

Deploying a Smart Contract for Mac or PC

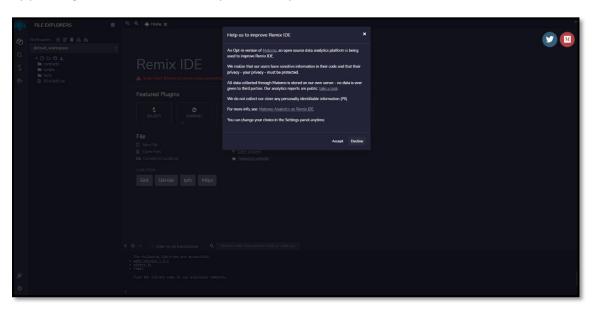
**We recommend using Google Chrome for this exercise

INITIAL NOTE

The digital environment is a very dynamic and agile environment where updates and changes occur on a constant basis. In this program, we will use web resources and external software in order to carry out the practical activities and provide a real vision of the tools available in the market. This means that, although we strive to keep the guides updated, sometimes some of the environments we will be showing you in the activities may suffer some small differences from the images reflected in these guides. Normally it is possible to follow the development of the activity by easily interpreting the differences between the guide and the real environment, if any. In case this is not possible, please let your facilitator know by sending a message through the program's platform inbox.

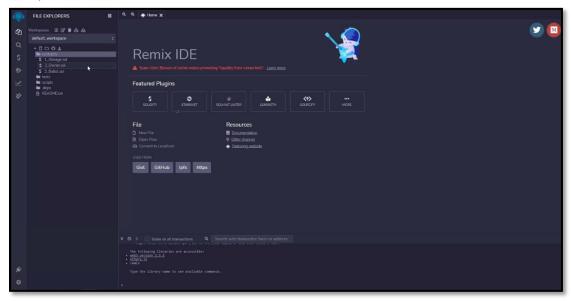
Writing the contract

Go to <u>remix.ethereum.org</u> in your browser. If this is your first time visiting the editor, close all the popups by pressing the "X" button (do not press "Accept" or "Decline").

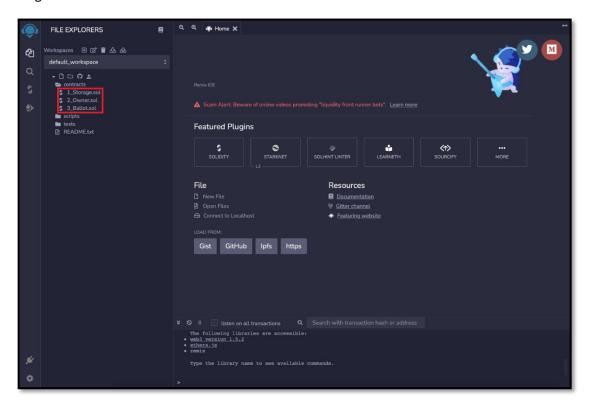


You should now see the following screen:





Click "contracts" and delete the folders "1_Storage.sol" and "2_Owner.sol". Rename "3_Ballot.sol" as "Greeting.sol".



Delete the code from the main field.



Copy the 'hello world smart contract' below and paste it into the main field:

```
// SPDX-License-Identifier: MIT
pragma solidity >=0.4.22 <0.9.0;
contract greeting {
function world () public pure returns (bytes32) {
  return 'Hello World!';
}
</pre>
```

The code should look exactly like this:

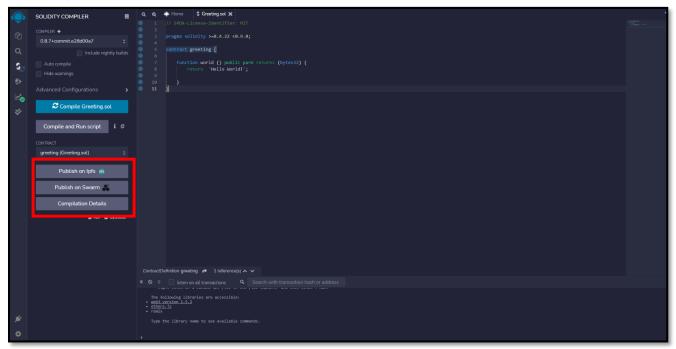


```
// SPDX-License-Identifier: MIT
pragma solidity >=0.4.22 <0.9.0;
contract greeting {
   function world () public pure returns (bytes32) {
      return 'Hello World!';
   }
}</pre>
```

On the left-hand side vertical toolbar, click on the "compile" highlighted button:

Click on the blue "Compile Greeting.sol" button. Please note that if the three boxes highlighted in the red frame appear, it means you have successfully compiled the contract.

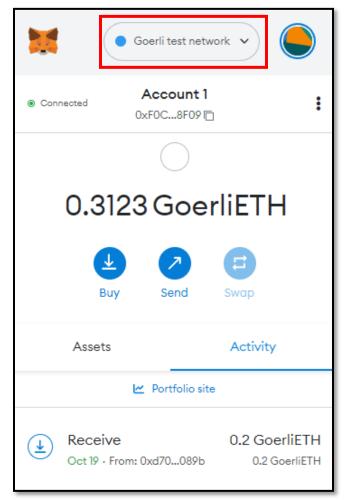




Before continuing, go back to your MetaMask to double-check you are in the Goerli Test Network. Remember, if the test networks do not appear, go to "Settings," click "Show/hide networks," and mark the toggle as "on." If you have trouble finding this option, check with your learning facilitator.

Double-check that you have ETH funds and that your account address is correct. If you do not have GoerliETH, please ask your learning facilitator for it.

