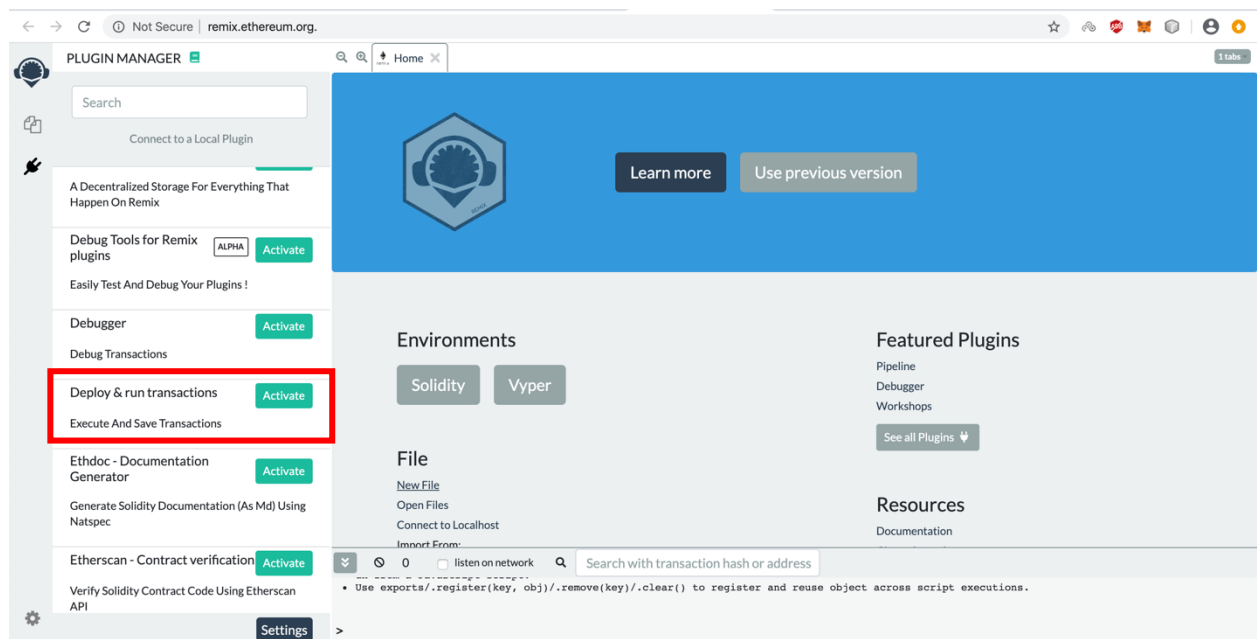
```
// This line defines the version of solidity you're going to use.  
pragma solidity ^0.4.18;
```

```
contract Coursetro {  
    ....  
}
```



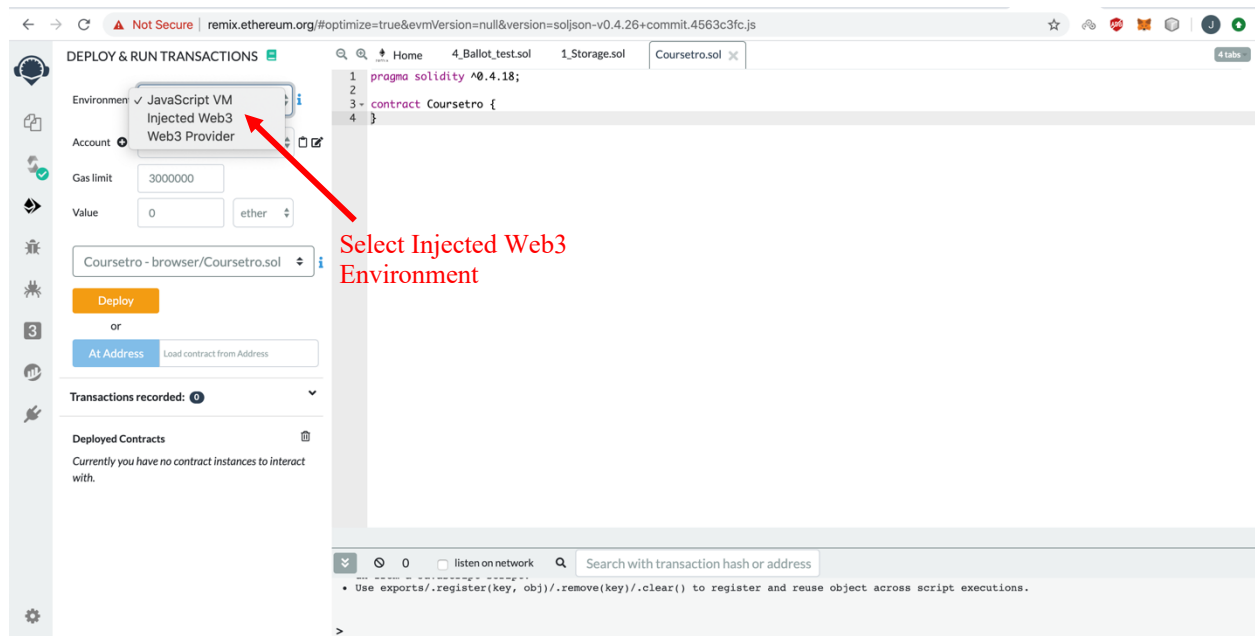
Step 3:

