

A1 – 1 : Program to display the Fibonacci series up to n-th term without recursion

Code :

```
print("Program to display the Fibonacci series up to n-th term without recursion")

nterms = int(input("Enter number of terms : "))

n1, n2 = 0, 1

count = 0

if nterms <= 0:

    print("Please enter a positive integer")

elif nterms == 1:

    print("Fibonacci series upto", nterms, ":")

    print(n1)

else:

    print("Fibonacci series:")

    while count < nterms:

        print(n1)

        nth = n1 + n2

        # update values

        n1 = n2

        n2 = nth

        count += 1
```

Output :

Program to display the Fibonacci series up to n-th term without recursion

Enter number of terms : 5

Fibonacci series:

0

1

1

2

3

Program to display the Fibonacci series up to n-th term without recursion

Enter number of terms : 7

Fibonacci series:

0

1

1

2

3

5

8

A1 – 2 : Program to display the Fibonacci series up to n-th term using recursion

Code :

```
print("Program to display the Fibonacci series up to n-th term with recursion")

def fibonacci(n):

    if(n <= 1):

        return n

    else:

        return(fibonacci(n-1) + fibonacci(n-2))

n = int(input("Enter number of terms : "))

print("Fibonacci series : ")

for i in range(n):

    print(fibonacci(i))
```

Output :

Program to display the Fibonacci series up to n-th term with recursion

Enter number of terms : 4

Fibonacci series :

0

1

1

2

Program to display the Fibonacci series up to n-th term with recursion

Enter number of terms : 9

Fibonacci series :

0

1

1

2

3

5

8

13

21

A2 : Program to implement Huffman Encoding using a greedy strategy.

Code :

```
import heapq
```

```
class node:
```

```
    def __init__(self, freq, symbol, left=None, right=None):
```

```
        # frequency of symbol
```

```
        self.freq = freq
```

```
        # symbol name (character)
```

```
        self.symbol = symbol
```

```
        # node left of current node
```

```
        self.left = left
```

```
        # node right of current node
```

```
        self.right = right
```

```
        # tree direction (0/1)
```

```
        self.huff = ""
```

```
    def __lt__(self, nxt):
```

```
        return self.freq < nxt.freq
```

```
# utility function to print huffman
```

```
# codes for all symbols in the newly
```

```
# created Huffman tree
```

```
def printNodes(node, val=""):
```

```
    # huffman code for current node
```

```

newVal = val + str(node.huff)

# if node is not an edge node

# then traverse inside it

if(node.left):

    printNodes(node.left, newVal)

if(node.right):

    printNodes(node.right, newVal)

    # if node is edge node then

    # display its huffman code

if(not node.left and not node.right):

    print(f"{node.symbol} -> {newVal}")

# characters for huffman tree

chars = ['a', 'b', 'c', 'd', 'e', 'f']

# frequency of characters

freq = [ 5, 9, 12, 13, 16, 45]

# list containing unused nodes

nodes = []

# converting characters and frequencies

# into huffman tree nodes

for x in range(len(chars)):

    heapq.heappush(nodes, node(freq[x], chars[x]))

while len(nodes) > 1:

    # sort all the nodes in ascending order

```

```
# based on their frequency

left = heapq.heappop(nodes)

right = heapq.heappop(nodes)

# assign directional value to these nodes

left.huff = 0

right.huff = 1

# combine the 2 smallest nodes to create

# new node as their parent

newNode = node(left.freq+right.freq, left.symbol+right.symbol, left, right)

heapq.heappush(nodes, newNode)

# Huffman Tree is ready!

print("Characters :", chars)

print("Frequency :", freq, "\n\nHuffman Encoding:")

printNodes(nodes[0])
```

Output :

Characters : ['a', 'b', 'c', 'd', 'e', 'f']

Frequency : [5, 9, 12, 13, 16, 45]

Huffman Encoding:

f -> 0

c -> 100

d -> 101

a -> 1100

b -> 1101

e -> 111

A3 : Program to solve a fractional Knapsack problem using a greedy method.

