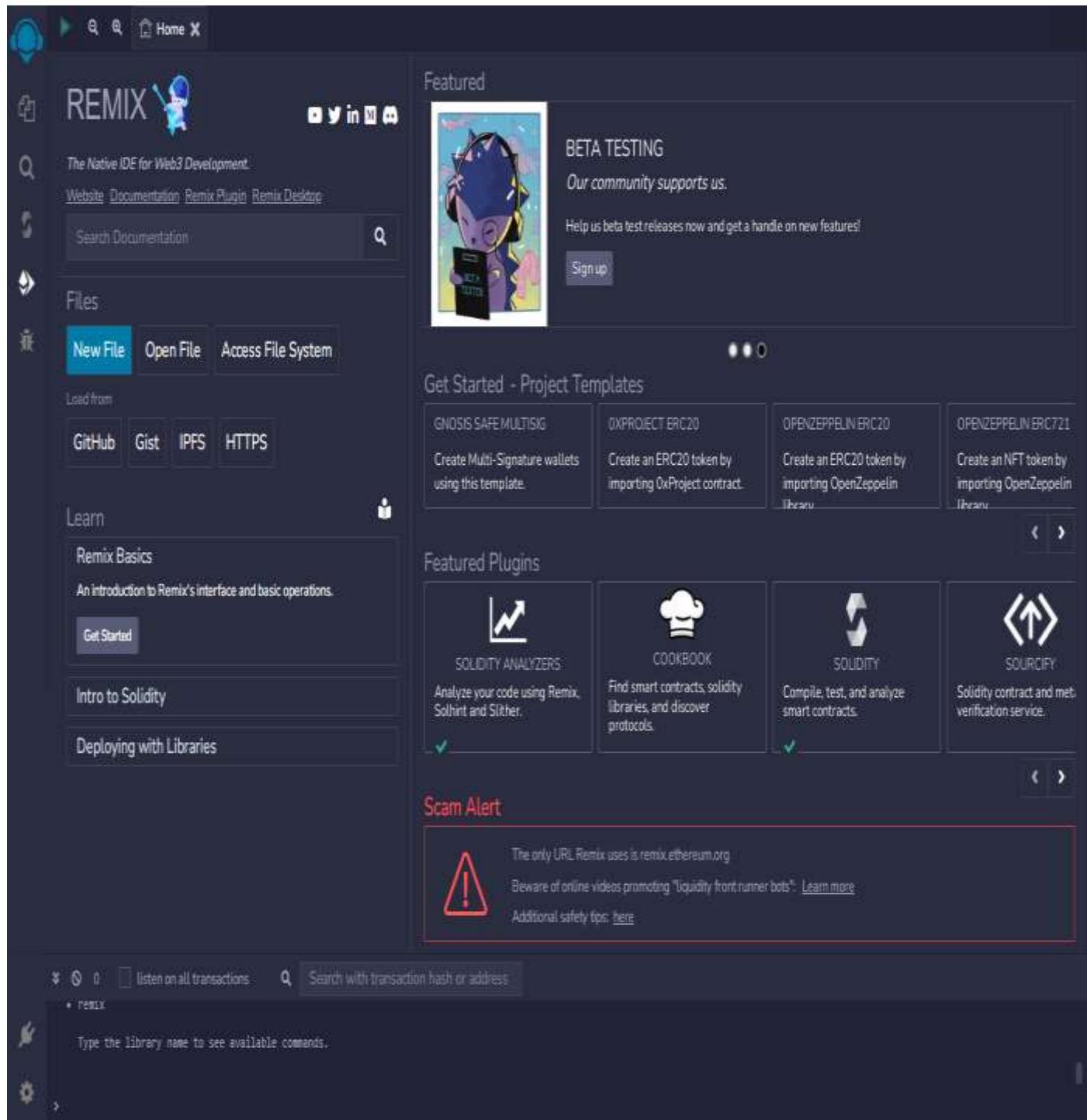
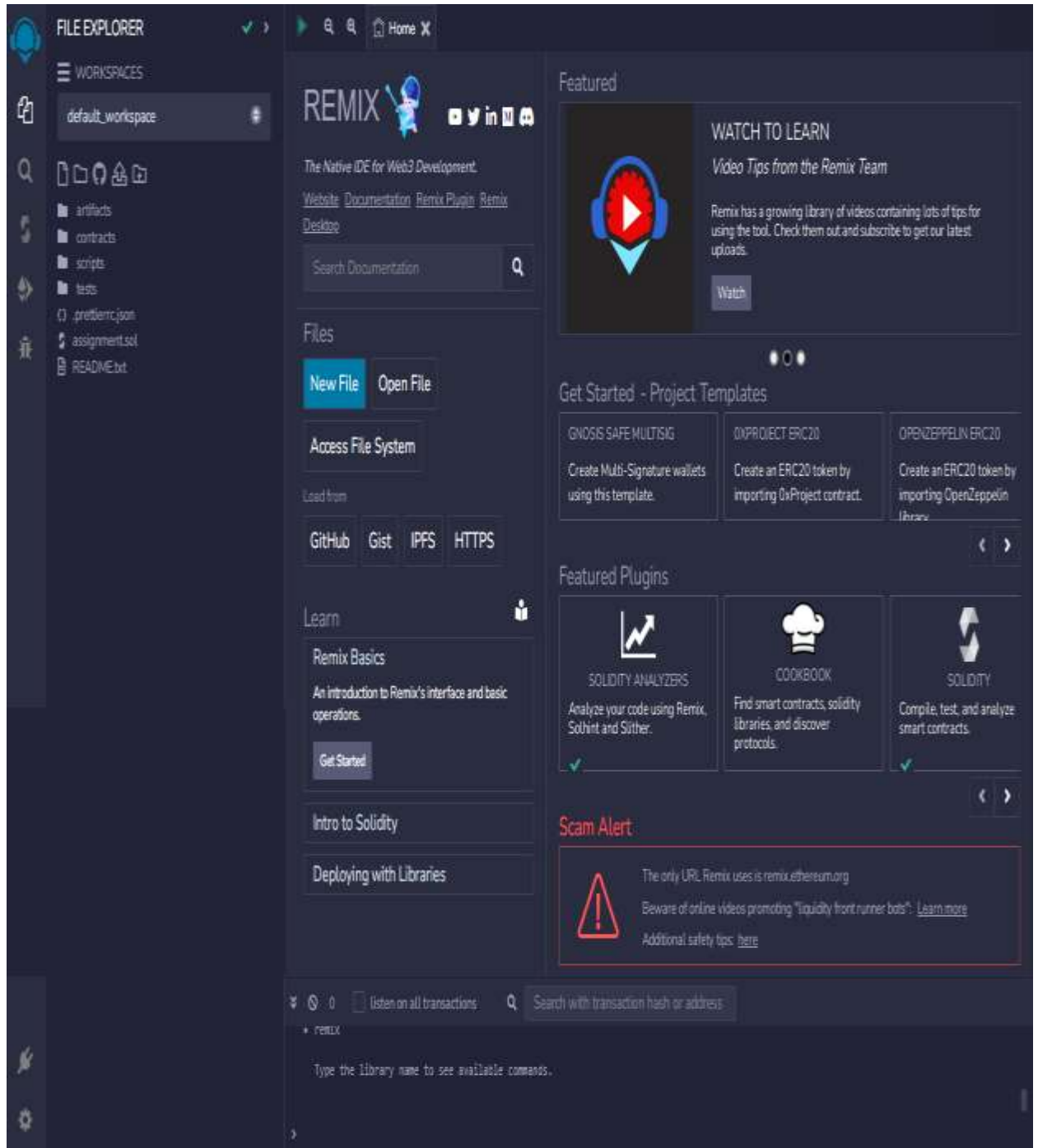


