Name of Student: Pushkar Sane			
Roll Number: 45		Lab Assignment Number: 7	
Title of Lab Assignment: Simple Experiments using Solidity Program Constructs			
DOP: 08-10-2024		DOS: 08-10-2024	
CO Mapped:	PO Mapped:		Signature:

Practical No. 7

Aim: Simple Experiments using Solidity Program Constructs (if-then, while etc...)

- 1. Write a program in solidity to create a structure student with Roll no, Name, Class, Department, Course enrolled as variables.
 - a. Add information of 5 students.
 - b. Search for a student using Roll no.
 - c. Display all information
- 2. Create a structure Consumer with Name, Address, Consumer ID, Units and Amount as members. Write a program in solidity to calculate the total electricity bill according to the given condition.

For first 50 units Rs. 0.50/unit

For next 100 units Rs. 0.75/unit

For next 100 units Rs. 1.20/unit

For unit above 250 Rs. 1.50/unit

An additional surcharge of 20% is added to the bill. Display the information of 5 such consumers along with their units consumed and amount.

Theory:

Smart Contracts: Smart contracts are self-executing contracts with the terms of the agreement directly written into code. They run on blockchain platforms, such as Ethereum, allowing for trustless transactions and automation of processes. Smart contracts ensure that conditions are met before executing actions, which eliminates the need for intermediaries.

Data Structures: In Solidity, data structures are essential for organizing and managing complex data efficiently. The two primary types of data structures used in Solidity are:

- 1. Structs:
 - a. Structs are custom data types that group multiple variables under a single name. They are used to define complex entities with various attributes.
 - b. For example, the Consumer struct in the ElectricityBillRegistry contract encapsulates all relevant details of an electricity consumer, such as consumer ID, name, address, units consumed, and amount due.

2. Arrays:

a. Arrays are used to store multiple values of the same type. In the contract, an array of Consumer structs is used to maintain a list of all consumers, facilitating easy access and manipulation of consumer data.

Functionality in Contracts: Smart contracts utilize functions to manipulate data structures:

- a. Adding Data: Functions like addConsumer allow users to add new instances of data (consumers) to the contract.
- b. Retrieving Data: Functions like getConsumers return the entire list of consumers, providing structured access to data.
- c. Calculating Values: Internal functions can perform calculations (e.g., calculateBill) based on the data stored in structs.

Importance of Structs in Smart Contracts:

- a. Clarity: Structs enhance code readability by grouping related data, making the contract easier to understand.
- b. Efficiency: They optimize data management by reducing the complexity of handling multiple variables.
- c. Encapsulation: Structs encapsulate data and behavior, allowing for better organization of contract logic.

1. Student.sol

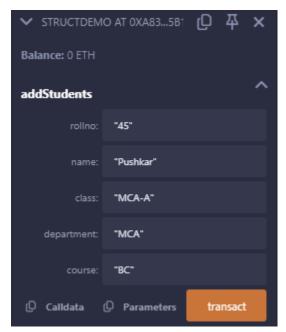
```
Code:
```

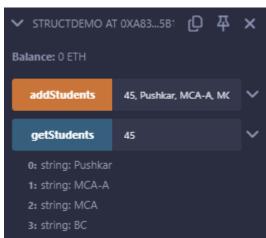
```
// SPDX-License-Identifier: GPL-3.0
// Students Details
pragma solidity ^0.8.26;

// Creating a Smart Contract
contract StructDemo{
    // Structure of Students
    struct Students{
        // State variables
        int rollno;
        string name;
        string class;
        string department;
```

string course; } Students []studs; // Function to add // Students details function addStudents(int rollno, string memory name, string memory class, string memory department, string memory course) public { Students memory e = Students(rollno, name, class, department, course); studs.push(e); } // Function to get // details of Students function getStudents(int rollno) public view returns (string memory, string memory, string memory, string memory){ uint i; for(i=0; i < studs.length; i++) {</pre> Students memory e = studs[i]; // Looks for a matching // Students id if(e.rollno == rollno) { return(e.name, e.class, e.department, e.course); } } // If provided Students // id is not present // it returns Not // Found return("Not Found", "Not Found", "Not Found"); } }

