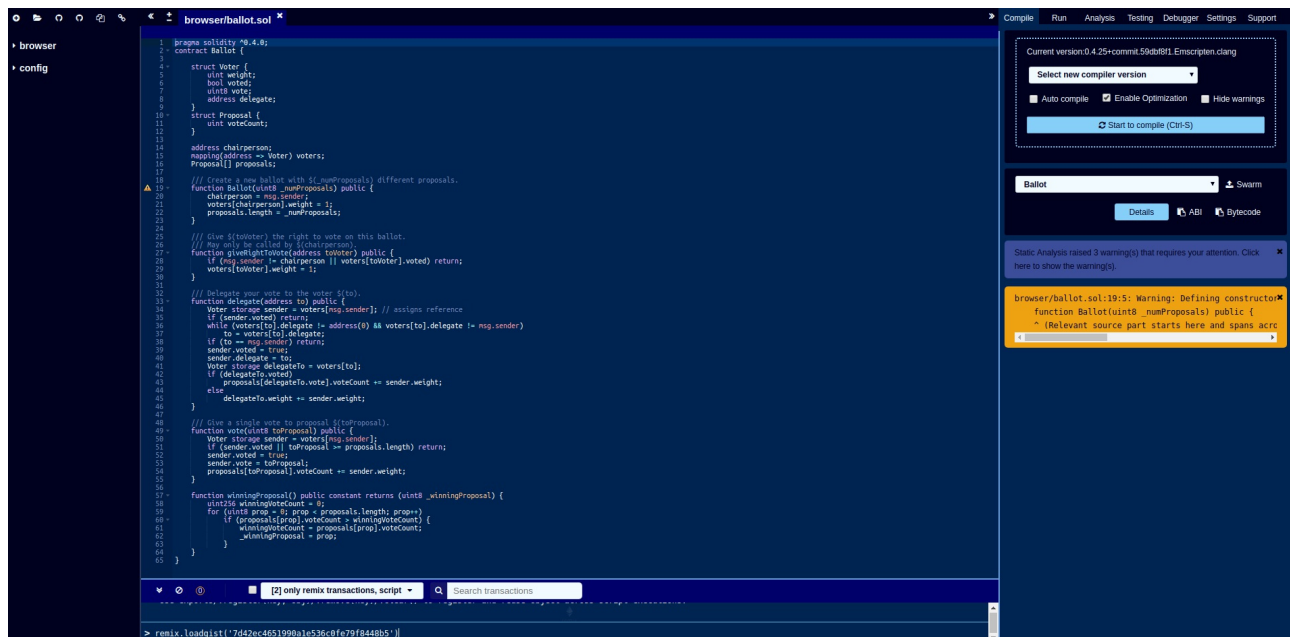


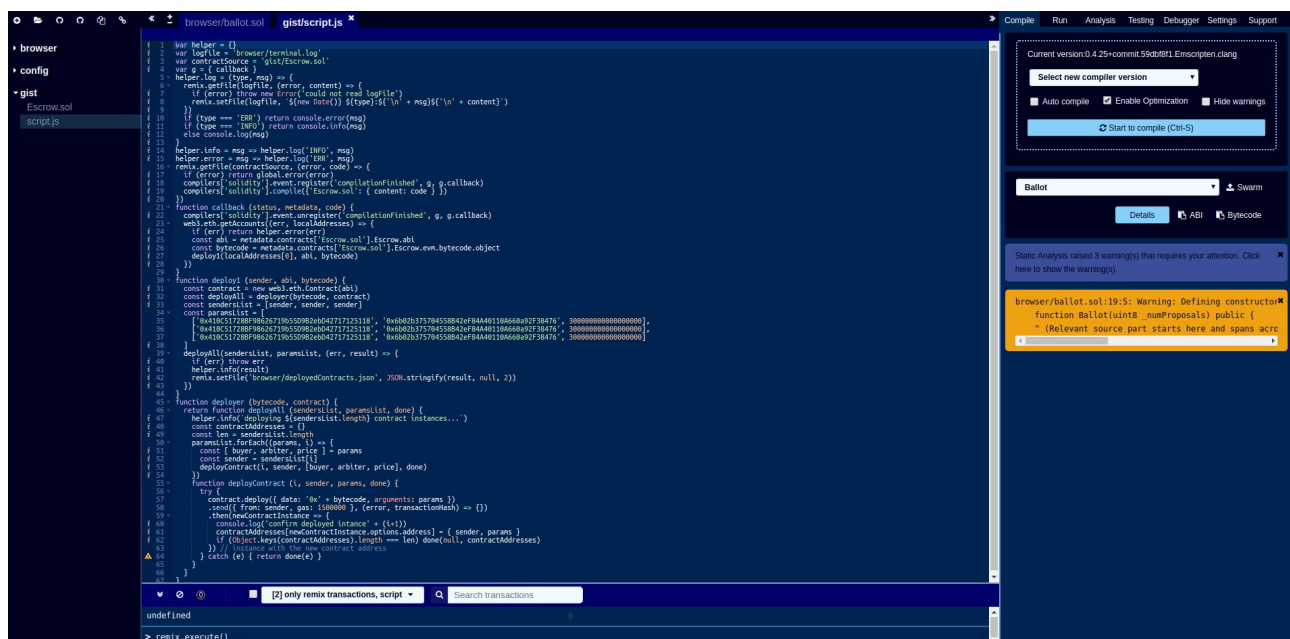
Presentation (record and replay contract deployment and interaction)

Deploy many contract instances of the same contract with different constructor inputs

1. load gist with files from terminal



2. execute script



3. see deployedContracts.json to see result

The image shows the Remix IDE interface. The top bar has tabs for 'browser', 'baloot.sol', 'baloot_test.sol', 'deployedContracts.json', 'terminal.log', 'config', 'Escrow.sol', and 'script.js'. The left sidebar shows the project structure. The main editor displays a Solidity contract named 'Escrow' with functions 'confirm', 'confirm_deployed', and 'confirm_deployed3'. The right sidebar shows the 'Compiler' tab with 'Current version: 0.4.25+commit.59db8f1f.Emscripten.dlang', 'Select new compiler version', and 'Start to compile (Ctrl-S)'. The bottom panel shows the 'Terminal' tab with the command 'remix only remix transactions, script -v' and the output 'deploying 3 contract instances...' followed by 'confirm deployed intance2', 'confirm deployed intance1', and 'confirm deployed intance3'.