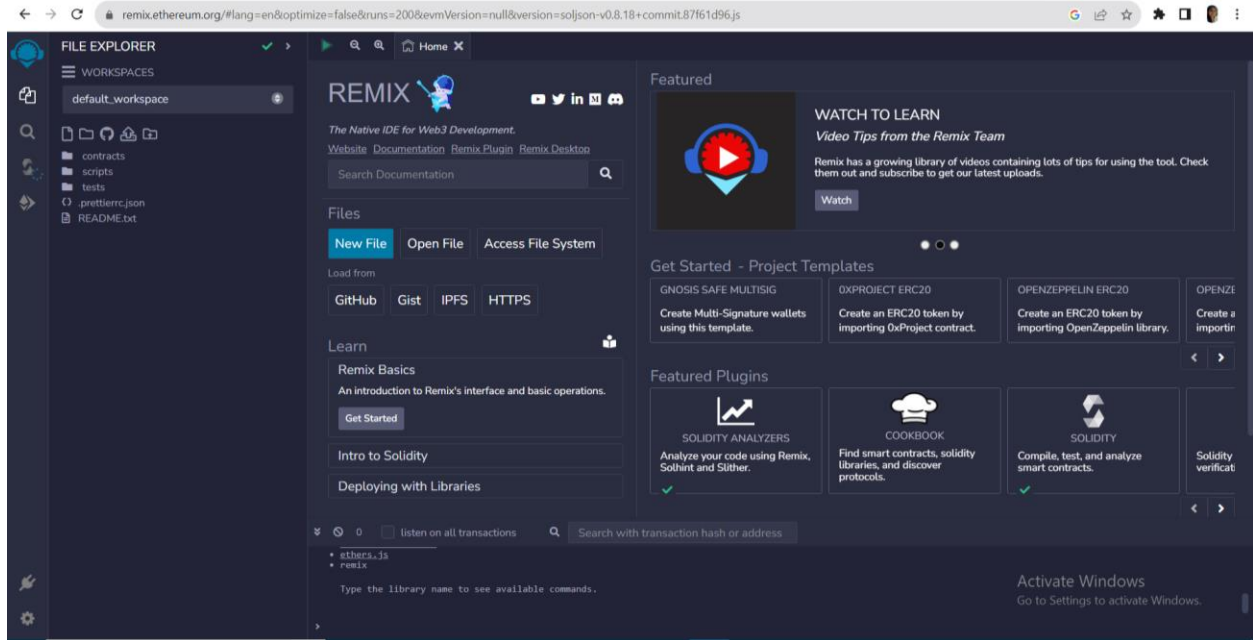
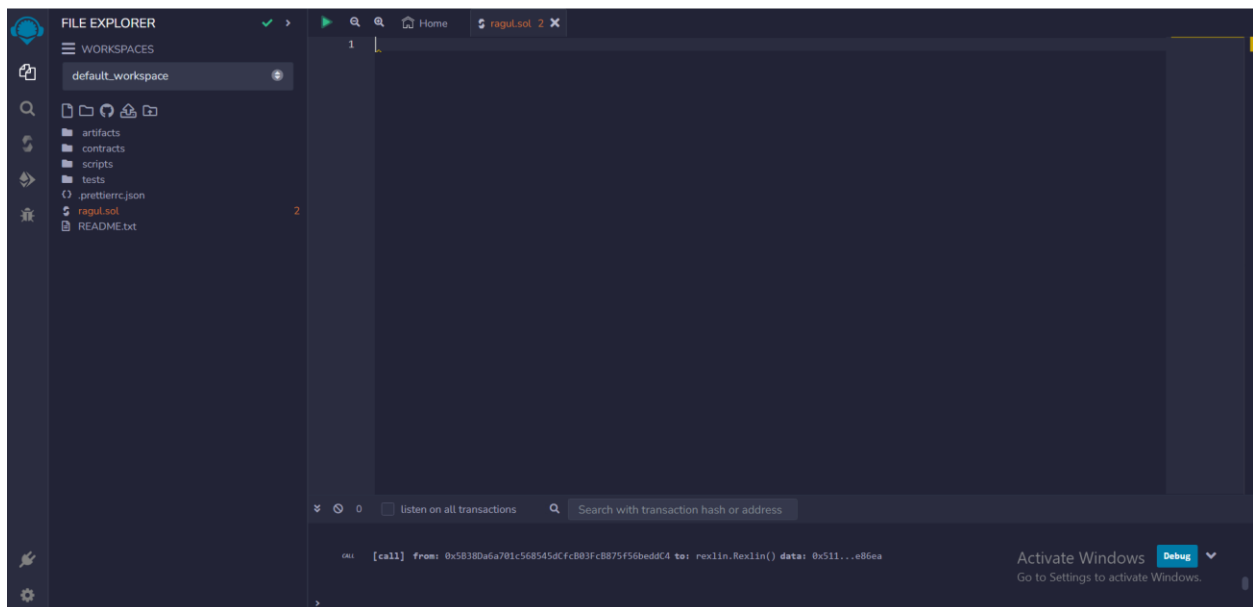


