**Fund Me project setup**

**Foreword**

Welcome the second section of Foundry Fundamentals. Here we'll cover Fund Me, a simple funding contract.

You will learn:

* How to push your project to GitHub
* Write and run amazing tests
* Advanced deploy scripts, used to deploy on different chains that require different addresses
* How to use scripts to interact with contracts, so we can easily reproduce our actions
* How to use a price feed
* How to use Chisel
* Smart contract automation
* How to make our contracts more gas efficient
* And many more interesting things!

Until now, we talked a lot about storage and state, but we didn't delve into what they really mean. We will learn what all these means!

We used this project before when we used Remix.

**Fund Me**

Going through the [repo](https://github.com/Cyfrin/foundry-fund-me-f23) we can see that our contract is in the src folder. Let's open FundMe.sol.

As you can see we are employing some advanced tools/standard naming conventions:

* We use a named error FundMe\_\_NotOwner();
* We use all caps for constants
* i\_ for immutable variables
* s\_ for private variables

Let's clone this project locally. Open your VS Code, and make sure you are in the foundry-f23 folder, if not use cd to navigate to it.

If we run the ls command in the terminal, we'll see that the only thing present in the foundry-f23 folder is the foundry-simple-storage-f23 folder that we used in the previous section.

Run the following command in your terminal:

mkdir foundry-fund-me-f23

cd foundry-fund-me-f23

code .

The first line creates a new folder called foundry-fund-me-f23. The second line changed the directory into the newly created folder. The last line opens up a new VS Code instance using the newly created folder.

Now we can apply the knowledge we acquired in the previous section to create a fresh Foundry project.

**Do you remember how?**

If you do, please proceed in creating a Foundry project on your own. If not peek down below.

No worries, we all forget stuff, please run the following command:

forge init

or

forge init –force

Foundry will populate the project with the Counter files, the script, the main contract and the test.

Before deleting it, let's look a bit through these.