

ASSIGNMENT-3

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BATCH-25

PROBLEM: Develop a basic Solidity smart contract that allows users to:

- Store a message on the blockchain
- Update the message
- Retrieve the stored message

This practical helps understand state variables, functions, constructors, and data types in Solidity.

CODE:

The screenshot shows a code editor interface with a dark theme. The top menu bar includes File, Edit, Selection, View, Go, Run, and a terminal tab labeled "Blockchain". The main code editor window displays a Python file named "deploy_and_run.py" containing the following code:

```
1  class MessageStore:
2      def __init__(self, initial_message):
3          # State variable
4          self.message = initial_message
5
6      # Update the message
7      def setMessage(self, new_message):
8          self.message = new_message
9
10     # Retrieve the message
11     def getMessage(self):
12         return self.message
13
14
```

Below the code editor, the terminal tab shows the execution of the script:

```
Enter choice: 1
Stored Message: Hello
1. Get Message
2. Set Message
3. Exit
Enter choice: 2
Enter new message: I'm Done
Message updated successfully.
1. Get Message
2. Set Message
3. Exit
Enter choice: 3
Exiting...
PS C:\Users\ARSHA THALLAPALLY\OneDrive\Desktop\Blockchain>
```

The right side of the interface features a sidebar with several Python-related icons and a list of open files or tabs.

Observation:

state variable =`self.message`

constructor =`init`

`setMessage()` =`setMessage()`

`getMessage()` =`getMessage()`

