Solidity programming

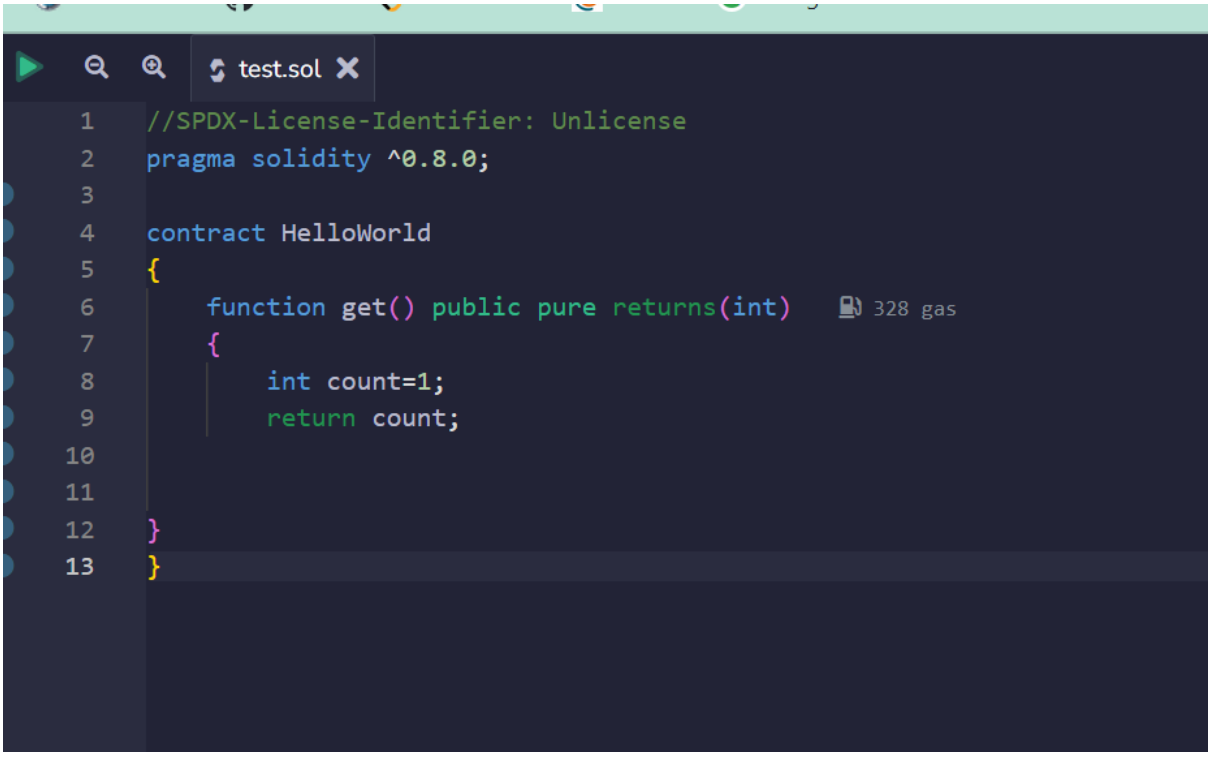
Contact - similar to class supports inheritance

Prog-1 Hello world

```
pragma solidity >= 0.8.2 <0.9.0;

contract HelloWorld {
    function get()public pure returns (string memory){
        return 'Hello Contracts';
    }
}
```

Prog 2



Prog 3

Prog-4

```
//SPDX-License-Identifier: Unlicense
pragma solidity ^0.8.0;

    contract Twitter {

    // add our code
    mapping(address => string[]) public tweets;

    function createTweet(string memory _tweet) public {
        tweets[msg.sender].push(_tweet);
    }
    function getTweet(address payable  _owner) public view
returns(string[] memory) {
        return tweets[_owner];

    }
    }
```

Prog 5

```
pragma solidity ^0.8.0;


contract HelloWorld{
    struct Student{
        string Name;
        string Rollno;
        string Class;

    }
    Student[] public students;
    function add(string memory Name,uint)
    {

    Student memory s1;
    }
    Student.push(s1);
    }
}
```