Code :

```
class Item:
```

```
    def __init__(self, value, weight):
```

```
        self.value = value
```

```
        self.weight = weight
```

```
def fractionalKnapsack(W, arr):
```

```
    # Sorting Item on basis of ratio
```

```
    arr.sort(key=lambda x: (x.value/x.weight), reverse=True)
```

```
    # Result(value in Knapsack)
```

```
    finalvalue = 0.0
```

```
    # Looping through all Items
```

```
    for item in arr:
```

```
        # If adding Item won't overflow,
```

```
        # add it completely
```

```
        if item.weight <= W:
```

```
            W -= item.weight
```

```
            finalvalue += item.value
```

```
        # If we can't add current Item,
```

```
        # add fractional part of it
```

```
    else:
```

```
        finalvalue += item.value * W / item.weight
```

```
        break

# Returning final value

return finalvalue


if __name__ == "__main__":

    W = 50

    arr = [Item(60, 10), Item(100, 20), Item(120, 30)]

    # Function call

    max_val = fractionalKnapsack(W, arr)

    print("Maximum value in Knapsack =",max_val)
```

Output :

Maximum value in Knapsack = 240.0

A4 : Program to solve a 0-1 Knapsack problem using dynamic programming.

Code :

```
def knapsack_dp(W, wt, val, n):

    """A Dynamic Programming based solution for 0-1 Knapsack problem

    Returns the maximum value that can"""

    K = [[0 for x in range(W + 1)] for x in range(n + 1)]

    # Build table K[][] in bottom up manner

    for i in range(n + 1):

        for w in range(W + 1):

            if i == 0 or w == 0:

                K[i][w] = 0

            elif wt[i - 1] <= w:

                K[i][w] = max(val[i - 1] + K[i - 1][w - wt[i - 1]], K[i - 1][w])

            else:

                K[i][w] = K[i - 1][w]

    return K[n][W]

val = [60, 100, 120]

wt = [10, 20, 30]

W = 50

n = len(val)

print("Maximum possible profit =", knapsack_dp(W, wt, val, n))
```

Output :

Maximum possible profit = 220

A5 : Program to solve N Queen Problem using backtracking

Code :

```
N = 4 # Global variable for board size
```

```
def print_solution(board):
```

```
    """Print the board solution."""
```

```
    for row in board:
```

```
        print(' '.join(map(str, row)))
```

```
    print()
```

```
def is_safe(board, row, col):
```

```
    """Check if it's safe to place a queen at board[row][col]."""
```

```
    # Check this row on the left side
```

```
    if 1 in board[row][:col]:
```

```
        return False
```

```
    # Check upper diagonal on the left side
```

```
    for i, j in zip(range(row, -1, -1), range(col, -1, -1)):
```

```
        if board[i][j] == 1:
```

```
            return False
```

```
    # Check lower diagonal on the left side
```

```
    for i, j in zip(range(row, N, 1), range(col, -1, -1)):
```

```
        if board[i][j] == 1:
```

```
            return False
```

```
    return True
```

```

def solve_nq_util(board, col):

    """Recursive utility function to solve N Queen problem."""

    # Base case: If all queens are placed, return True

    if col >= N:

        return True

    # Consider this column and try placing this queen in all rows one by one

    for i in range(N):

        if is_safe(board, i, col):

            # Place this queen in board[i][col]

            board[i][col] = 1

            # Recur to place rest of the queens

            if solve_nq_util(board, col + 1):

                return True

            # If placing queen in board[i][col] doesn't lead to a solution,

            # then remove queen from board[i][col]

            board[i][col] = 0

    # If the queen can't be placed in any row in this column col, return False

    return False

```

```

def solve_nq():

```

```

    """

```

Solve the N Queen problem using Backtracking.

This function solves the N Queen problem using Backtracking.

It returns False if queens cannot be placed, otherwise returns True

and prints the placement of queens in the form of 1s.

Note that there may be more than one solution, this function prints one of the feasible solutions.

```
"""  
  
board = [[0 for _ in range(N)] for _ in range(N)]  
  
if not solve_nq_util(board, 0):  
  
    print("Solution does not exist")  
  
    return False  
  
print_solution(board)  
  
return True  
  
if __name__ == "__main__":  
  
    print("Placed Queens where N =",N)  
  
    solve_nq()
```

Output :

Placed Queens where N = 4

0 0 1 0

1 0 0 0

0 0 0 1

0 1 0 0

C3 : Write a smart contract on a test network for Bank account of a customer for following operations.

