

Batch: A2 Roll No.: 16010121045

Mini Project

Grade: AA / AB / BB / BC / CC / CD / DD

Signature of the Staff In-charge with date

Title: Mini Project

Implementation Details:

```
// SPDX-License-Identifier: UNLICENSED
pragma solidity ^0.8.9;

contract CrowdFunding {
    struct Campaign {
        address owner;
        string title;
        string description;
        uint256 target;
        uint256 deadline;
        uint256 amountCollected;
        string image;
        uint256[] donations;
        address[] donators;
    }
}
```

```
// helps to use campaigns[0] in solidity
mapping(uint256 => Campaign) public campaigns;

// global variable
uint256 public numberOfCampaigns = 0;

// create a new campaign
function createCampaign(
    address _owner,
    string memory _title,
    string memory _description,
    uint256 _target,
    uint256 _deadline,
    string memory _image
) public returns (uint256) {
    Campaign storage campaign = campaigns[numberOfCampaigns];

    require(_deadline < block.timestamp, "The deadline should be an upcoming date.");

    campaign.owner = _owner;
    campaign.title = _title;
    campaign.description = _description;
    campaign.target = _target;
    campaign.deadline = _deadline;
    campaign.image = _image;
    numberOfCampaigns++;
}
```

```
    return numberOfCampaigns-1;
}

// donate to a campaign
function donateToCampaign(uint256 _id) public payable{
    uint256 amount = msg.value;

    Campaign storage campaign = campaigns[_id];

    campaign.donators.push(msg.sender);
    campaign.donations.push(amount);

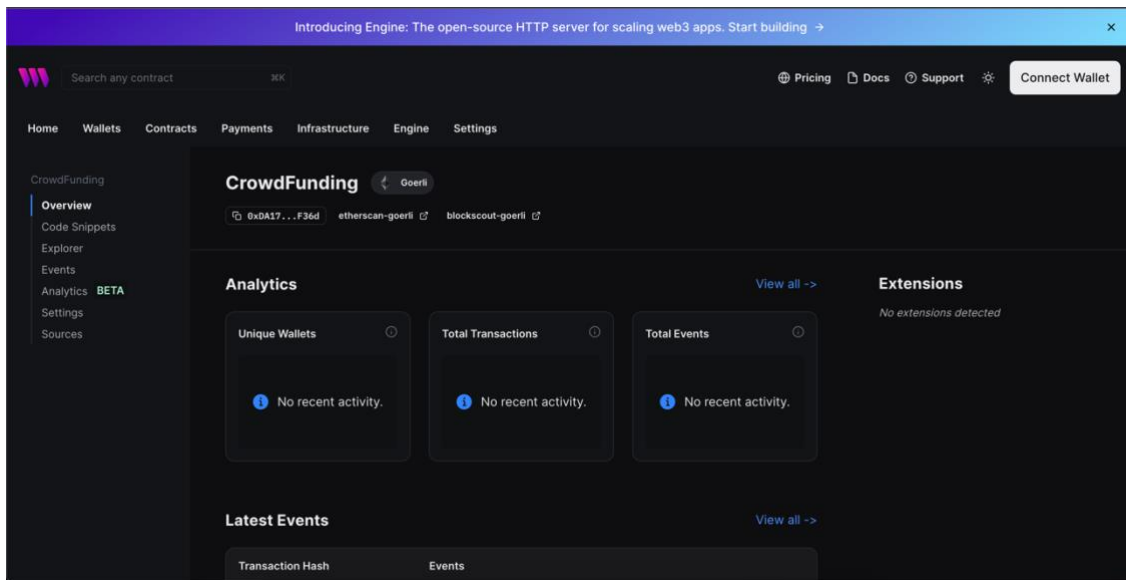
    (bool sent,) = payable(campaign.owner).call{value: amount}("");

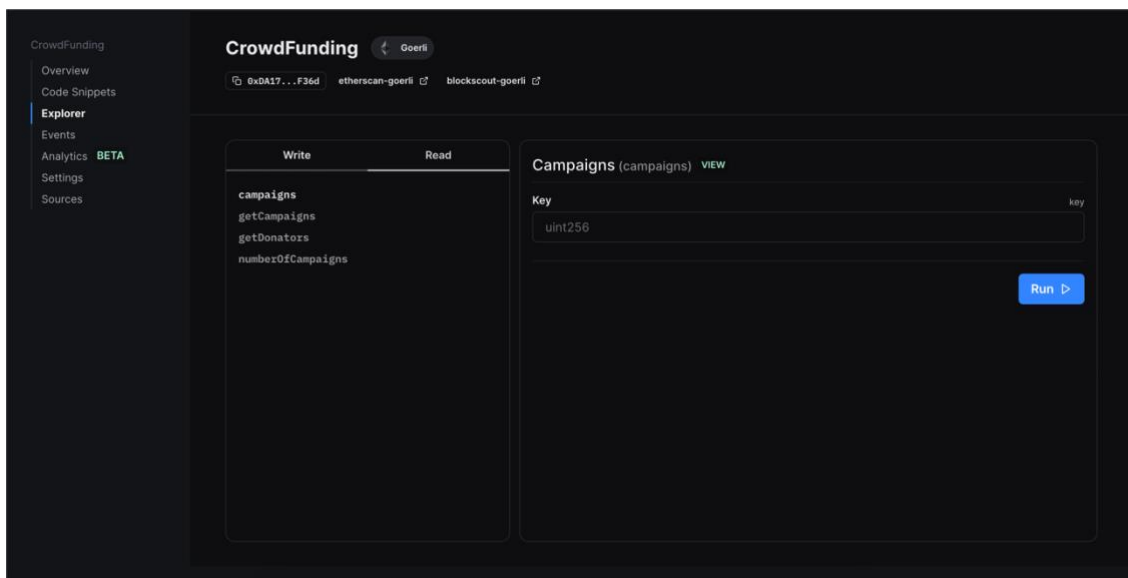
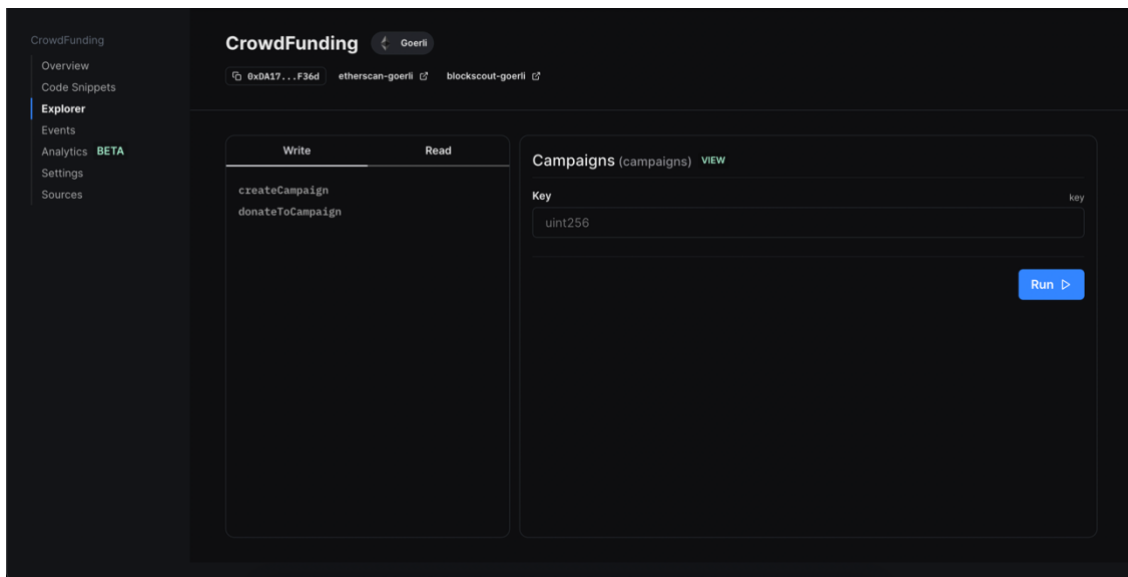
    if(sent){

        campaign.amountCollected = campaign.amountCollected + amount;
    }
}

// get donators
function getDonators(uint256 _id) public view returns(address[] memory,
uint256[] memory){
    return (campaigns[_id].donators , campaigns[_id].donations);
}
```

```
// get all campaigns  
function getCampaigns() public view returns (Campaign[] memory) {  
    Campaign[] memory _campaigns = new Campaign[](numberOfCampaigns);  
  
    for(uint256 i = 0; i < numberOfCampaigns; i++){  
        _campaigns[i] = campaigns[i];  
    }  
  
    return _campaigns;  
}  
}
```





Conclusion:-

Completed the mini project.