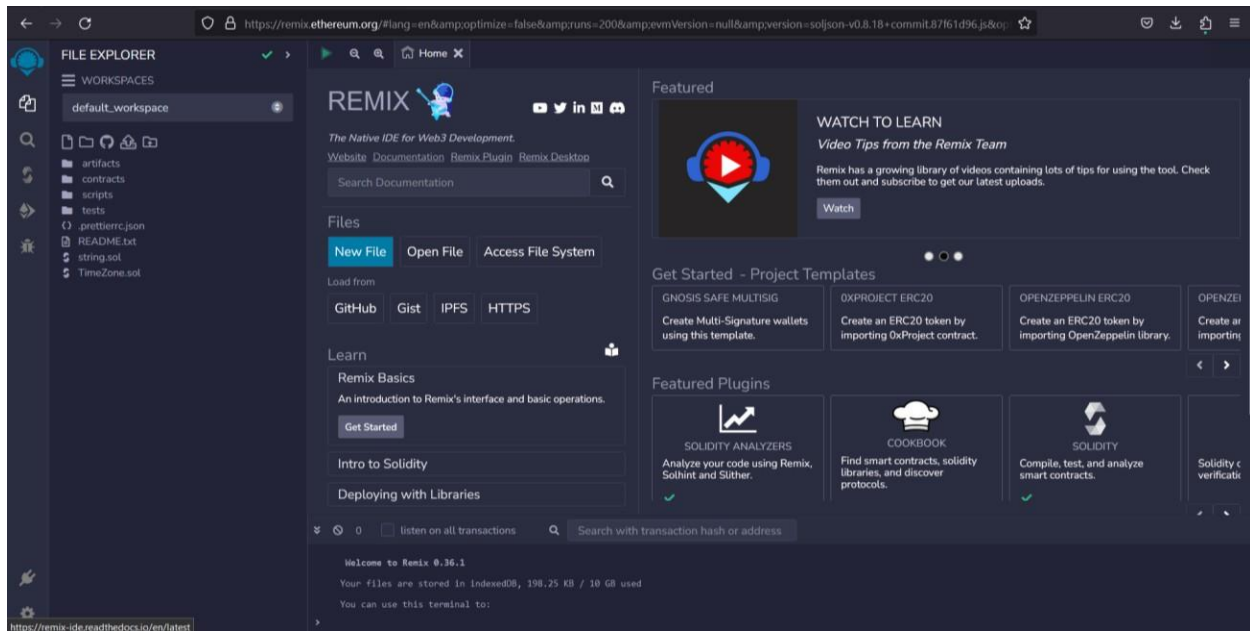
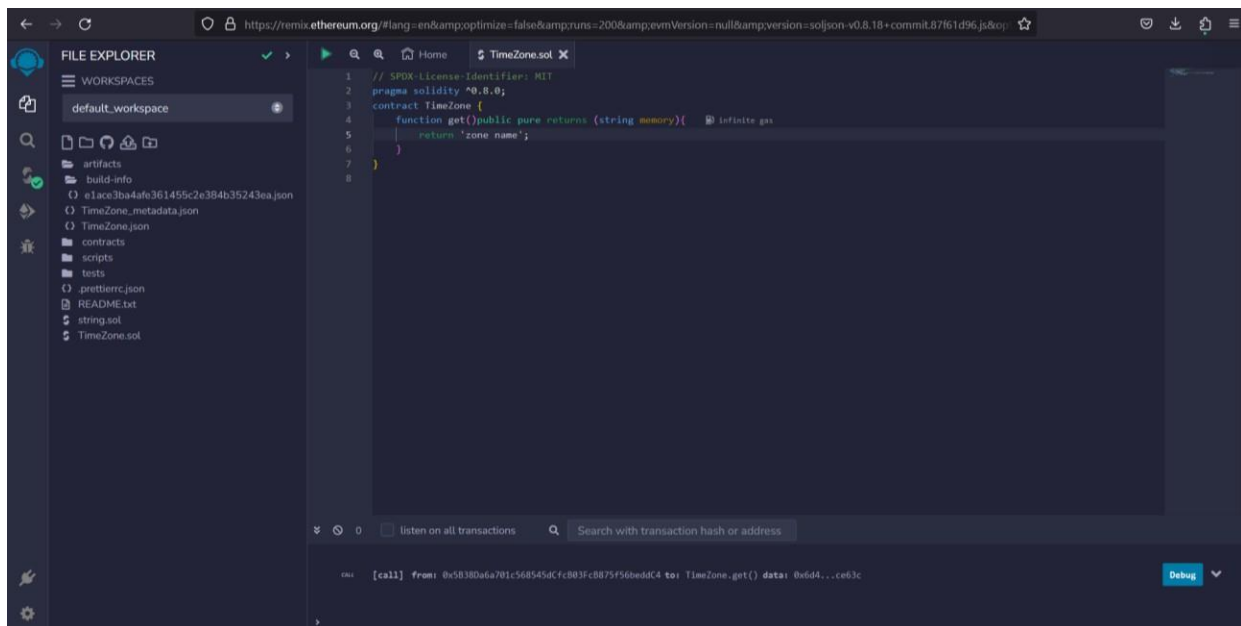