- Deposit Money
 - Withdraw Money
 - Show Balance
-

Code :

```
pragma solidity ^0.6;

contract banking
{
    mapping(address=>uint) public user_account;
    mapping(address=>bool) public user_exists;

    function create_account() public payable returns(string memory)
    {
        require(user_exists[msg.sender]==false,'Account already created');

        if(msg.value==0)
        {
            user_account[msg.sender]=0;
            user_exists[msg.sender]=true;

            return "Account created";
        }

        require(user_exists[msg.sender]==false,"Account already created");

        user_account[msg.sender]=msg.value;
```

```

user_exists[msg.sender]=true;

return "Account created";

}

function deposit() public payable returns(string memory)

{

require(user_exists[msg.sender]==true,"Account not created");

require(msg.value>0,"Value for deposit is Zero");

user_account[msg.sender]=user_account[msg.sender]+msg.value;

return "Deposited Successfully";

}

function withdraw(uint amount) public payable returns(string memory)

{

require(user_account[msg.sender]>amount,"Insufficient Balance");

require(user_exists[msg.sender]==true,"Account not created");require(amount>0,"Amount

should be more than zero");

user_account[msg.sender]=user_account[msg.sender]-amount;

msg.sender.transfer(amount);

return "Withdrawl Successful";

}

function transfer(address payable userAddress, uint amount) public returns(string memory)

{

require(user_account[msg.sender]>amount,"Insufficient balance in Bank account");

require(user_exists[msg.sender]==true,"Account is not created");

require(user_exists[userAddress]==true,"Transfer account does not exist");