Click plugin manager **Activate Deploy & Run transactions**



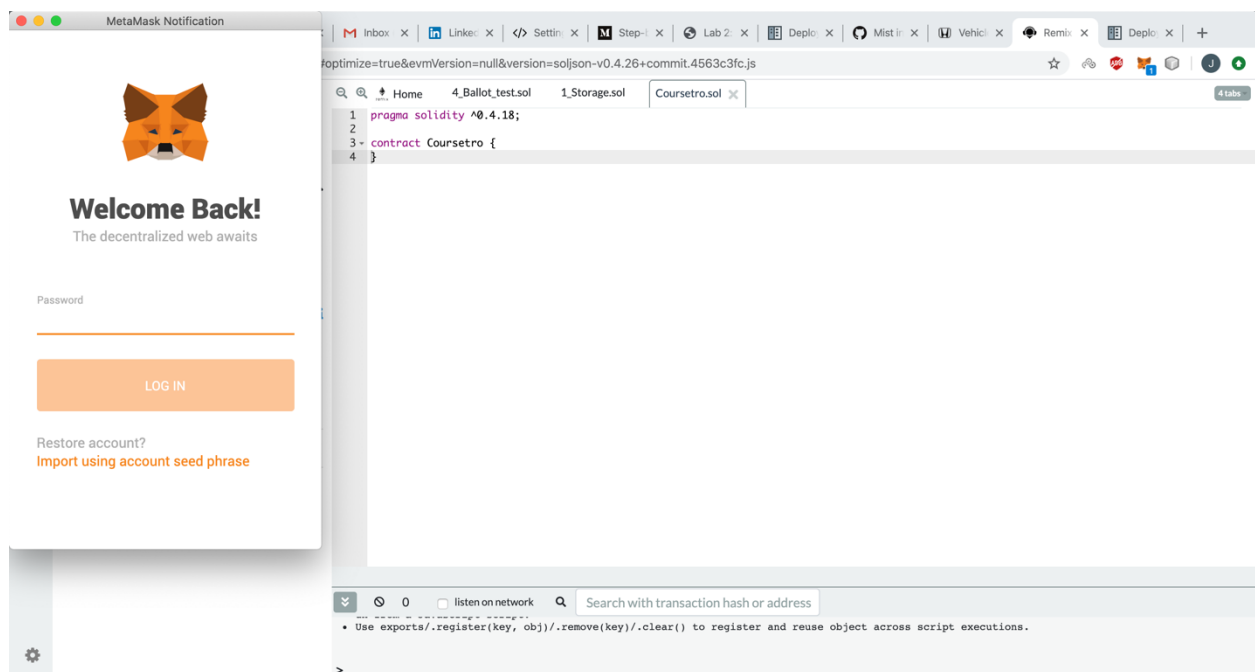
On the left side of the browser select **Deploy & Run transactions** you will see a Deploy button. Click on this.

