

# UE20CS335 – Blockchain

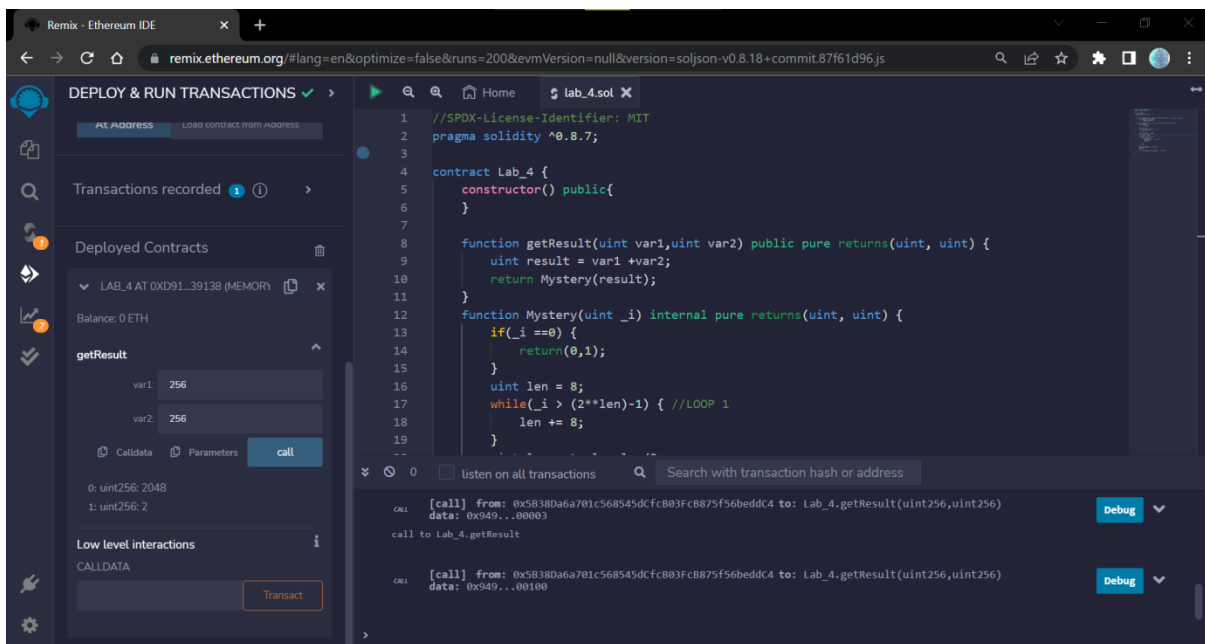
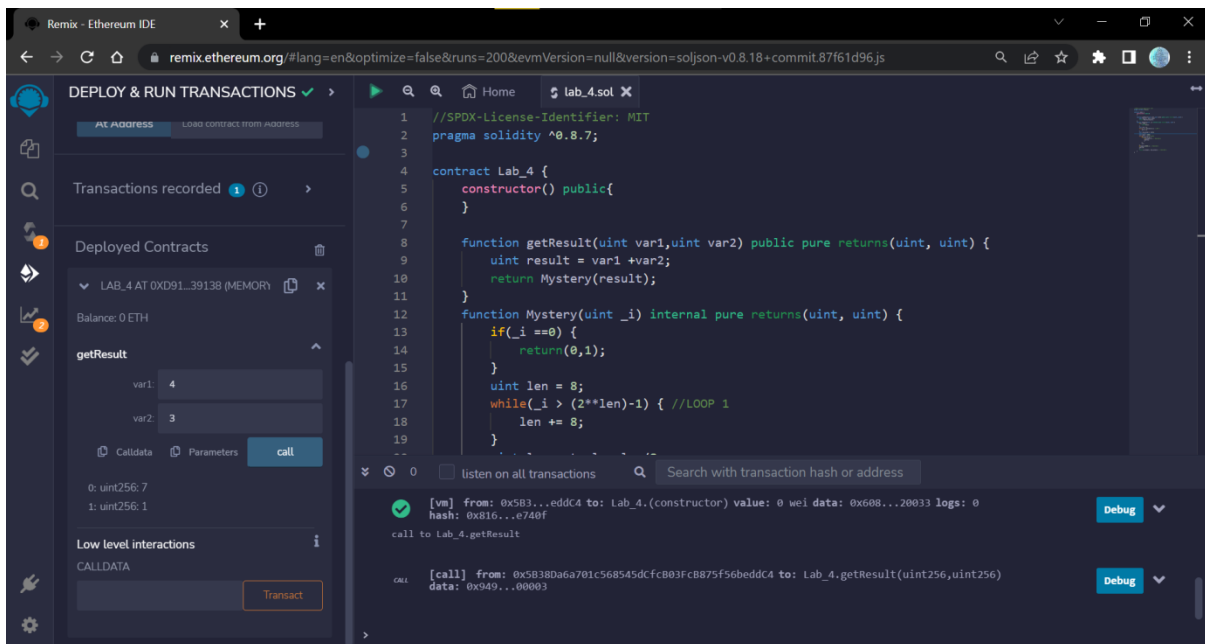
## Hands-On