```



```

require(amount>0,"Amount should be more than zero");

user_account[msg.sender]=user_account[msg.sender]-amount;

user_account[userAddress]=user_account[userAddress]+amount;

return "Transfer Successful";

}

function send_amt(address payable toAddress, uint256 amount) public payable

returns(string

memory)

{

require(user_account[msg.sender]>amount,"Insufficeint balance in Bank account");

require(user_exists[msg.sender]==true,"Account is not created");

require(amount>0,"Amount should be more than zero");

user_account[msg.sender]=user_account[msg.sender]-amount;

toAddress.transfer(amount);

return "Transfer Success";

}

function user_balance() public view returns(uint)

{return user_account[msg.sender];}

function account_exist() public view returns(bool)

{

return user_exists[msg.sender];

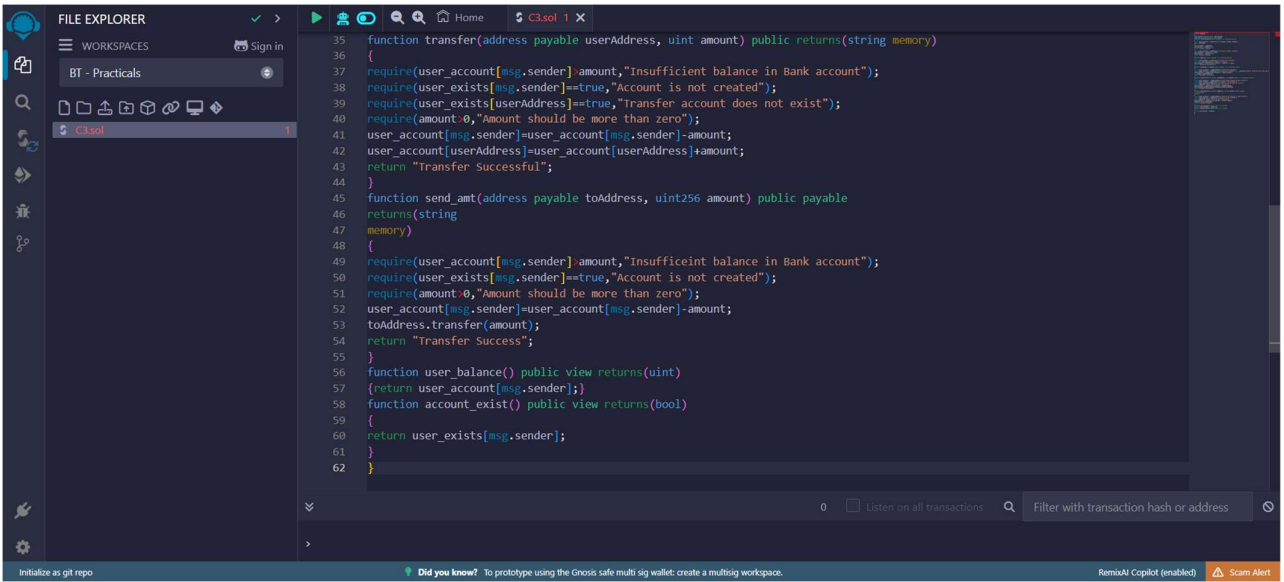
}

}

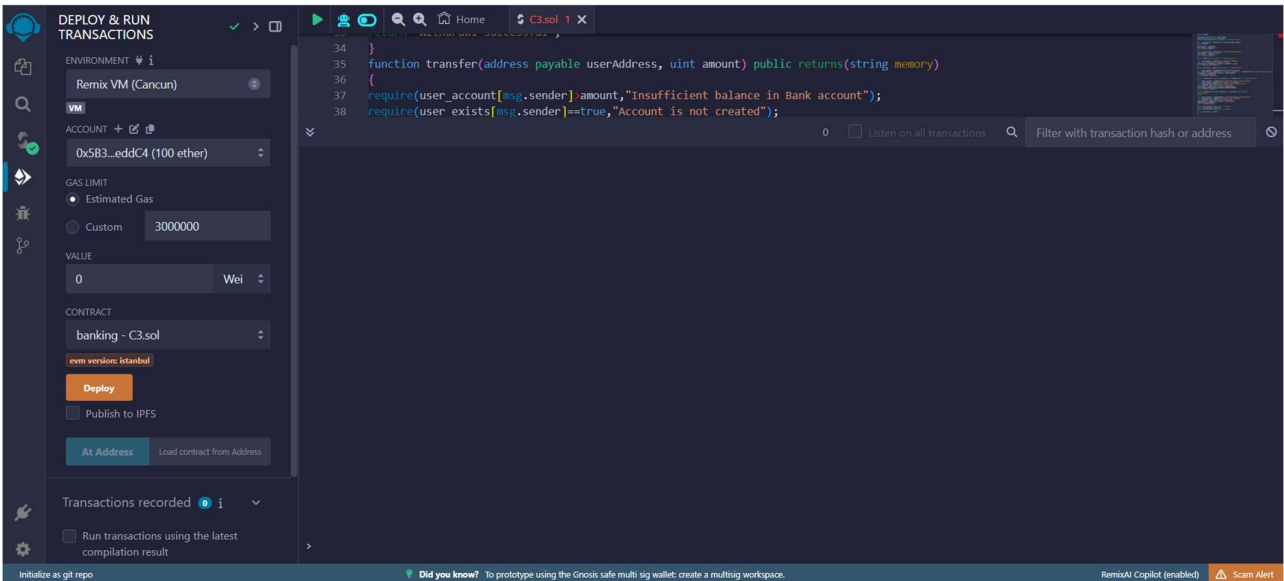
```

Output :

1 >



2 >



3 >

DEPLOY & RUN TRANSACTIONS

Deploy Deploy - transaction (not payable)

At Address Load contract from Address

Transactions recorded 1

Deployed Contracts 1

BANKING AT 0xD91...39138 0

Balance: 0 ETH

create_account

deposit

send_amt address toAddress, uint

transfer address userAddress, uint

withdraw uint256 amount

account_exist

user_account address

user_balance

```
34 }
35 function transfer(address payable userAddress, uint amount) public returns(string memory)
36 {
37     require(user_account[msg.sender]>amount,"Insufficient balance in Bank account");
38     require(user_exists[msg.sender]==true,"Account is not created");
```

creation of banking pending...

[vm] from: 0x583...eddC4 to: banking.(constructor) value: 0 wei data: 0x608...00033 logs: 0 hash: 0x2b2...ecc47

Debug

Initialize as git repo

Did you know? To prototype using the Gnosis safe multi sig wallet: create a multisig workspace.

