

## Assignment 1

NAME		BHUVANESHWARI	
ZONE		4	
COLLEGE		GKM college of engineering and technology	

# 1. GO TO THE CHROME ATFORM OPEN REMIX PLARTFORM

The screenshot displays the Remix IDE interface, which is a web-based development environment for Ethereum. The interface is divided into several sections:

- Header:** Includes a search bar, a home button, and tabs for "assignment.sol" and "assignment1.sol".
- Left Sidebar:** Contains the Remix logo, social media links, a search bar for documentation, and a "Files" section with buttons for "New File", "Open File", and "Access File System". Below this is a "Learn" section with links to "Remix Basics", "Intro to Solidity", and "Deploying with Libraries".
- Main Content Area:**
  - Featured:** A section titled "BETA TESTING" with a "Sign up" button.
  - Get Started - Project Templates:** A grid of templates for creating various types of contracts, including "GNOSIS SAFE MULTISIG", "OXPROJECT ERC20", "OPENZEPPELIN ERC20", "OPENZEPPELIN ERC721", and "OPENZ".
  - Featured Plugins:** A grid of plugins for analyzing, finding smart contracts, and verifying contracts, including "SOLIDITY ANALYZERS", "COOKBOOK", "SOLIDITY", and "SOURCIFY".
  - Scam Alert:** A warning section with a red triangle icon, stating that the only URL Remix uses is remix.ethereum.org and advising users to be wary of online videos promoting "liquidity front runner bots".
- Bottom Bar:** Includes a settings icon, a "listen on all transactions" checkbox, and a search bar for transaction hashes or addresses.

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

FILE EXPLORER

WORKSPACES

default\_workspace

artifacts

contracts

scripts

Remix

Home X

assignment1.sol

REMIX

The Native IDE for Web3 Development.

Website Documentation Remix Plugin Remix Desktop

Search Documentation

Files

New File Open File Access File System

Load from

GitHub Gist IPFS HTTPS

Learn

Remix Basics

An introduction to Remix's interface and basic operations.

Get Started

Intro to Solidity

Deploying with Libraries

Featured

WATCH TO LEARN

Video Tips from the Remix Team

Remix has a growing library of videos containing lots of tips for using the tool. Check them out and subscribe to get our latest uploads.

Watch

Get Started - Project Templates

GNOSIS SAFE MULTISIG

Create Multi-Signature wallets using this template.

OXPROJECT ERC20

Create an ERC20 token by importing OXProject contract.

OPENZEPPELIN ERC20

Create an ERC20 token by importing OpenZeppelin library.

OPENZEI

Create an ERC20 token by importing OpenZeppelin library.

Featured Plugins

SOLIDITY ANALYZERS

Analyze your code using Remix, Solhint and Slither.

COOKBOOK

Find smart contracts, solidity libraries, and discover protocols.

SOLIDITY

Compile, test, and analyze smart contracts.

Solidity c verification

Scam Alert

The only URL Remix uses is remix.ethereum.org

Beware of online videos promoting "liquidity front runner bots". [Learn more](#)

Additional safety tips: [here](#)

0

listen on all transactions

Search with transaction hash or address

Welcome to Remix 0.36.3

Your files are stored in indexedDB, 239.14 KB / 275.67 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...

[vm] from: 0x583...eddC4 to: ZoneNameContract.(constructor) value: 0 wei data: 0x688...20033 logs: 0 hash: 0x34e...925d9

