

The screenshot shows the Remix Ethereum IDE interface. On the left, the **FILE EXPLORER** displays the **default_workspace** folder containing contracts, scripts, tests, .prettierignore, and README.txt. The main area features the **REMIX** logo and a search bar. Below it, there's a **Search Documentation** field. The interface is divided into several sections: **Featured** (with a video player icon and a "WATCH TO LEARN" section), **Get Started - Project Templates** (listing Gnosis Safe Multisig, OXProject ERC20, and OpenZeppelin ERC20), **Learn** (sections for Remix Basics, Intro to Solidity, and Deploying with Libraries), and **Featured Plugins** (Solidity Analyzers, Cookbook, and Solidity). At the bottom, there's a terminal-like interface with a command history and a search bar.

The screenshot shows the Remix Ethereum IDE interface. The top bar displays the URL <https://remixethereum.org/#lang=en&optimize=false&runs=200&evmVersion=null&version=solidity-v0.8.18+commit.87f61d96.js>. The left sidebar is the FILE EXPLORER, showing a workspace named "default_workspace" containing contracts, scripts, tests, and configuration files like .prettiercjson and README.txt. The central area is the code editor with the file "mycontract.sol" open, displaying the following Solidity code:

```
1 pragma solidity 0.8.0;
2 contract mycontract
3 {
4     function getstring()
5         public pure returns(string memory)
6     {
7         return " Zone 17";
8     }
9 }
```

The bottom right panel is the terminal, showing a list of available commands: ethers.js and remix. A message at the bottom says "Type the library name to see available commands."

The screenshot shows the Remix Ethereum IDE interface. On the left, there's a sidebar titled "SOLIDITY COMPILER" with a dropdown set to "0.8.18+commit:87f61d96". Below it are buttons for "Solidity compiler", "mpile", "Hide warnings", and "Advanced Configurations". A prominent blue button labeled "Compile Ashika Ram Sree.sol" is highlighted. At the bottom of this sidebar are buttons for "Compile and Run script" and "Deploy". The main workspace contains a Solidity code editor with the following content:

```
pragma solidity 0.8.0;
contract mycontract
{
    function getstring()
    public pure returns(string memory)
    {
        return " Zone 17";
    }
}
```

At the bottom of the workspace, there's a terminal window with the following text:

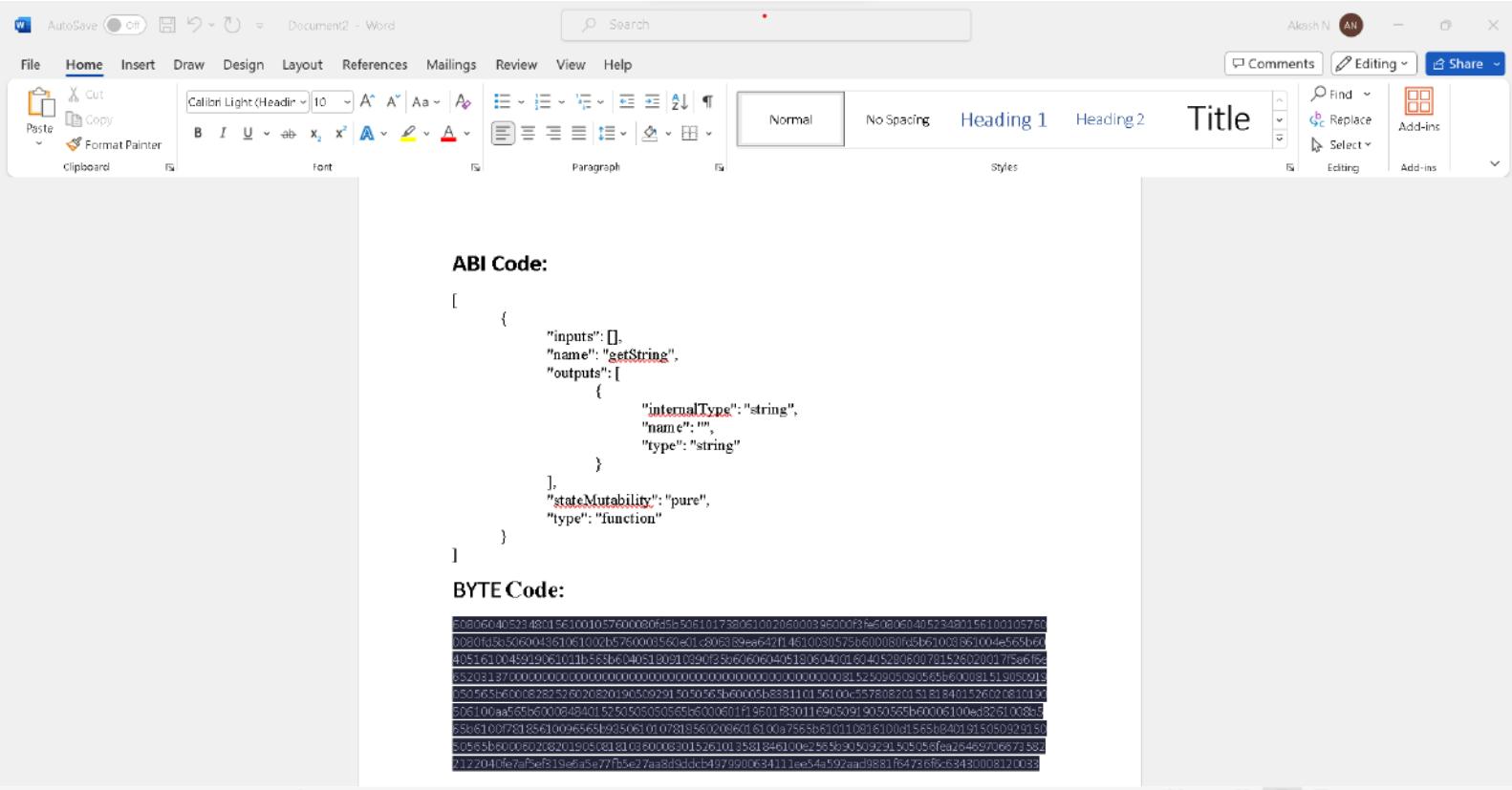
```
0 Listen on all transactions Search with transaction hash or address...
+ ethreum.js
+ remix.js
Type the library name to see available commands.
```

