

# Hello World

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

pragma solidity ^0.8.24;

contract HelloWorld {
    string public message = "Hello World!";
}
```

---

## Data type + Function

```
pragma solidity ^0.8.0;

contract DataType {

    bool isActive = true;

    uint256 studentId = 123456;

    int256 accountBalance = -100;

    address walletAddress = 0xAb8483F64d9C6d1EcF9b849Ae677dD3315835cb2;

    function toggleActive() public {
        isActive = !isActive;
    }

    function incrementStudentId() public {
        studentId += 100;
    }

    function viewData() public view returns (bool, uint256, int256, address) {
        return (isActive, studentId, accountBalance, walletAddress);
    }
}
```

# If else / Loop

```
//if else
```

```
pragma solidity ^0.8.0;
```

```
contract Voting {
```

```
    uint public age;
```

```
    constructor(uint _age) {  
        age = _age;  
    }
```

```
    function canVote() public view returns (bool) {  
        if (age ≥ 18) {  
            return true;  
        } else {  
            return false;  
        }  
    }  
}
```

```
}
```

```
// loop
```

```
pragma solidity ^0.8.0;
```

```
contract SimpleForLoop {
```

```
    uint256[] private numbers = [1, 2, 3, 4, 5];
```

```
    function totalValue() public view returns (uint256 sum) {
```

```
        uint256 total = 0;
```

```
        for (uint256 i = 0; i < numbers.length; i++) {
```

```
            total += numbers[i];
```

```
        }
```

```
        return total;
```

```
    }
```

```
}
```

# Array / Mappings

```
//Array
pragma solidity ^0.8.0;

contract SimpleArray {

    string[3] public colors = ["red", "green", "blue"];

    function getColor(uint256 index) public view returns (string memory) {
        require(index < colors.length, "Index out of bounds");
        return colors[index];
    }
}
```

```
//Mapping example
//Associate array in php

pragma solidity ^0.8.0;

contract StudentNameMap {

    mapping(address ⇒ string) public studentNames;

    function registerStudent(string memory name) public {
        studentNames[msg.sender] = name;
    }

    function getMyName() public view returns (string memory) {
        return studentNames[msg.sender];
    }
}
```

---

# Receive and Send Ether

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.24;

event ReceivedEther(address indexed sender, uint256 amount);
receive() external payable {
    emit ReceivedEther(msg.sender, msg.value);
}

function getBalance() public view returns (uint256) {
    return address(this).balance;
}

contract SendEther {
    function sendViaTransfer(address payable _to) public payable {
        _to.transfer(msg.value);
    }

    function sendViaSend(address payable _to) public payable {
        bool sent = _to.send(msg.value);
        require(sent, "Failed to send Ether");
    }

    function sendViaCall(address payable _to) public payable {
        (bool sent, bytes memory data) = _to.call{value: msg.value}("");
        require(sent, "Failed to send Ether");
    }
}
```

Custom

3000000

VALUE

0

Ether

CONTRACT

SendEther - contracts/arraymapping.sol

evm version: cancun

Deploy

☐ Publish to IPFS

At Address

Load contract from Address

Transactions recorded 65 ⓘ >

Pinned Contracts (network: vm-cancun)

No pinned contracts found for selected workspace & network

Deployed/Unpinned Contracts ⓘ

SENDETH AT 0X56A...5E31B (MEMORY) ⓘ

Balance: 3 ETH

sendViaSend 0x78731D3Ca6b7E34aC0F824c42a7cC ⓘ

sendViaTransfer 0x5c6B0f7Bf3E7ce046039Bd8FABdfD31 ⓘ

getBalance

Low level interactions ⓘ

CALLDATA

Transact

The screenshot displays the Remix IDE interface. At the top, the 'VALUE' field is set to 0 and the 'CONTRACT' dropdown is set to 'SendEther - contracts/arraymapping.sol'. The 'evm version' is set to 'cancun'. The 'Deploy' button is visible. Below the deployment section, it shows 'Transactions recorded 65'. The 'Pinned Contracts' section indicates no pinned contracts found. The 'Deployed/Unpinned Contracts' section shows a contract named 'SENDETH AT 0X56A...5E31B (MEMORY)' with a balance of 3 ETH. It lists two functions: 'sendViaSend' and 'sendViaTransfer'. The 'Low level interactions' section shows the 'CALLDATA' field and a 'Transact' button. Red arrows point to the '0' value, the 'Ether' unit, the 'SendEther' contract name, and the 'Transact' button.

# Pure / View

```
pragma solidity ^0.8.0;

contract FunctionType {

    uint256 public num = 10;

    function addOne(uint256 a) public pure returns (uint256) {
        return a + 1;
    }

    function doubleStoredValue() public view returns (uint256) {
        return num * 2;
    }
}
```

Feature	View Function	Pure Function
Reads data	Yes	No
Modifies state	No	No
Gas cost	Lower	Lowest
Use cases	Read-only calculations, retrieving data	Simple calculations, independent logic

# Struct

```
pragma solidity ^0.8.0;

contract Person {

    struct Student {
        string name;
        uint256 age;
        address walletAddress;
    }

    Student public john;

    constructor() {
        john.name = "John Doe";
        john.age = 30;
        john.walletAddress = msg.sender;
    }

    function updateStudentAge(uint256 newAge) public {
        john.age = newAge;
    }

    function getStudentName() public view returns (string memory) {
        return john.name;
    }
}
```

---

---

# Exercises

## Question 1

Create a smart contract that can collect ether.

- Check ether balance
  - Transfer all the ether to owner of the contract
  - Receive ether
- 

## Question 2

### Scenario:

A professor wants to create a transparent and immutable record of student grades using blockchain technology. They require a smart contract that allows them (with proper access control) to:

1. Add students to the gradebook.
  2. Assign grades to students (numerical values).
  3. Retrieve a student's information (name and grade).
- 

## Question 3

### Scenario:

A group of artists wants to create a platform where they can showcase and sell their digital artwork directly to collectors, eliminating intermediaries and ensuring secure ownership tracking. They require a smart contract that allows:

1. Artists to upload artwork and mint NFTs representing ownership.
  2. Collectors to purchase NFTs using cryptocurrency.
  3. Secure and transparent ownership transfer upon purchase.
- 

THE END :) Enjoy coding.

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