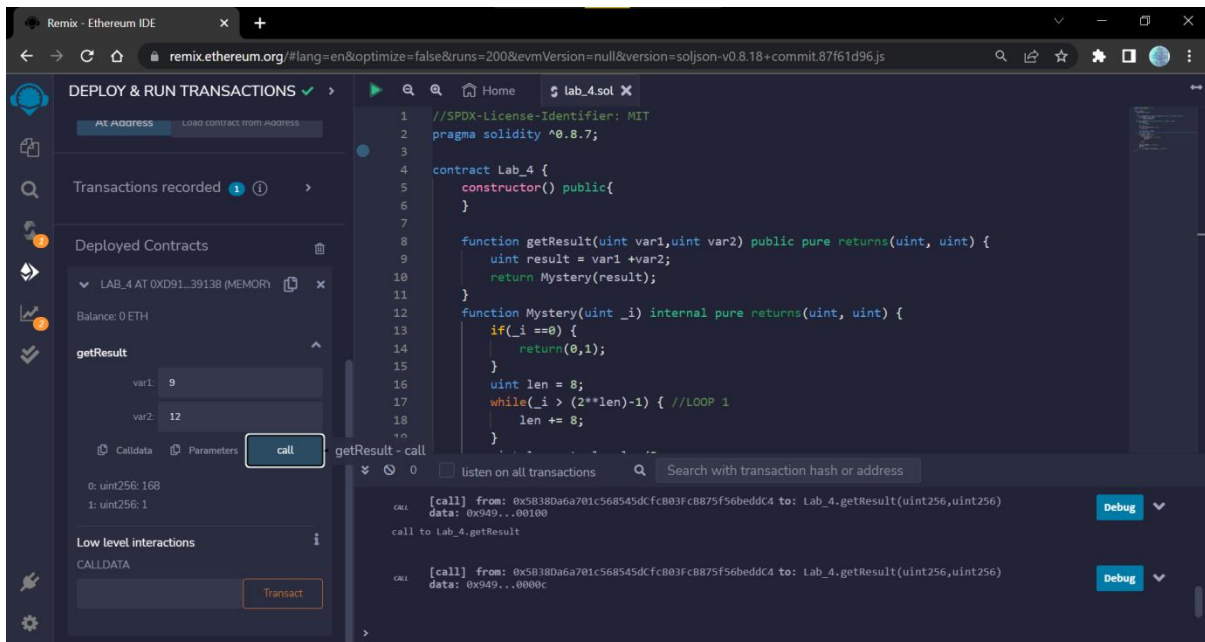
Name: Vishwa Mehul Mehta

SRN: PES2UG20CS389

Date: 30-03-2023

a) Screenshots:





## b) Output Explanation:

### 1. 4 and 3:

This is a Solidity smart contract that defines a Lab\_4 contract with a getResult function that takes two unsigned integer parameters 4 and 3 and returns a tuple of two unsigned integers.

The getResult function computes the sum of 4 and 3 and passes the result to a Mystery function. The Mystery function performs a series of operations on the input value 7, which is the sum of 4 and 3. The output of Mystery is then returned as the output of getResult.

The Mystery function first checks if 7 = zero which is false so it enters a loop (LOOP1) that computes the number of bytes needed to represent 7. This is done by repeatedly multiplying the length of the byte representation by 2 until the byte representation can represent the value 7.

After computing the number of bytes needed to represent 7, the function enters another loop (LOOP2) that iterates through each number from 2 to 7 and checks if it is a divisor of 7. If it is, it stores it as the smallest divisor found so far (in POSITION 3).

After the loop is finished, none was found, it sets small to zero. Finally, the function returns a tuple of two unsigned integers. The first integer is the result of left-shifting 7 by the value of 0 (at POSITION 5), and the second integer is the actual number of bytes needed to represent the shifted value of 7.