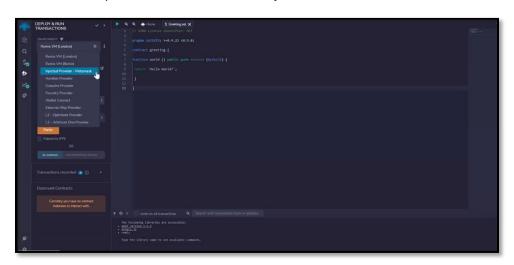




Go back to Remix. On the left-hand side vertical toolbar, click on the highlighted button.

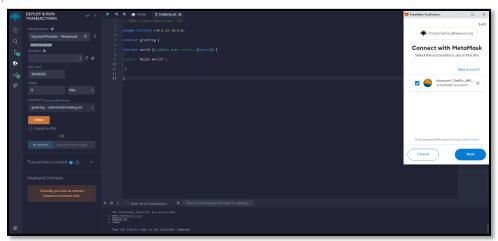


On the "environment" drop-down menu, select the "Injected Provider - Metamask" environment.

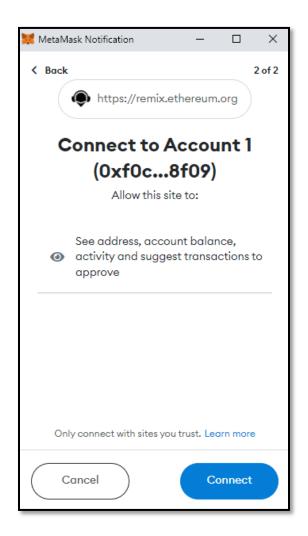


A MetaMask pop-up will appear with your account number. Check the details are correct. If this is your first time using MetaMask, click the "Next" button.



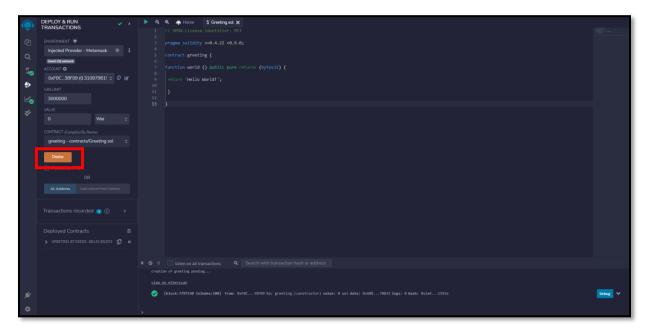


Click "Connect."



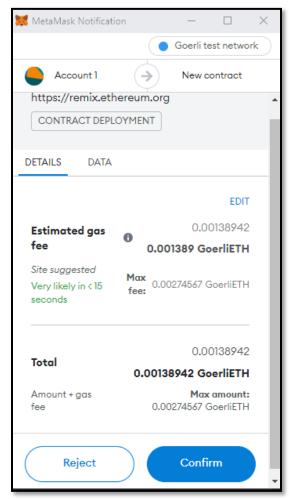


Click the "Deploy" button.



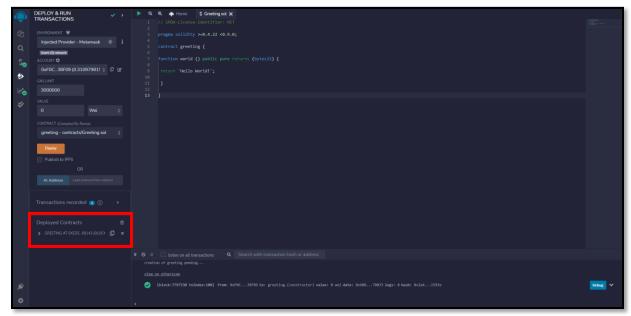
A pop-up will appear with the details. If everything is correct, click "Confirm." Note that this could take a couple of minutes to complete.





Once the contract has been deployed, it should appear like this:





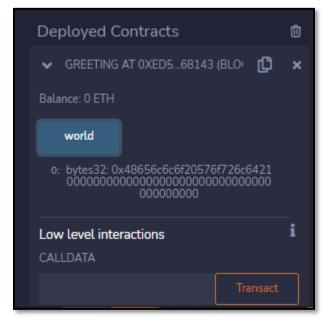


Click the arrow next to "Deployed Contracts" to display the contract.



Click the "world" button to display the bytes32 value of the smart contract.



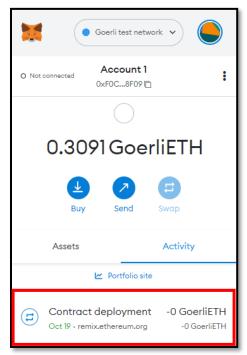


Bonus for Question 2

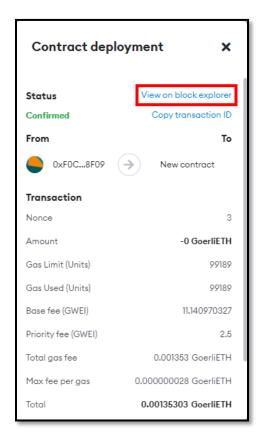
Now, go back to the "Solidity Compiler" option. In the code, substitute "bytes32" for "string memory". Compile it again. Go to the "Deploy & Run Transactions" option. Press the "Deploy" button. Confirm the transaction on your MetaMask. Expand the dropdown menu of the new contract. Press the "world" button. See the result and answer question number 2 on your assignment.

In MetaMask, open the contract under "Activity" to check that it has been successful.





Select "View on block explorer."





Here you can check the transaction details in Etherscan.

