

```
//SPDX-License-Identifier: MIT

pragma solidity ^0.8.7;

// title "HelloWorld"
// Functions; Store and Retrieve values in a variable
contract HelloWorld {
    // create a variable "Num"
    uint256 Num;
    // this will get initialized as 0 if you don't add any number.
    // create the function "StoreNumber" to store the typed number in
another variable "Number"
    // Num = value to be stored
    function StoreNumber (uint256 Number) public {
        Num = Number;
    }
    // create the function "RetrieveNumber" to retrieve the previous
typed number
    function RetrieveNumber () public view returns (uint256) {return
Num;}
}
```