To create a new file



Code the new file



Code:

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

pragma solidity ^0.8.0;

contract TimeZone {

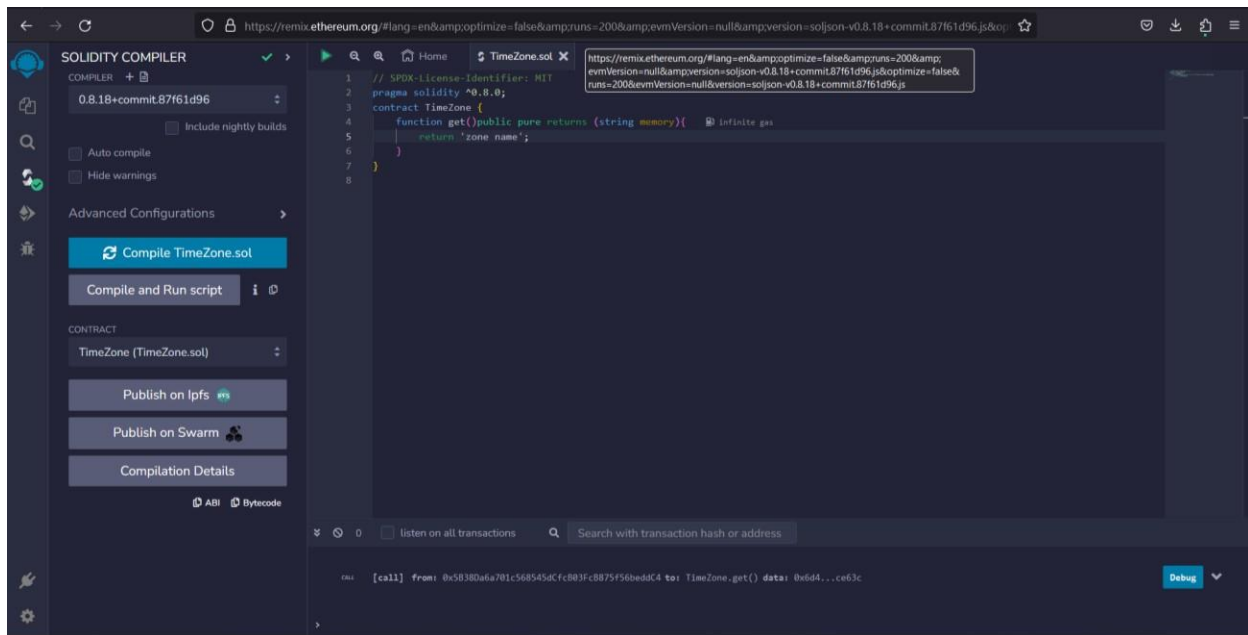
    function get()public pure returns (string memory){

        return 'zone name';

    }

}
```

Compile the code



Deploy

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is open. It displays the environment as 'Remix VM (Shanghai)', the account as '0x5B3...eddC4' with a balance of 99.99999999 ETH, and the gas limit set to 3000000. The contract selected is 'TimeZone - TimeZone.sol'. The 'Deploy' button is highlighted. Below the sidebar, the 'Deployed Contracts' section shows a message: 'Currently you have no contract instances to interact with.' The main editor displays the Solidity code for the 'TimeZone' contract:

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3 contract TimeZone {
4     function get() public pure returns (string memory) {
5         return 'zone name';
6     }
7 }
8
```

At the bottom, the console shows a transaction log entry: '[call] from: 0x5B380d6a701c568545d4fc803fc8875f56beddC4 to: TimeZone.get() data: 0x64d4...ce63c'. A 'Debug' button is visible next to the entry.

Outcome

The screenshot shows the same Remix IDE interface, but now the contract has been successfully deployed. In the 'DEPLOY & RUN TRANSACTIONS' sidebar, the 'Deploy' button is no longer highlighted, and the 'At Address' button is now active. The 'Deployed Contracts' section now lists the deployed contract: 'TIMEZONE AT 0xDDBB...33FAB (MEM)'. Below this, the contract's state is displayed: 'Balance: 0 ETH' and 'get: string: zone name'. The 'Low level interactions' section shows the 'CALLDATA' field. The main editor still displays the Solidity code for the 'TimeZone' contract. The console at the bottom shows the same transaction log entry as before.