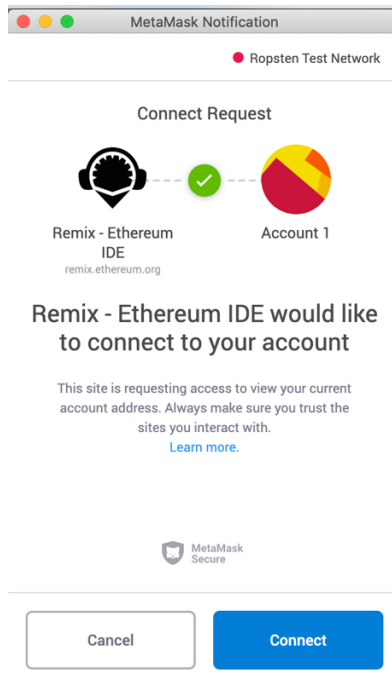
You will notice that underneath the Deploy button shows a new section with the name of the contract and "at 0x..." (memory):



Step 4:

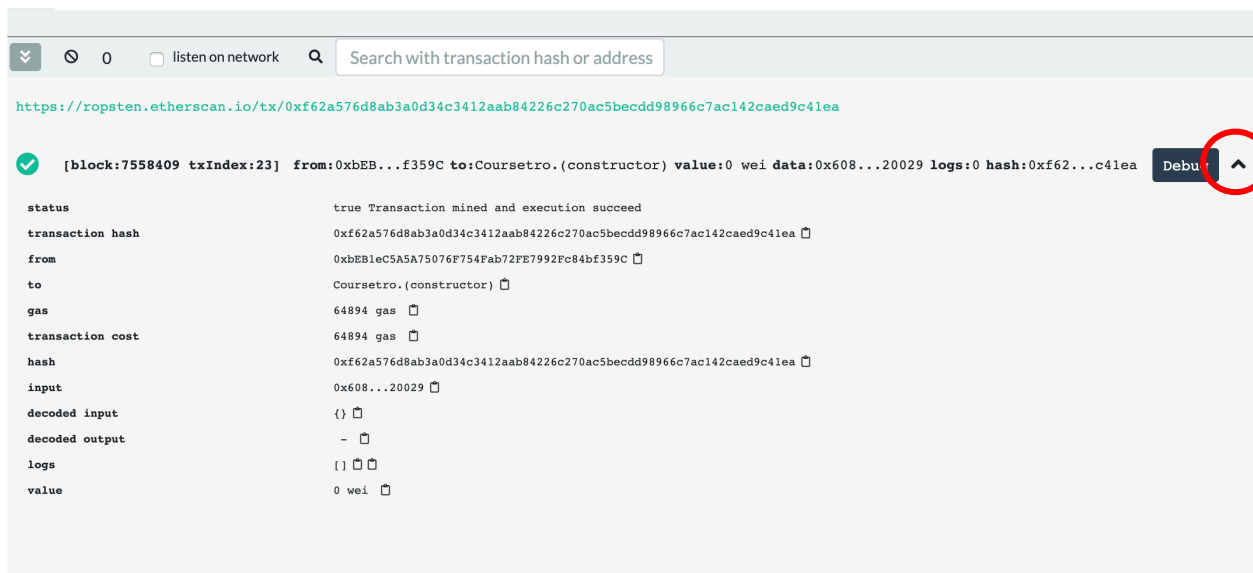
Create **MetaMask** Account and connect that account while deploying smart contract:





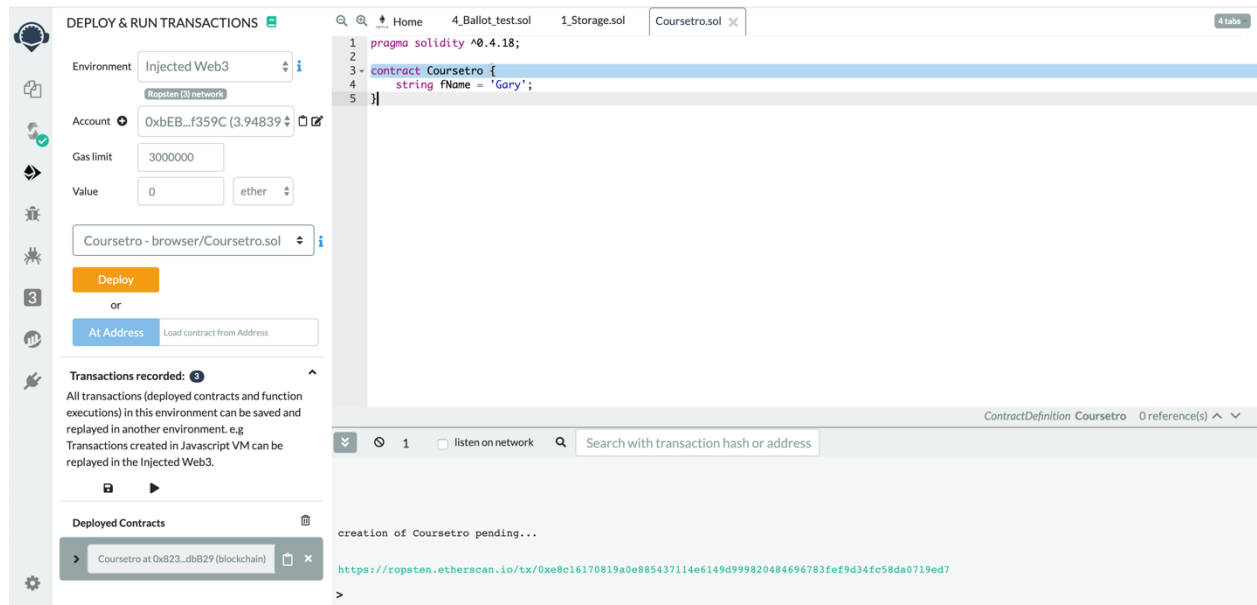
Step 5:

To see this full address along with other information, in the debugger if you click on the **down arrow** button, it will provide you with more information:



Step 6:

Define a string variable in our contract



Step 7:

Paste Following code in the smart contract:

```
pragma solidity ^0.4.18;
```

```
contract Coursetro {
```

```
    string fName;
    uint age;
```

```
    function Coursetro() public {
        fName = 'Gary';
        age = 34;
    }
```

```
    // setInstructor accepts 2 parameters, _fName and _age.
    // Once called, we set our string fName to the returned
    // _fName, and same with age.
    function setInstructor(string _fName, uint _age) public {
        fName = _fName;
        age = _age;
    }
}
```

```
// The getInstructor() function is defined as being
// constant, and it returns a string and a uint. This is where
// we return the fName and age variable once it's called.
function getInstructor() public constant returns (string, uint) {
    return (fName, age);
}
}
```

Step 8:

Click Deploy and

- Under the red set Instructor button, type in: "Gary", 34 and click the button.
- Next, click on the getInstructor() button and you will notice it now returns the inputed value!

This is how you set variables from user input in a smart contract.

call to Coursetro.getInstructor

CALL [call] from:0xbE1c5A5A75076F754Fab72FE7992Fc84bf359C to:Coursetro.getInstructor() data:0x3c1...b81a5 Debug

transaction hash	call0xbE1c5A5A75076F754Fab72FE7992Fc84bf359C0x229AA3627DAd8a501c6fb085d8ED4Ae7722808D30x3c1b81a5
from	0xbE1c5A5A75076F754Fab72FE7992Fc84bf359C
to	Coursetro.getInstructor() 0x229AA3627DAd8a501c6fb085d8ED4Ae7722808D3
hash	call0xbE1c5A5A75076F754Fab72FE7992Fc84bf359C0x229AA3627DAd8a501c6fb085d8ED4Ae7722808D30x3c1b81a5
input	0x3c1...b81a5
decoded input	{}
decoded output	{ "0": "string: Gary", "1": "uint256: 34"
logs	[]

Not Secure | remix.ethereum.org/#optimize=true&evmVersion=null&version=soljson-v0.4.26+commit.4563c3fc.js

DEPLOY & RUN TRANSACTIONS

4_Ballot_test.sol 1_Storage.sol Coursetro.sol

1 pragma solidity ^0.4.18;
2
3 contract Coursetro {
4 string fName = 'Gary';
5 uint age = 34;
6
7 function Coursetro() public {
8 fName = 'Gary';
9 age = 34;
10 }
11 // setInstructor accepts 2 parameters, _fName and _age.
12 // Once called, we set our string fName to the returned
13 // _fName, and same with age.
14 function setInstructor(string _fName, uint _age) public {
15 fName = _fName;
16 age = _age;
17 }
18
19 // The getInstructor() function is defined as being
20 // constant, and it returns a string and a uint. This is where
21 // we return the fName and age variable once it's called.
22 function getInstructor() public constant returns (string, uint) {
23 return (fName, age);
24 }
25 }

age
fName
Low level interactions
Calldata Transact

Coursetro at 0xd8f3...03d08 (blockchain)

setInstructor Gray
getInstructor
0: string: Gary
1: uint256: 34
Low level interactions
Calldata Transact

0 listen on network Search with transaction hash or address

▼ Coursetro at 0x229...808D3 (blockchain) ✂ ✕

setInstructor Gray ▼

getInstructor

0: string: Gary
1: uint256: 34