RemixAI Copilot (enabled)

Scan Alert

4 >

DEPLOY & RUN TRANSACTIONS

Deployed Contracts 1

BANKING AT 0xD91...39138 0

Balance: 0 ETH

create_account

deposit

send_amt address toAddress, uint

transfer address userAddress, uint

withdraw uint256 amount

account_exist

user_account address

user_balance

user_exists address

Low level interactions

CALLDATA

Transaction

```
34 }
35 function transfer(address payable userAddress, uint amount) public returns(string memory)
36 {
37     require(user_account[msg.sender]>amount,"Insufficient balance in Bank account");
38     require(user_exists[msg.sender]==true,"Account is not created");
```

creation of banking pending...

[vm] from: 0x583...eddC4 to: banking.(constructor) value: 0 wei data: 0x608...00033 logs: 0 hash: 0x2b2...ecc47

status 0x1 Transaction mined and execution succeed

transaction hash 0x2b2964aebb541f534c9ffbf580c77584eb84eac54ae4bb94fc118f16ecc47

block hash 0x2aef515166b877767c676529aa476af5187841718822e46ef5cd85626cdd

block number 1

contract address 0xd9145cc520386f7254917e481e844e9943f39138

from 0x58380a6a781c568545dcfc803fc8875f56beddC4

to banking.(constructor)

gas 1404161 gas

transaction cost 1221009 gas

execution cost 1088527 gas

input 0x608...00033

Debug

Initialize as git repo

Did you know? To prototype using the Gnosis safe multi sig wallet: create a multisig workspace.

RemixAI Copilot (enabled)

Scan Alert

5 >

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying a list of transactions for a contract named 'BANKING AT 0xD91...39138'. The 'create_account' transaction is selected, showing its details: 'create_account - transact (payable)'. The main editor displays the Solidity code for the 'transfer' function, which includes checks for balance and account existence. The right-hand transaction details panel shows the execution of the 'create_account' transaction, including the block number (2), gas used (53562), transaction cost (46575 gas), and the decoded output: 'Account created'.

6 >

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying a list of transactions for a contract named 'BANKING AT 0xD91...39138'. The 'deposit' transaction is selected, showing its details: 'deposit - transact (payable)'. The main editor displays the Solidity code for the 'transfer' function. The right-hand transaction details panel shows the execution of the 'deposit' transaction, including the block number (2), gas used (53243), transaction cost (46298 gas), and the decoded output: 'Deposited Successfully'.

7 >

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying a list of deployed contracts for a project named 'BANKING AT 0XD91...39138'. The 'send_amt' contract is selected, and the 'transact' button is highlighted. The transaction parameters are set to 'toAddress: 0x5838Da6a701c568545dcf803' and 'amount: 30'. The main editor shows the Solidity code for the 'transfer' function. The right panel displays the transaction details, including the transaction hash, gas used (42480), transaction cost (36869 gas), execution cost (15389 gas), and the decoded output, which is a JSON object: {"0": "string: Transfer Success"}. The bottom status bar indicates 'RemixAI Copilot (enabled)' and 'Scan Alert'.

8 >

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying a list of deployed contracts for a project named 'BANKING AT 0XD91...39138'. The 'send_amt' contract is selected, and the 'transact' button is highlighted. The transaction parameters are set to 'toAddress: 0x5838Da6a701c568545dcf803' and 'amount: 30'. The main editor shows the Solidity code for the 'transfer' function. The right panel displays the transaction details, including the transaction hash, gas used (42480), transaction cost (36869 gas), execution cost (15389 gas), and the decoded output, which is a JSON object: {"0": "string: Transfer Success"}. The bottom status bar indicates 'RemixAI Copilot (enabled)' and 'Scan Alert'.

The screenshot displays the Remix IDE interface during a transaction execution. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible, featuring buttons for various actions like 'deposit', 'send_amt', 'transfer', 'withdraw', 'account_exist', 'user_account', 'user_balance', and 'user_exists'. The 'send_amt' button is currently selected. The main workspace shows the Solidity code for the 'Bank' contract, specifically the 'transfer' function. The bottom panel displays the transaction details for the 'transfer' function, including the call data, gas cost, and decoded input/output.

