Assignment Tasks - Week1 - Group No. 5

Date of Submission

REMIX CODE (LIVE EDITING)

Report

Steps

- 1. Compiled the smart contract and then deployed
- 2. Constructor called on HelloWorld.sol deployment
- 3. Calling HelloWorld.initialText()
- 4. Calling HelloWorld.setText() function
- 5. Calling transferOwnership()
- 6. Adding onlyOwner modifier to setText() function
- 7. Add onlyOwner modifier to setText() function and test how it behaves

Assignment Tasks - Week1 - Group No. 5

This is a group activity for at least 3 students:

- Interact with "HelloWorld.sol" within your group to change message strings and change owners
- Write a report with each function execution and the transaction hash, if successful, or the revert reason, if failed
- Submit your weekend project by filling the form provided in Discord

Date of Submission

9-Aug-2024

REMIX CODE (LIVE EDITING)

// SPDX-License-Identifier: GPL-3.0
pragma solidity >=0.8.2 < 0.9.0;</pre>

```
contract HelloWorld {
  string private text;
  modifier onlyOwner()
  constructor() {
      text = initialText();
      owner = msq.sender;
      return "Hello World";
  function helloWorld() public view returns (string memory) {
      return text;
```

```
/// @dev only the deployer of the contract can change the state
variable, 'text'
   /// @dev setText() function sets the state variable, 'text'
   function setText(string calldata newText) public {
        require(msg.sender == owner);
        text = newText;
   }

   /// @dev this function changes the owner of the Smart Contract
   function transferOwnership(address newOwner) public onlyOwner {
        owner = newOwner;
   }
}
```

Report

Steps

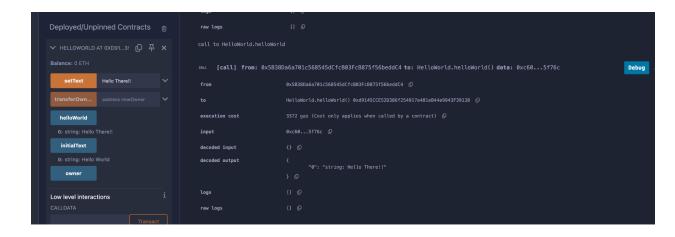
- 1. Compiled the smart contract and then deployed
- 2. Constructor called on HelloWorld.sol deployment

The constructor initializes the state variable, 'text' to "Hello World" and assigns the "owner" variable to the deployer.

3. Calling HelloWorld.initialText()

4. Calling HelloWorld.setText() function

Checking if the text was changed using the helloWorld()



5. Calling transferOwnership()

Contract ownership transferred to a new address. We verified this by checking the owner public variable

```
| Comparison | Com
```

6. Adding onlyOwner modifier to setText() function

- 7. Add onlyOwner modifier to setText() function and test how it behaves
 - Called setText() function as a owner/deployer and changed text WORKED
 - Checked if the text changed using helloWorld() function WORKED
 - Changed ownership using transferOwnership() function WORKED
 - Checked if the ownership changed using owner state variable WORKED

- Called setText() function and tried to change the text - ERROR!

(I'm not the owner anymore because the ownership is transferred to different address)



----- Fin. -----