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# 1. GO TO THE CHROME ATFORM OPEN REMIX PLARTFORM



## 2. OPEN THE REMIX PAGE AND CREATE A NEW FILE



### 3. IN THE NEWLY CREATED FILE,CREATE A PROGRAM TO RETURN YOUR STRING ,”ZONE NAME”

The screenshot displays the Solidity Compiler interface. On the left, the 'COMPILER' section shows version 0.8.18+commit.87f61d96. Below this, there are checkboxes for 'Include nightly builds', 'Auto compile', and 'Hide warnings'. The 'Advanced Configurations' section is expanded, showing a 'Compile assignment.sol' button. The 'CONTRACT' section shows 'ZoneNameContract (assignment.sol)' selected, with buttons for 'Publish on Ethers', 'Publish on Swarm', and 'Compilation Details'. The main editor area shows the following Solidity code:

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 contract ZoneNameContract {
5     function getZoneName() public pure returns (string memory) {
6         return "Zone 4";
7     }
8 }
```

Below the code editor, the 'ABI' and 'Bytecode' tabs are visible. The 'ABI' tab is active, showing the following information:

Welcome to Remix 0.36.3

Your files are stored in indexedDB, 131.26 KB / 87.6 GB used

You can use this terminal to:

- Check transactions details and start debugging.
- Execute JavaScript scripts:
  - Input a script directly in the command line interface
  - Select a Javascript file in the file explorer and then run 'remix.execute()' or 'remix.executeCurrent()' in the command line interface
  - Right click on a Javascript file in the file explorer and then click 'Run'

The following libraries are accessible:

- web3 version 1.5.2
- ethers.js
- remix

Type the library name to see available commands.

creation of ZoneNameContract pending...

[va] from: 0x593...edd4 to: ZoneNameContract.(constructor) value: 0 wei data: 0x686...28033 logs: 0 hash: 0x0fe...4f6f [Debug]

call to ZoneNameContract.getZoneName

[call] from: 0x59330a6a781c568545dcf1863fc8675f568e0d4 to: ZoneNameContract.getZoneName() data: 0x235...ed70f [Debug]

#### 4. SAVE THE PROGRAM AND COMPILE IT TO GET THE ABI AND BYTECODE

## ABI:

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

## BYTECODE:

[illegible]

## 5. FINALLY DEPLOY IT TO DISPLAY THE OUTPUT

The screenshot displays the Remix IDE interface, which is used for developing and deploying smart contracts. The interface is divided into several panels:

- DEPLOY & RUN TRANSACTIONS:** This panel on the left contains settings for deployment. It shows the environment as "Remix VM (Shanghai)", the account as "0x5B3...addC4 (99.99999999%)", and the gas limit as "3000000". The contract selected is "ZoneNameContract - assignment.sol". There are buttons for "Deploy", "Publish to IPFS", and "At Address".
- Code Editor:** The central panel shows the Solidity code for the "ZoneNameContract". The code is as follows:

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 contract ZoneNameContract {
5     function getZoneName() public pure returns (string memory) { Infinite gas
6         return "Zone 4";
7     }
8 }
```
- Transactions recorded:** This panel shows a list of transactions. One transaction is recorded, with the data field containing "0x235...ed76f".
- Deployed Contracts:** This panel shows the deployed contract, "ZONENAMECONTRACT AT 0x091...". It displays the balance as "0 ETH" and the contract's name as "0 string Zone 4". There is a "getZoneName" button and a "Transact" button.
- Debugger:** The bottom panel shows the debugger, which displays the call data for the transaction: "[call] from: 0x5B3...addC4 to: ZoneNameContract.getZoneName() data: 0x235...ed76f".