### c) Loop1 and Loop2:

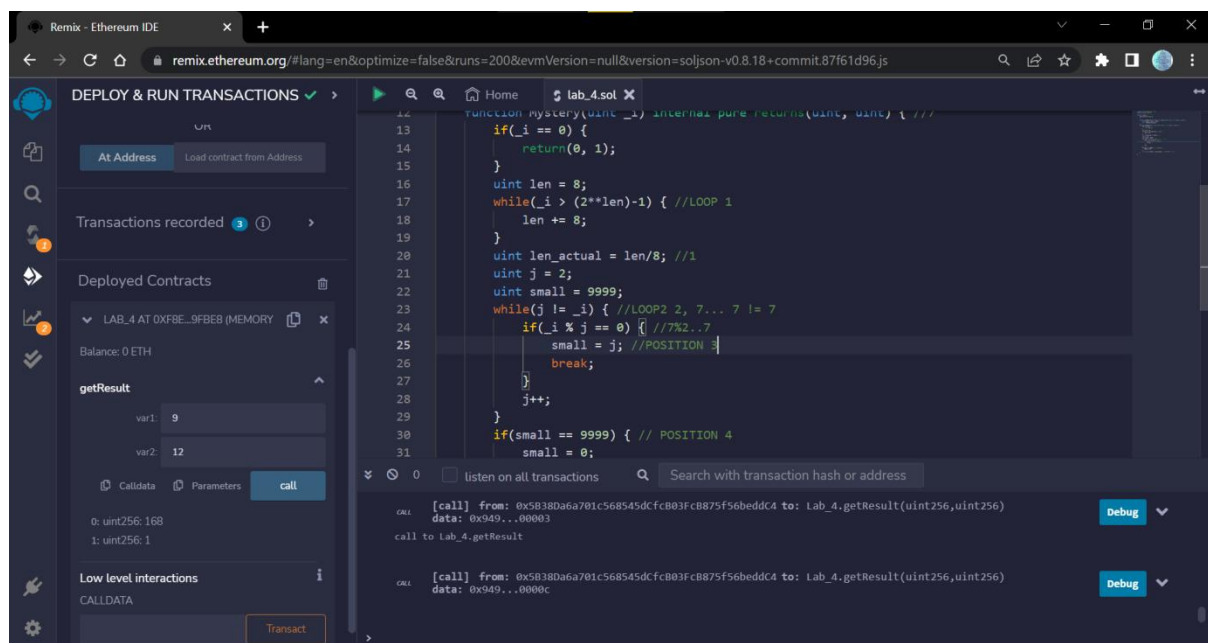
Loop 1:

Computes the number of bytes needed to represent `_i`.

Loop 2:

Iterates through each number from `j` to `_i` and checks if it is a divisor of `_i`.

### d) Replacing line at POSITION 3:



### f) Modified Mystery function:

Code:

```
//SPDX-License-Identifier: MIT
pragma solidity ^0.8.7;

contract Lab_4 {
    constructor() public{
    }

    uint public x = 0;
    uint public y = 0;

    function getResult(uint var1,uint var2) public {
```

```

    uint result = var1 + var2;
    Mystery(result);
}
function Mystery(uint _i) private { //7
    if(_i == 0) {
        x = 0;
        y = 1;
    }
    uint len = 8;
    while(_i > (2*len)-1) { //LOOP 1
        len += 8;
    }
    uint len_actual = len/8; //1
    uint j = 2;
    uint small = 9999;
    while(j != _i) { //LOOP2 2, 7... 7 != 7
        if(_i % j == 0) { //7%2..7
            small = j; //POSITION 3
            break;
        }
        j++;
    }
    if(small == 9999) { // POSITION 4
        small = 0;
    }
    x = _i << small;
    y = len_actual; // POSITION 5 //?,1
}
}

```

Output SS:

The screenshot displays the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel shows the contract 'LAB\_4 AT 0x7EF...BCB47 (MEMORY)' with a balance of 0 ETH. The 'getResult' function is selected, with input parameters 'var1: 4' and 'var2: 3'. The 'transact' button is visible. The central code editor shows the Solidity code for 'Lab\_4', including a constructor and a 'getResult' function that calls the 'Mystery' function. The bottom console shows two transaction logs: '[call] from: 0x58380a6a701c568545dCfcB83FcB875f56beddC4 to: Lab\_4.x() data: 0x0c5...5699c' and '[call] from: 0x58380a6a701c568545dCfcB83FcB875f56beddC4 to: Lab\_4.y() data: 0xa56...dfe4a'. The 'Debug' button is present next to each log entry.