Assignment for Block Chain Technology

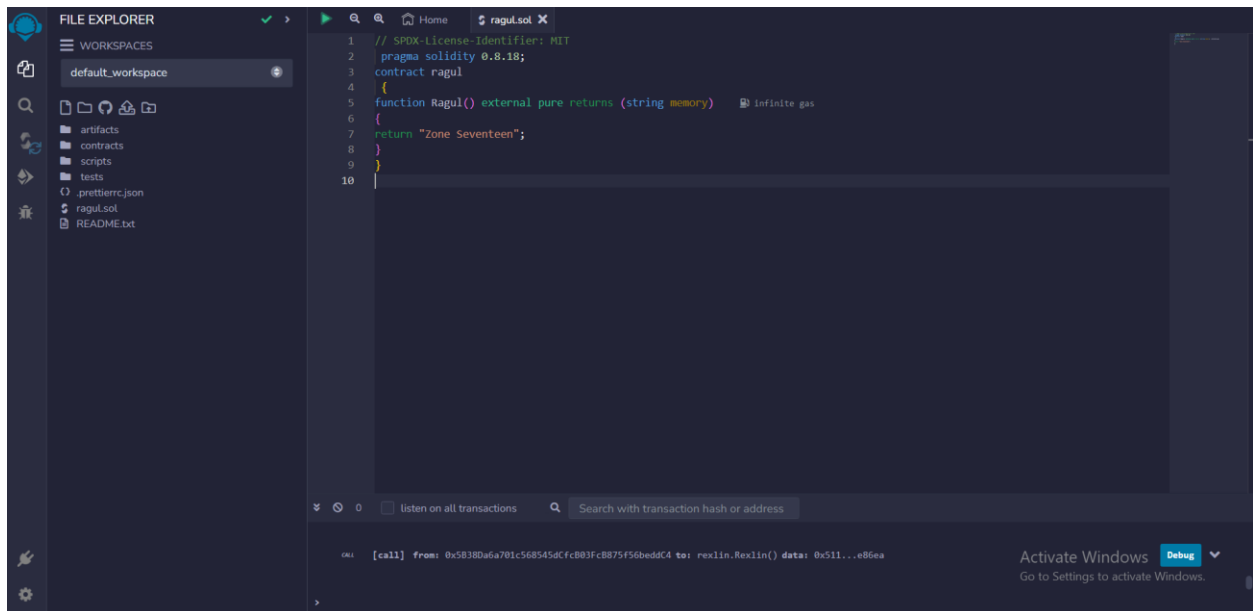
Step 1: Go to chrome and open remix platform



Step 2: Open the remix page and create new file.



Step 3: Write the program to get the string “Zone name” in the newly created file.



