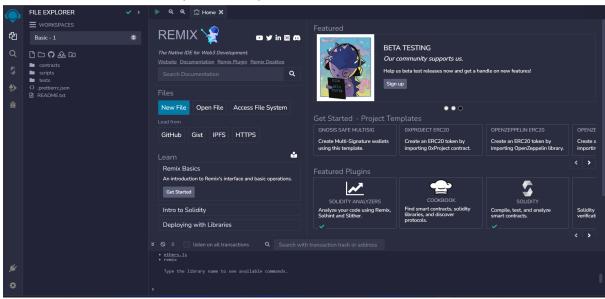
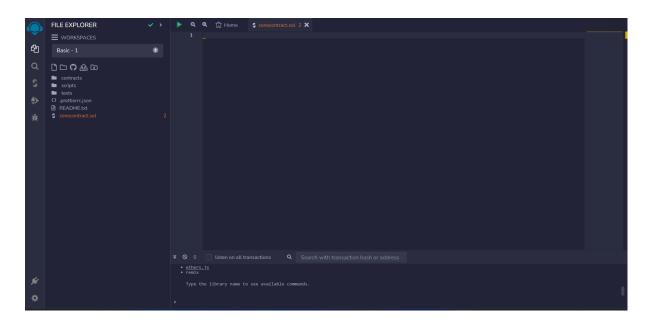
Assignment 1

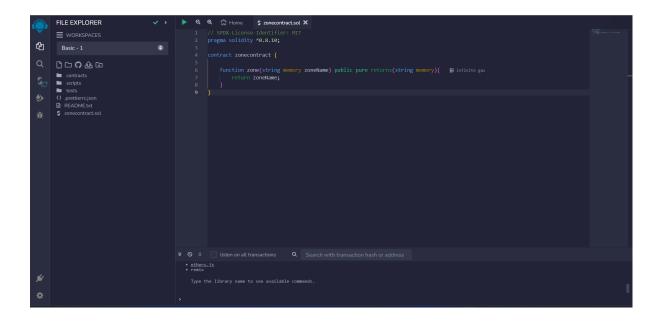
1.Go to the chrome and open remix platform



2. Open the remix page and create a new file



3.In that newly created file, create a program to return your string, "Zone name"



Program:

```
pragma solidity ^0.8.10;
contract zoneContract {
     function zone(string memory zoneName) public pure returns(string memory) {
         return zoneName;
     }
}
```

4. Save the program and compile it to get the ABI and Bytecode

ABI:-

```
[ { "inputs": [ { "internalType": "string", "name": "zoneName", "name": "zoneName", "name": "zone", "outputs": [ { "internalType": "string", "name": "", "type": "string" } ], "stateMutability": "pure", "type": "function" } ]
```

Bytecode:-

10060565b604051610057919061028c565b60405180910390f35b606081905091905 0565b6000604051905090565b600080fd5b600080fd5b600080fd5b600080fd5b6000 000000000000000000000000000052604160045260246000fd5b6100d18261008 8565b810181811067fffffffffffff821117156100f0576100ef610099565b5b8060405250 5050565b600061010361006a565b905061010f82826100c8565b919050565b600067 fffffffffff82111561012f5761012e610099565b5b61013882610088565b9050602081 019050919050565b82818337600083830152505050565b600061016761016284610 114565b6100f9565b905082815260208101848484011115610183576101826100835 65b5b61018e848285610145565b5093925050565b600082601f8301126101ab576 101aa61007e565b5b81356101bb848260208601610154565b91505092915050565b 6000602082840312156101da576101d9610074565b5b600082013567fffffffffffffffff8111 156101f8576101f7610079565b5b61020484828501610196565b9150509291505056 5b600081519050919050565b600082825260208201905092915050565b60005b838 1101561024757808201518184015260208101905061022c565b6000848401525050 5050565b600061025e8261020d565b6102688185610218565b93506102788185602 08601610229565b61028181610088565b840191505092915050565b600060208201 905081810360008301526102a68184610253565b90509291505056fea26469706673 582212200f5f146ae583e0f8978aecbc4339d524ab66e05b2cd4388e8731a49b04cb2 20a64736f6c63430008120033

5. Finally Deploy it to display the output