The screenshot displays the Visual Studio Code editor with a Solidity file named `student_management.json` open. The code defines a contract for managing student data, including functions for adding and retrieving students. The interface includes a File Explorer on the left, a Run and Debug console at the bottom, and a status bar at the very bottom.

```
1 pragma solidity ^0.6.0;
2 contract student_management {
3     struct student {
4         int stud_id;
5         string name;
6         string department;
7     }
8     student[] students;
9     function add_stud(int stud_id, string memory name, string memory department) public {
10         student memory stud = student(stud_id, name, department);
11         students.push(stud);
12     }
13     function getstudent(int stud_id) public view returns(string memory, string memory) {
14         for(uint i = 0; i<students.length; i++) {
15             student memory stud = students[i];
16             if(stud.stud_id == stud_id) {
17                 return(stud.name, stud.department);
18             }
19         }
20         return("not found","not found");
21     }
22 }
23
24
25 }
```

The status bar at the bottom indicates the file is named `student_management.json` and is located in the `workspace` folder. The Run and Debug console shows the output of the `add_stud` function, which is `1`.

C4 : Write a program in solidity to create Student data. Use the following constructs:

- Structures
- Arrays
- Fallback

Deploy this as smart contract on Ethereum and Observe the transaction fee and Gas value.

Code :

```
pragma solidity ^0.6.0;

contract student_management {

    struct student {
        int stud_id;
        string name;
        string department;
    }

    student[] students;

    function add_stud(int stud_id, string memory name, string memory department ) public {
        student memory stud = student(stud_id , name, department);
        students.push(stud);
    }

    function getStudent(int stud_id) public view returns(string memory, string memory) {
        for(uint i = 0; i<students.length; i++) {
            student memory stud = students [i];
            if(stud.stud_id == stud_id) {
                return(stud.name, stud.department);
            }
        }
    }
}
```

[illegible]

12>

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is active, displaying the 'STUDENT_MANAGEMENT' contract. The 'add_stud' function is selected, with parameters: `stud_id: 121`, `name: Ganesh Kadam`, and `department: Computer`. The 'Transact' button is highlighted. Below, the 'Low level interactions' section shows the 'CALLDATA' field. The main editor displays the Solidity code for the `student_management` contract, which includes a `struct student` with fields `int stud_id`, `string name`, and `string department`. The right sidebar shows the transaction details for the `add_stud` transaction, including the transaction hash, block hash, block number (14), from address, to address, gas (129539), transaction cost (112642 gas), and the decoded input/output.

13>

The screenshot shows the Remix IDE interface, similar to the previous one, but with a different transaction. The 'DEPLOY & RUN TRANSACTIONS' sidebar is active, displaying the 'STUDENT_MANAGEMENT' contract. The 'add_stud' function is selected, with parameters: `stud_id: 122`, `name: Abhishek More`, and `department: Mechanical`. The 'Transact' button is highlighted. Below, the 'Low level interactions' section shows the 'CALLDATA' field. The main editor displays the Solidity code for the `student_management` contract, which includes a `struct student` with fields `int stud_id`, `string name`, and `string department`. The right sidebar shows the transaction details for the `add_stud` transaction, including the transaction hash, block hash, block number (16), from address, to address, gas (189915), transaction cost (95578 gas), and the decoded input/output.

[illegible]

Mini Project

Code :

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

pragma solidity ^0.6;

contract Health_Record
{
    struct Patient
    {
        int patient_id;
        string name;
        string height;
        string weight;
        string disease;
        string symptom1;
        string symptom2;
    }

    Patient[] Patients;

    function addPatient(int patient_id, string memory name, string memory height, string
memory
weight, string memory disease, string memory symptom1, string memory symptom2) public
{
    Patient memory patient =
    Patient(patient_id,name,height,weight,disease,symptom1,symptom2);
    Patients.push(patient);
}

    function getPatient(int patient_id) public view returns(string memory, string memory, string
memory, string memory, string memory, string memory)
{
```