Code:

```
// SPDX-License-Identifier: MIT

pragma solidity 0.8.18;

contract Ashikha

{

function ashikha() external pure returns (string memory)

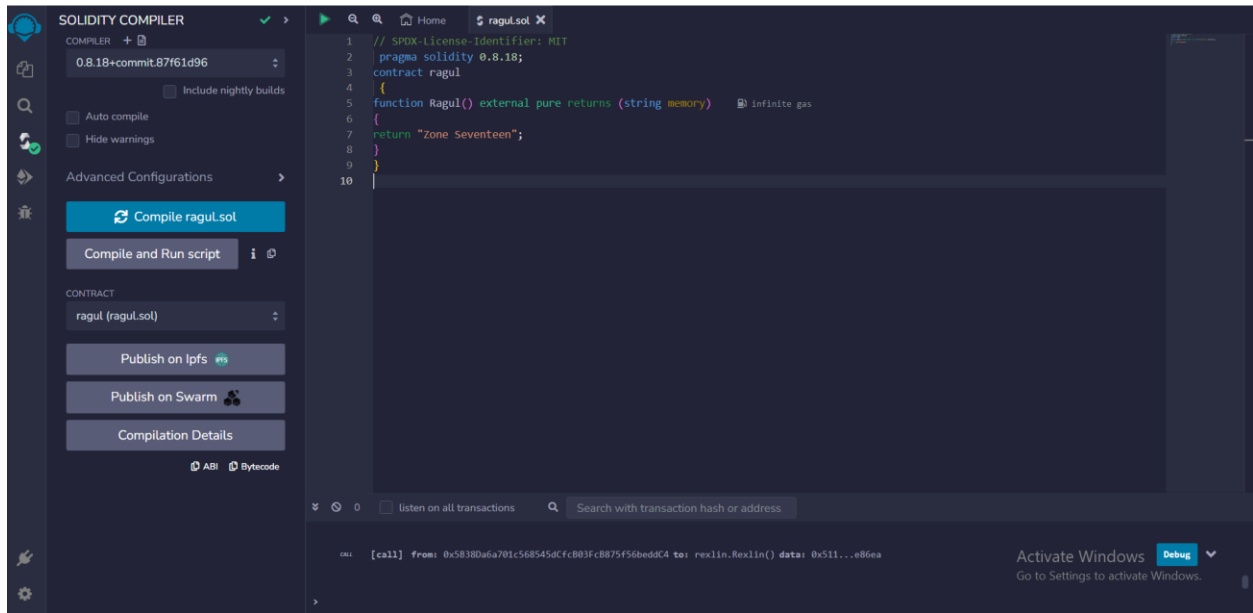
{

return "Zone Seventeen";

}

}
```

Step 4: Save the program and compile it to get the ABI and Byte code.



Abi code:

```
[
  {
    "inputs": [],
    "name": "Ragul",
    "outputs": [
      {
        "internalType": "string",
        "name": "",
        "type": "string"
      }
    ],
    "stateMutability": "pure",
    "type": "function"
  }
]
```

Byte code:

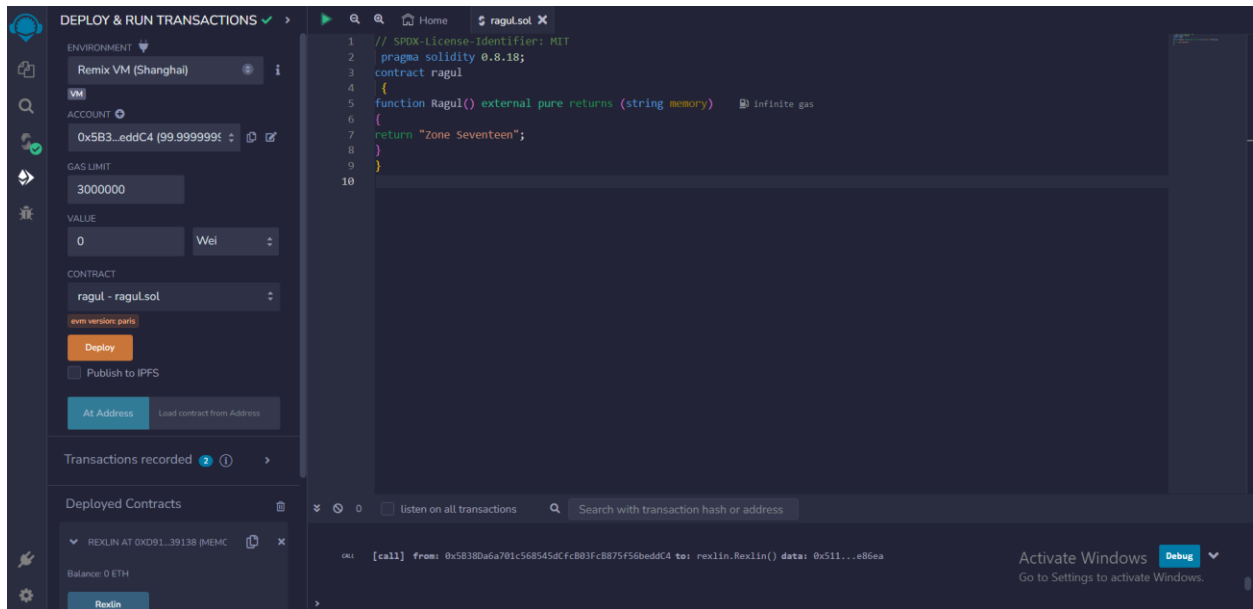
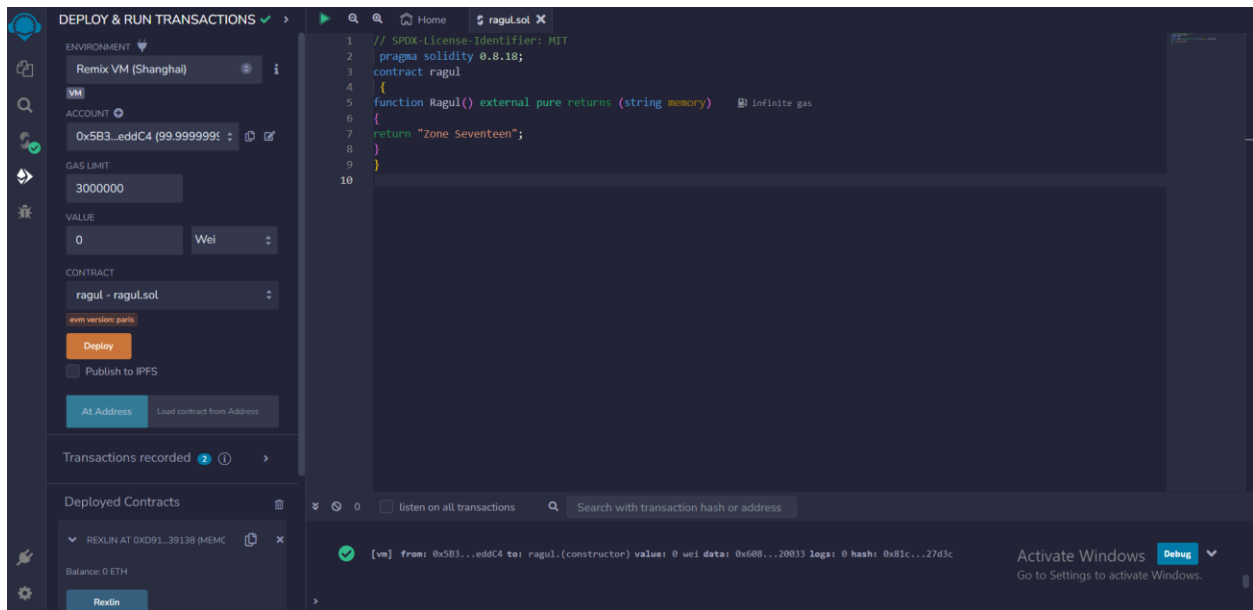
```
{
  "functionDebugData": {},
  "generatedSources": [],
  "linkReferences": {},
  "object":
    "608060405234801561001057600080fd5b50610173806100206000396000f3fe60806040523480
    1561001057600080fd5b506004361061002b5760003560e01c806307aff01f14610030575b60008
    0fd5b61003861004e565b604051610045919061011b565b60405180910390f35b6060604051806
```

```

"opcodes": "PUSH1 0x80 PUSH1 0x40 MSTORE CALLVALUE DUP1 ISZERO
PUSH2 0x10 JUMPI PUSH1 0x0 DUP1 REVERT JUMPDEST POP PUSH2 0x173 DUP1
PUSH2 0x20 PUSH1 0x0 CODECOPY PUSH1 0x0 RETURN INVALID PUSH1 0x80 PUSH1
0x40 MSTORE CALLVALUE DUP1 ISZERO PUSH2 0x10 JUMPI PUSH1 0x0 DUP1
REVERT JUMPDEST POP PUSH1 0x4 CALLDATASIZE LT PUSH2 0x2B JUMPI PUSH1
0x0 CALLDATALOAD PUSH1 0xE0 SHR DUP1 PUSH4 0x7AFF01F EQ PUSH2 0x30
JUMPI JUMPDEST PUSH1 0x0 DUP1 REVERT JUMPDEST PUSH2 0x38 PUSH2 0x4E
JUMP JUMPDEST PUSH1 0x40 MLOAD PUSH2 0x45 SWAP2 SWAP1 PUSH2 0x11B JUMP
JUMPDEST PUSH1 0x40 MLOAD DUP1 SWAP2 SUB SWAP1 RETURN JUMPDEST
PUSH1 0x60 PUSH1 0x40 MLOAD DUP1 PUSH1 0x40 ADD PUSH1 0x40 MSTORE DUP1
PUSH1 0xE DUP2 MSTORE PUSH1 0x20 ADD PUSH32
0x5A6F6E6520536576656E7465656E0000000000000000000000000000000000000000 DUP2
MSTORE POP SWAP1 POP SWAP1 JUMP JUMPDEST PUSH1 0x0 DUP2 MLOAD SWAP1
