Code:

pragma solidity 0.5.1;

contract MyContract{

int public coin\_no;

int public send\_coin;

int public tot\_coin;

uint256 public peopleCount=0;

mapping(uint => Person) public people;

struct Person{

uint \_id;

string \_firstName;

string \_lastName;

}

// constructor public(){

// return tot\_coin;

// }

function createcoins(int coin\_no) public {

tot\_coin += coin\_no;

// returns "created coins";

}

// function showtot\_coins(int coin\_no) return tot\_coin public {

// }

function newguy(string memory \_firstName, string memory \_lastName) public{

people[peopleCount]=Person(peopleCount, \_firstName, \_lastName);

peopleCount += 1;

// return "new guy created";

}

function send\_coin\_fn(uint \_id, int send\_coin) public{

tot\_coin += send\_coin;

//return "coin(s) sent";

}

}

