

```

// SPDX-License-Identifier: GPL-3.0

pragma solidity >= 0.8.0 <0.9.0;

contract practice
{
    //state_variables/Identifier...
    // string name = "Madan";
    // uint age = 21;

    //getName function
    // function getName() view public returns(string memory)
    // {
    //     return name;
    // }

    //getAge function
    // function getAge() view public returns(uint)
    // {
    //     return age;
    // }

    //setAge function with parameter
    // function setAge(uint newage) public
    // {
    //     age = newage;
    // }

    //Method#01
    // function setName() public
    // {
    //     name = "Madan Lal";
    // }

    //Method#02
    // constructor() public
    // {
    //     name = "LS Madan";
    //     age = 22;
    // }

    //Age Increment function
    // function Age_Increment() public
    // {
    //     age = age+1;
    // }

    // function store() pure public returns(uint)
    // {
    //     //local variables
    //     string memory Name = "ali";

```

```

//      uint Age = 45;
//      return Age;
// }

// uint[4] public arr = [10,20,30,40];

//array setter function
// function arrSetter(uint index, uint value) public
// {
//      arr[index] = value;
// }

//array length function
// function arrLength() public view returns(uint)
// {
//      return arr.length;
// }

//dynamic array
// uint[] public arr;

// function pushEleement(uint item) public
// {
//      arr.push(item);
// }

// function arrLenght() view public returns(uint)
// {
//      return arr.length;
// }

// function popElement() view public
// {
//      arr.pop;
// }
//bytes array
// bytes2 public b2;
// bytes3 public b3;

// function setter() public
// {
//      b2 = 'ab';           //0x6162
//      b3 = 'abc';          //0x616263
//      //b3 = 'ab';        //0x616200
// }

// uint[3] public arr;
// uint public count;

// function loop() public
// {

```



```

struct Student{

    uint rollNo;
    string name;
}

contract Demo
{
    Student public s1;

    constructor() {

        s1.rollNo = 1;
        s1.name= "Madan";
    }

    function change(uint _rollNo, string memory _name) public
    {
        Student memory new_student=Student({

            rollNo : _rollNo,
            name : _name

        });

        s1 = new_student;
    }
}

/////////////////////////////////////////////////////////////////

//SPDX-License-Identifier: GPL-3.0

pragma solidity >= 0.8.0 < 0.9.0;

contract demo {

    //accessing global data
    function getter() public view returns(uint blockNumber, uint
timestamp, address msgSender)
    {
        return(block.number, block.timestamp, msg.sender);
    }
}

/////////////////////////////////////////////////////////////////

//SPDX-License-Identifier: GPL-3.0

```

```

pragma solidity >=0.8.0 < 0.9.0;

contract transaction {

    address payable user =
payable(0x5B38Da6a701c568545dCfcB03Fcb875f56beddC4) ;

    function payEther() public payable
    {

    }

    function getBalance() public view returns(uint)
    {
        return address(this).balance;
    }

    function sendEtherAccount() public
    {
        user.transfer(4 ether);
    }
}

```