The screenshot shows the Remix Ethereum IDE interface. On the left, there's a sidebar with various icons and sections like 'SOLIDITY COMPILER', 'COMPILER', 'CONTRACT', and buttons for 'Compile and Run script', 'Publish on ipfs', 'Publish on Swarm', and 'Compilation Details'. The main area displays a Solidity code editor with the following content:

```
pragma solidity ^0.8.0;

contract MyContract {
    function getString()      // infinite gas
        public pure returns
        (string memory)
    {
        return "Zone 17";
    }
}
```

At the bottom, there's a terminal window with a command line interface showing the results of the compilation.



The screenshot shows the Remix Ethereum IDE interface. On the left, there's a sidebar with various icons for deployment, storage, and network management. The main area is divided into sections for deploying transactions and running contracts.

Deploy & Run Transactions

- ENVIRONMENT:** Set to "Remix VM (Shanghai)".
- ACCOUNT:** Set to "0x5B3...eddC4 (100 ether)".
- GAS LIMIT:** Set to "3000000".
- VALUE:** Set to "0 Wei".
- CONTRACT:** Set to "MyContract - Ashika Ram Sree.sol".
- Buttons:** "Deploy" (orange), "Publish to IPFS" (gray).
- Address:** "At Address" (blue) and "Load contract from Address" (gray).

Transactions recorded: 0

Deployed Contracts:
Currently you have no contract instances to interact with.

Code Editor (Solidity Contract):

```
pragma solidity ^0.8.0;

contract MyContract {
    function getString()      // infinite gas
        public pure returns
        (string memory)
    {
        return "Zone 17";
    }
}
```

Bottom Bar: Listen on all transactions, Search with transaction hash or address, Type the library name to see available commands.

The screenshot shows the Remix Ethereum IDE interface. On the left, the 'DEBUGGER' panel is open, displaying various sections like 'Function Stack', 'Solidity Locals', 'Call Stack', and 'Stack'. In the center, the code editor shows a Solidity contract named 'MyContract' with one function, 'getString'. The right side features a transaction list with one entry: a transaction from address 0x33...edc4 to MyContract (constructor) with 0 wei value and a log hash of 0x60...bbcc. A 'Debug' button is visible at the bottom of this list.

```
pragma solidity ^0.8.0;

contract MyContract {
    function getString() pure returns (string memory) {
        return "Zone 12";
    }
}
```