POP SWAP2 SWAP1 POP JUMP JUMPDEST PUSH1 0x0 DUP3 DUP3 MSTORE PUSH1
0x20 DUP3 ADD SWAP1 POP SWAP3 SWAP2 POP POP JUMP JUMPDEST PUSH1 0x0
JUMPDEST DUP4 DUP2 LT ISZERO PUSH2 0xC5 JUMPI DUP1 DUP3 ADD MLOAD
DUP2 DUP5 ADD MSTORE PUSH1 0x20 DUP2 ADD SWAP1 POP PUSH2 0xAA JUMP
JUMPDEST PUSH1 0x0 DUP5 DUP5 ADD MSTORE POP POP POP POP JUMP JUMPDEST
PUSH1 0x0 PUSH1 0x1F NOT PUSH1 0x1F DUP4 ADD AND SWAP1 POP SWAP2 SWAP1
POP JUMP JUMPDEST PUSH1 0x0 PUSH2 0xED DUP3 PUSH2 0x8B JUMP JUMPDEST
PUSH2 0xF7 DUP2 DUP6 PUSH2 0x96 JUMP JUMPDEST SWAP4 POP PUSH2 0x107 DUP2
DUP6 PUSH1 0x20 DUP7 ADD PUSH2 0xA7 JUMP JUMPDEST PUSH2 0x110 DUP2
PUSH2 0xD1 JUMP JUMPDEST DUP5 ADD SWAP2 POP POP SWAP3 SWAP2 POP POP
JUMP JUMPDEST PUSH1 0x0 PUSH1 0x20 DUP3 ADD SWAP1 POP DUP2 DUP2 SUB
PUSH1 0x0 DUP4 ADD MSTORE PUSH2 0x135 DUP2 DUP5 PUSH2 0xE2 JUMP
JUMPDEST SWAP1 POP SWAP3 SWAP2 POP POP JUMP INVALID LOG2 PUSH5
0x6970667358 0x22 SLT KECCAK256 0xE3 0xB0 NUMBER JUMPDEST DUP16 REVERT
0xE3 PUSH11 0xE4E7C6A72400D4C1D834E0 JUMP SWAP14 SIGNEXTEND 0xE LT 0xCB
LT 0xC3 SWAP1 LOG0 RETURN DATASIZE 0xD 0xC PUSH5 0x736F6C6343 STOP
ADDMOD SLT STOP CALLER ",
    "sourceMap": "60:114:0:-:0;;;;;;"
}

```

Step 5: Deploy it to display the output.



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