call to ZoneNameContract.getZoneName

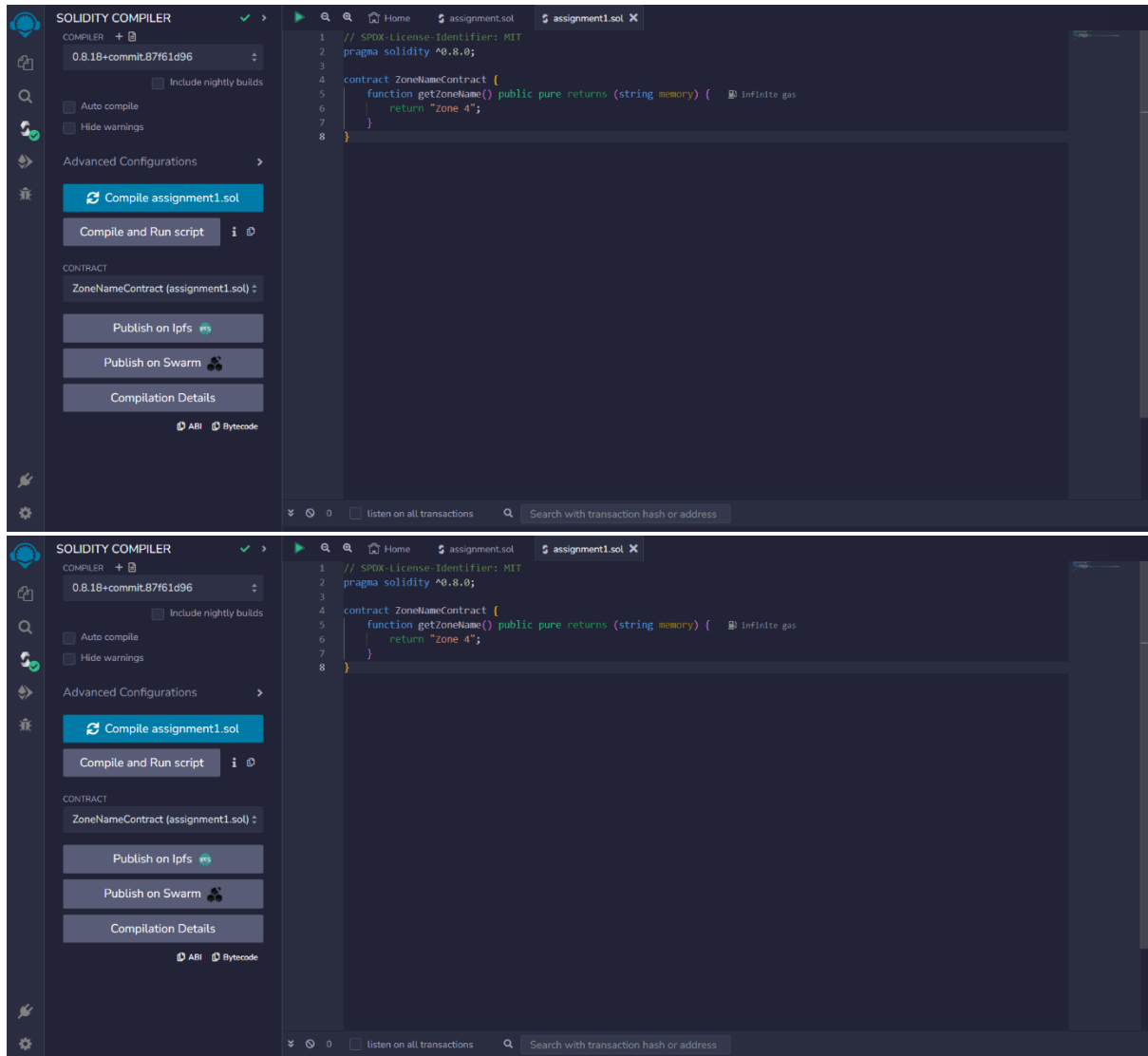
[call] from: 0x58380a6a701c568545dCfc803fc8875f56beddC4 to: ZoneNameContract.getZoneName() data: 0x235...ed70f

assignment1.sol

assignment1.sol

README.txt

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



## 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:

```
608060405234801561001057600080FD5B50610173806100206000396000F3FE608060405234801561
001057600080FD5B506004361061002B5760003560E01C8063235ED70F14610030575B600080FD5B61
003861004E565B604051610045919061011B565B60405180910390F35B60606040518060400160405
280600681526020017F5A6F6E652034000000000000000000000000000000000000000000000000
00815250905090565B600081519050919050565B600082825260208201905092915050565B60005B8
38110156100C55780820151818401526020810190506100AA565B60008484015250505050565B6000
601F19601F8301169050919050565B60006100ED8261008B565B6100F78185610096565B9350610107
8185602086016100A7565B610110816100D1565B840191505092915050565B6000602082019050818
103600083015261013581846100E2565B90509291505056FEA2646970667358221220B54F5DD4DA839
1CBF00288AEF1597C979F670B509601A34710DA7BF5137D64A164736F6C63430008120033
```

## 5. FINALLY DEPLOY IT TO DISPLAY THE OUTPUT

