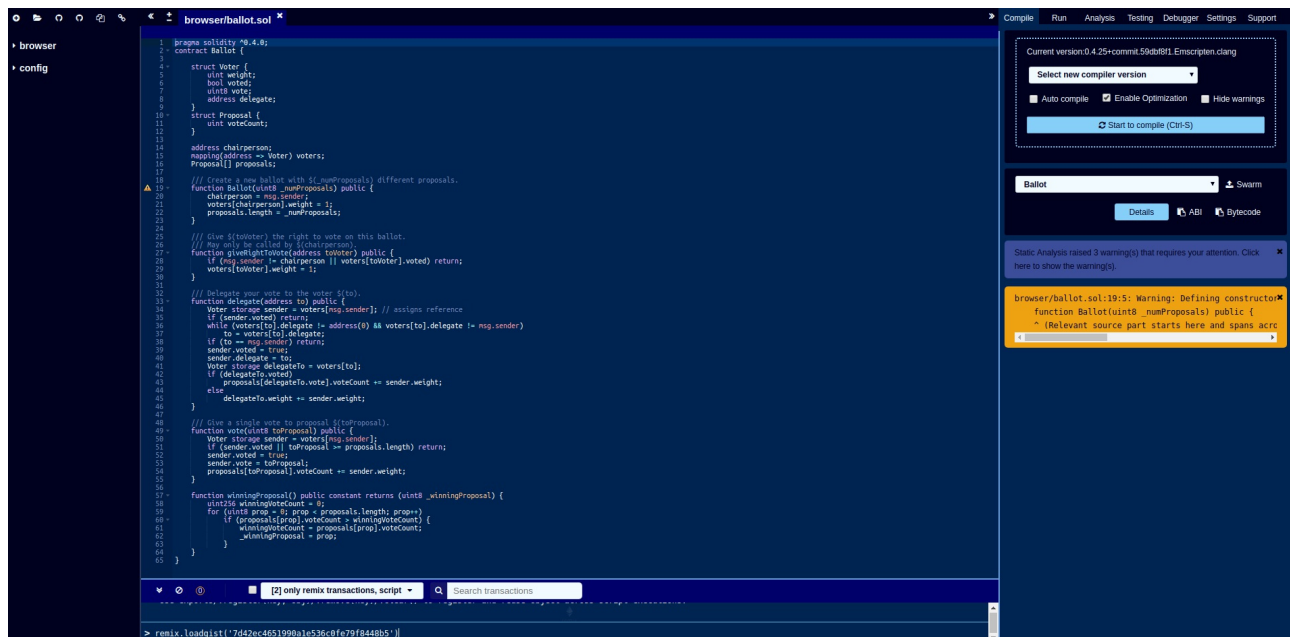


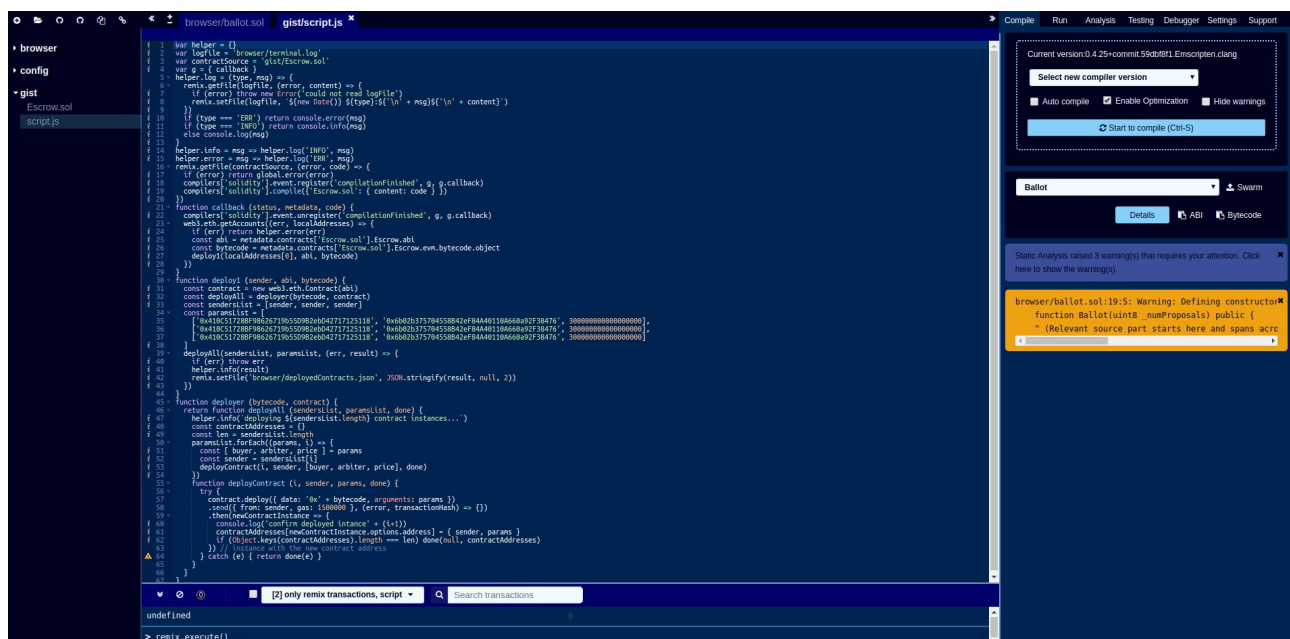
Presentation (how to script contract deployment and contract interaction)

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. At the top, there are tabs for 'browser', 'baloot.sol', 'baloot_test.sol', 'deployedContracts.json', 'terminal.log', 'config', 'Escrow.sol', and 'script.js'. The left sidebar contains a tree view with 'browser', 'baloot.sol', 'baloot_test.sol', 'deployedContracts.json', 'terminal.log', 'config', 'Escrow.sol', and 'script.js'. The main editor area shows a Solidity contract named 'Escrow' with the following code:

```
contract Escrow {
    address payable owner;
    address payable recipient;
    uint256 amount;
    uint256 deadline;
    bool released;

    constructor(address payable _owner, address payable _recipient, uint256 _amount, uint256 _deadline) public {
        owner = _owner;
        recipient = _recipient;
        amount = _amount;
        deadline = _deadline;
        released = false;
    }

    function confirm() public {
        require(released == false, "Already released");
        released = true;
    }

    function confirm_deployed() public {
        require(released == false, "Already released");
        released = true;
    }

    function confirm_deployed3() public {
        require(released == false, "Already released");
        released = true;
    }
}
```

The right sidebar shows the 'Compiler' tab with 'Current version: 0.4.25+commit.59db8f1f.Emscripten.dlang', 'Select new compiler version', and options for 'Auto compile', 'Enable Optimization', and 'Hide warnings'. The bottom status bar shows 'remix' and 'Solidity 0.4.25+commit.59db8f1f.Emscripten.dlang'.