Output:





2. Consumer.sol

Code:

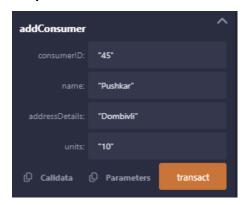
```
// SPDX-License-Identifier: GPL-3.0
// Solidity program
// to store Consumer Details
pragma solidity ^0.8.26;
// Creating a Smart Contract
contract ElectricityBillRegistry {
// Structure of consumer
struct Consumer {
```

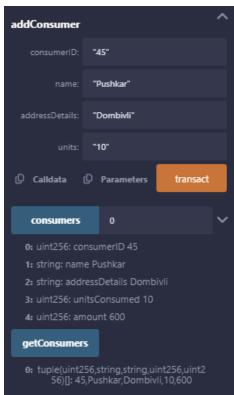
```
// State variables
     uint256 consumerID;
     string name;
     string addressDetails;
     uint256 unitsConsumed;
     uint256 amount;
  }
  Consumer[] public consumers;
  // Function to add consumer details
  function addConsumer(uint256 consumerID, string memory name, string memory
addressDetails, uint256 units) public {
     uint256 amount = calculateBill(units);
     Consumer memory c = Consumer(consumerID, name, addressDetails, units,
amount);
     consumers.push(c);
  }
  // Function to calculate the electricity bill
  function calculateBill(uint256 units) private pure returns (uint256) {
     uint256 bill = 0;
     if (units <= 50) {
       bill = units * 50; // Rs. 0.50/unit
     } else if (units <= 150) {
       bill = (50 * 50) + ((units - 50) * 75); // Rs. 0.75/unit for units 51-150
     } else if (units <= 250) {
       bill = (50 * 50) + (100 * 75) + ((units - 150) * 120); // Rs. 1.20/unit for units
151-250
     } else {
       bill = (50 * 50) + (100 * 75) + (100 * 120) + ((units - 250) * 150); // Rs.
1.50/unit for units above 250
    }
```

```
// Apply additional surcharge of 20%
bill = bill + (bill * 20 / 100);
return bill;
}

// Function to get details of all consumers
function getConsumers() public view returns (Consumer[] memory) {
   return consumers;
}
```

Output:





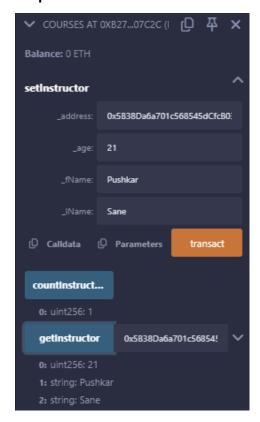
3. Instructor.sol

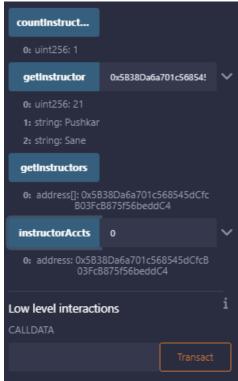
}

```
Code:
       // SPDX-License-Identifier: GPL-3.0
       pragma solidity ^0.8.26;
       contract Courses {
          struct Instructor {
            uint age;
            string fName;
            string IName;
         }
         mapping (address => Instructor) instructors;
         address[] public instructorAccts;
         function setInstructor(address address, uint age, string memory fName, string
memory _IName) public {
         //var instructor = instructors[_address];
         instructors[_address].age = _age;
         instructors[ address].fName = fName;
         instructors[ address].lName = IName;
            instructorAccts.push(_address);
         }
         function getInstructors() view public returns(address[] memory) {
            return instructorAccts;
         }
         function getInstructor(address address) view public returns (uint, string memory,
string memory) {
            return (instructors[_address].age, instructors[_address].fName,
instructors[ address].lName);
         }
         function countInstructors() view public returns (uint) {
            return instructorAccts.length;
         }
```

Name: Pushkar Sane MCA / A Roll No. 45

Output:





Conclusion:

Successfully demonstrated simple experiments using Solidity Program Constructs.