```

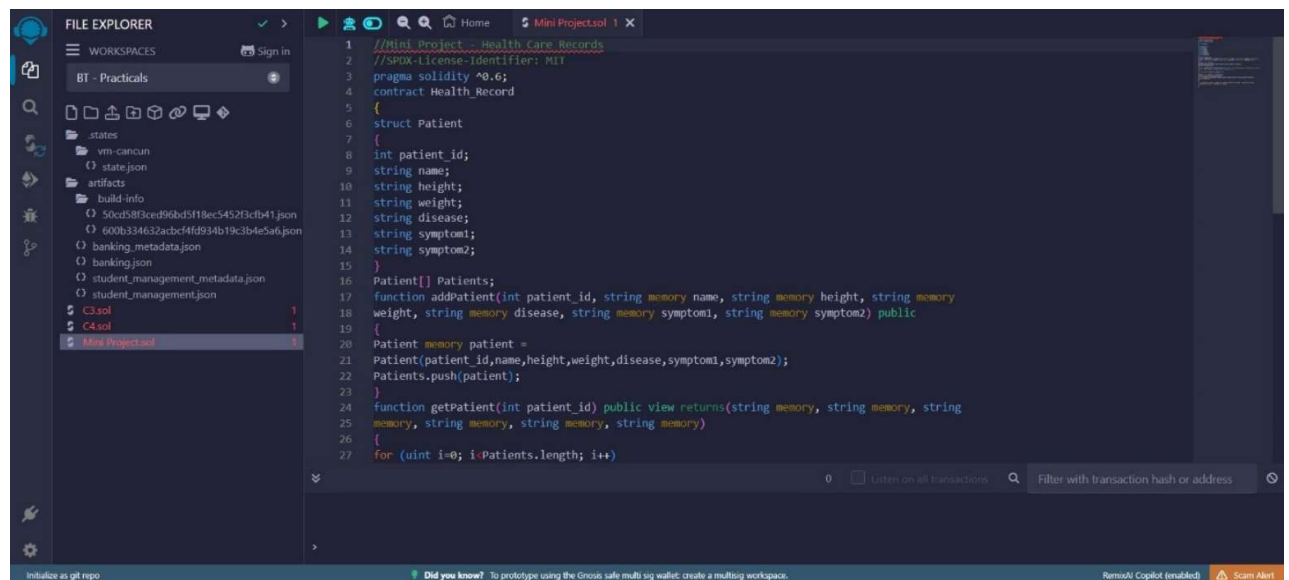
for (uint i=0; i<Patients.length; i++)
{
    Patient memory patient = Patients[i];
    if(patient.patient_id==patient_id)
    {return(patient.name,patient.height,patient.weight,patient.disease,patient.symptom1,
    patient.symptom2);
    }
}

return("Name not Found", "Height not Found", "Weight not Found", "Disease not Found",
"Symptom1 not Found", "Symptom2 not Found");
}
}

```

Output :

1 >



2 >

The screenshot shows the Remix IDE interface. On the left, the **SOLIDITY COMPILER** panel is active, displaying the compiler version **0.6.0+commit.26b70077**. Below the version, there are checkboxes for **Include nightly builds**, **Auto compile**, and **Hide warnings**. The **Advanced Configurations** section includes buttons for **Compile Mini Project.sol**, **Compile and Run script**, **Run Remix Analysis**, **Run SolidityScan**, **Publish on IPFS**, **Publish on Swarm**, and **Compilation Details**. The main editor area shows the **Mini Project.sol** file with the following Solidity code:

```
1 //Mini Project - Health Care Records
2 //SPDX-License-Identifier: MIT
3 pragma solidity ^0.6;
4 contract Health_Record
5 {
6     struct Patient
7     {
8         int patient_id;
9         string name;
10    }
```

The bottom status bar indicates **Initialize as git repo**, **Did you know? To prototype using the Gnosis safe multi sig wallet: create a multisig workspace.**, **RemixAI Copilot (enabled)**, and **Scam Alert**.

3 >

The screenshot shows the Remix IDE interface with the **DEPLOY & RUN TRANSACTIONS** panel on the left. The **Remix VM (Cancun)** section shows the **ACCOUNT** as **0x583...eddC4 (99.9999999999927)** and the **GAS LIMIT** as **Estimated Gas** with a **Custom** value of **3000000**. The **VALUE** is set to **0 Wei**. The **CONTRACT** is **Health_Record - Mini Project.sol**. Below this, there are buttons for **Deploy** and **Deploy - transaction (not payable)**, along with a **Publish to IPFS** checkbox and an **At Address** button. The **Transactions recorded** section shows **17** transactions. The **Deployed Contracts** section shows **HEALTH_RECORD AT 0x5FD...**. The main editor area shows the **Mini Project.sol** file with the same Solidity code as in the previous screenshot. Below the code, the transaction details are displayed:

```
[vm] from: 0x583...eddC4 to: Health_Record.(constructor) value: 0 wei data: 0x608...00033 logs: 0 hash: 0x222...09cb0
```

status	0x1 Transaction mined and execution succeed
transaction hash	0x222c7ace54fb72e7ec824d886e199135518a94c1061031180a8e9919f389cb0
block hash	0xd4f27280a290241aa4961d2823dfeb03c58ab1d11f8f540b1e973c32686896f
block number	17
contract address	0x5FD6e85D12E79a21C09f703feC8a1DC0d880
from	0x583302a6a701c568545dcfc803fc8879f36ba66c4
to	Health_Record.(constructor)
gas	1002492 gas
transaction cost	871732 gas
execution cost	760192 gas
input	0x608...00033

The bottom status bar indicates **Initialize as git repo**, **Did you know? To prototype using the Gnosis safe multi sig wallet: create a multisig workspace.**, **RemixAI Copilot (enabled)**, and **Scam Alert**.

4 >

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel displays the 'addPatient' function with parameters: patient_id: 147, name: Rutik Pawar, height: 162, weight: 61, disease: Viral, symptom1: Fever, and symptom2: Headache. The 'transact' button is highlighted. The main editor shows the Solidity code for the 'Health_Care_Records' contract. The bottom panel displays the transaction details, indicating a successful execution. The transaction hash is 0x7c1fde080b4156947d08e222b3d166db39c1bbf86369f3eed7404559e08f. The gas used is 236798, and the transaction cost is 205911 gas. The execution cost is 181791 gas. The input is 0x894...000000.

```
1 //Mini Project - Health_Care_Records
2 //SPDX-License-Identifier: MIT
3 pragma solidity ^0.6;
4 contract Health_Record
5 {
6     struct Patient
7     {
8         int patient_id;
9         string name;
10        string height;
11    }
12}
```

Transaction details:

- status: 0x1 Transaction mined and execution succeed
- transaction hash: 0x7c1fde080b4156947d08e222b3d166db39c1bbf86369f3eed7404559e08f
- block hash: 0x3eeb720e45f3f1b799aff9e2e0b5d02c97e7edf74029002ee5fc0fc44a61
- block number: 18
- from: 0x58380a6a701c5685454cf803fc8875f56beddC4
- gas: 236798 gas
- transaction cost: 205911 gas
- execution cost: 181791 gas
- input: 0x894...000000

5 >

The screenshot shows the Remix IDE interface. The 'addPatient' function is still selected in the left panel. The bottom panel now displays the decoded output of the transaction. The output is an empty array, indicating that the function did not return any data. The transaction details are the same as in the previous screenshot.

Transaction details:

- execution cost: 181791 gas
- input: 0x894...000000
- output: []
- decoded input: [{"int256 patient_id": "147", "string name": "Rutik Pawar", "string height": "162", "string weight": "61", "string disease": "Viral", "string symptom1": "Fever", "string symptom2": "Headache"}]
- decoded output: []
- logs: []
- raw logs: []

DEPLOY & RUN TRANSACTIONS

Deploy

☐ Publish to IPFS

At Address

Load contract from Address

Transactions recorded 18

Deployed Contracts

HEALTH_RECORD AT 0x5ED...
Balance: 0 ETH

addPatient

int256 patient_id, string

getPatient

patient_id: 147

CallData

Parameters

call

Low level interactions

1

Mini Projectsol 1

Home

Mini Projectsol 1

```
1 //Mini Project Health_Care_Records
2 //SPDX-License-Identifier: MIT
3 pragma solidity ^0.6;
4 contract Health_Record
5 {
6     struct Patient
7     {
8         int patient_id;
9         string name;
10    }
```

0

☐ Listen on all transactions

Filter with transaction hash or address

Decoded Input

Decoded output

Logs

raw logs

getPatient - call

Did you know? To prototype using the Gnosis safe multi sig wallet, create a multisig workspace.

Removal Copilot (enabled)

Scam Alert

Initialize as git repo