



Centurion
UNIVERSITY
*Shaping Lives...
Empowering Communities...*

School: Campus:

Academic Year: Subject Name: Subject Code:

Semester: Program: Branch: Specialization:

Date:

Applied and Action Learning

(Learning by Doing and Discovery)

Name of the Experiment : Hello Solidity – Writing First Smart Contract

Coding Phase : Pseudo Code/Flow Chart/Algorithm

- Start.
- Open Remix IDE.
- Create a new file Hello.sol.
- Write the smart contract code in Solidity.
- Compile the contract using the selected compiler version.
- Deploy the contract on JavaScript VM or test network.
- Interact with the contract by calling `greet`.
- End.

Apparatus/Software Used:

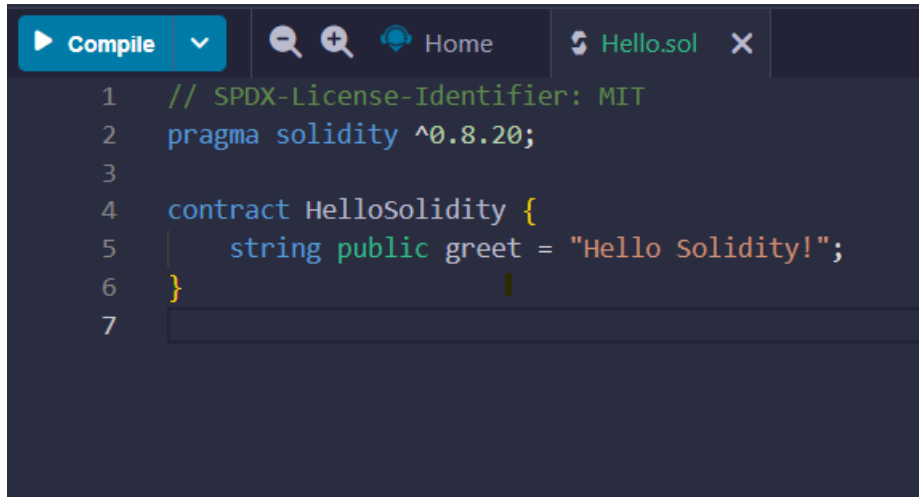
- Laptop/PC
- Internet Connection
- **Remix IDE** (<https://remix.ethereum.org/>)
- **MetaMask Wallet**
- Ethereum Test Network (JavaScript VM / Goerli / Sepolia)

Theory/Concept:

- Check for syntax errors during compilation.
- Ensure contract compiles successfully.
- Verify deployment by checking contract address.
- Call the `greet` function and confirm output matches expected result.

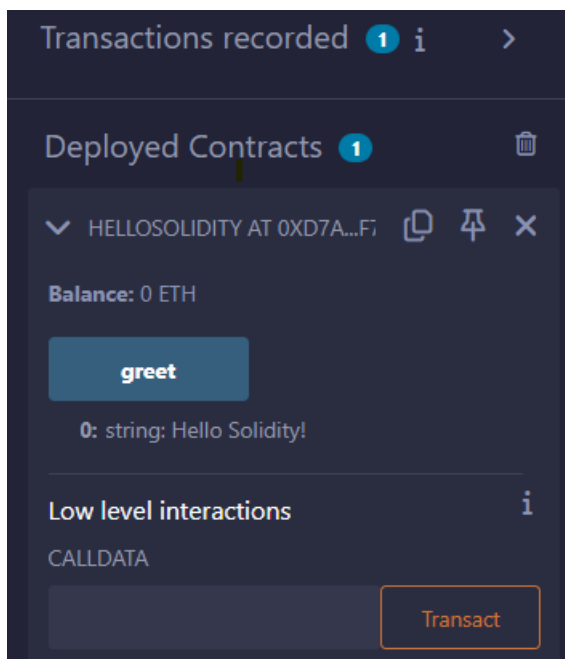
Prcedure:

- Wrote the smart contract code in Remix IDE.
- Compiled the code successfully.



```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.20;
3
4 contract HelloSolidity {
5     string public greet = "Hello Solidity!";
6 }
7
```

- Deployed the contract on JavaScript VM.
- Executed greet() function and got output "**Hello Solidity!**".



Observation:

- The smart contract compiled successfully without any errors.
- Deployment was successful and a unique contract address was generated.
- Calling greet returned the exact predefined message.

ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
Total	50		

Signature of the Student:

Name :

Regn. No. :

Page No.....

Signature of the Faculty:

** As applicable according to the experiment.
Two sheets per experiment (10-20) to be used.*

