



inglish

Help us improve MetaMask

We'd like to gather basic usage and diagnostics data to improve MetaMask. Know that we never sell the data you provide here.

Learn how we protect your privacy while collecting usage data for your profile.

When we gather metrics, it will always be...

- \checkmark $\,$ Private: clicks and views on the app are stored, but other details (like your public address) are not.
- $^{\prime}$ $\,$ General: we temporarily use your IP address to detect a general location (like your country or region), but it's never stored.

We'll use this data to learn how you interact with our marketing communications. We may share relevant news (like product features).

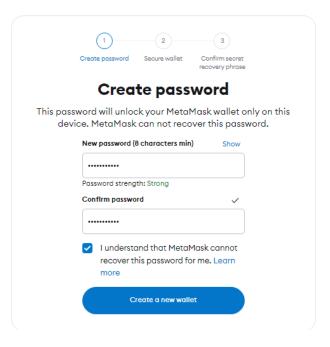
We'll let you know if we decide to use this data for other purposes. You can review our Privacy Policy for more information. Remember, you can go to settings and opt out at any time.

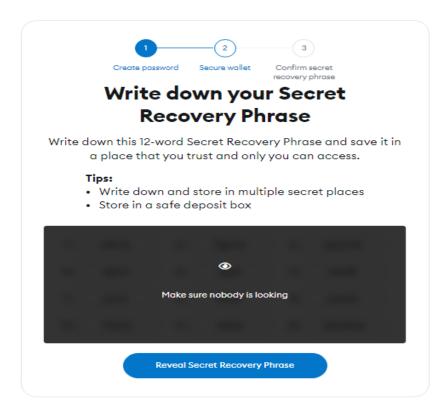
No thanks

I agree













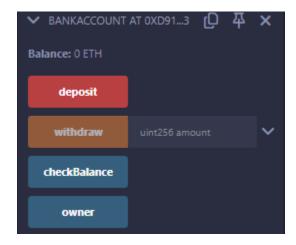


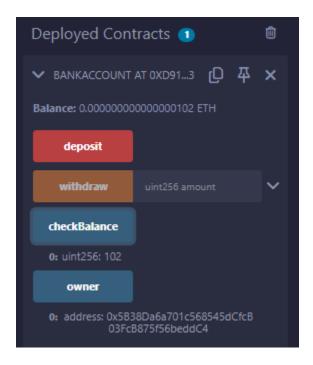
Got it

Practical 3 Code

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;
contract BankAccount {
    address public owner;
    uint256 private balance;
    constructor() {
        owner = msg.sender;
        balance = 0;
    }
    function deposit() public payable {
        require(msg.value > 0, "Deposit amount must be greater than zero");
        balance += msg.value;
    // Function to withdraw money
    function withdraw(uint256 amount) public {
        require(msg.sender == owner, "Only the owner can withdraw");
        require(amount <= balance, "Insufficient balance");</pre>
        balance -= amount;
        payable(owner).transfer(amount);
    function checkBalance() public view returns (uint256) {
        return balance;
```

Output

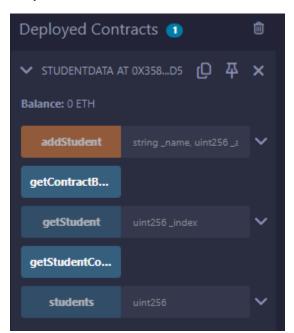


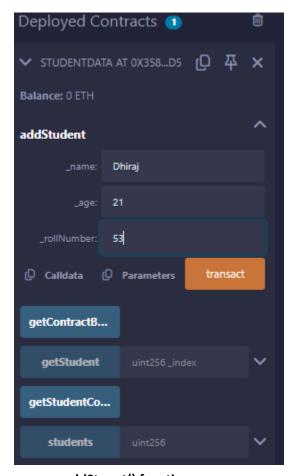


Practical 4

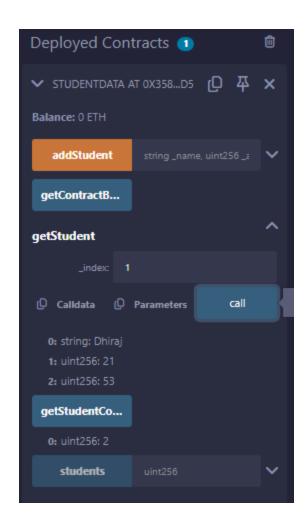
```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;
contract StudentData {
    // Define a structure for Student
    struct Student {
        string name;
        uint age;
        uint rollNumber;
    Student[] public students;
    event StudentAdded(string name, uint age, uint rollNumber);
    function addStudent(string memory _name, uint _age, uint _rollNumber) public
        Student memory newStudent = Student({
            name: _name,
            age: _age,
            rollNumber: _rollNumber
        });
        students.push(newStudent);
        emit StudentAdded(_name, _age, _rollNumber); // Emit event
    }
    // Function to get the total number of students
    function getStudentCount() public view returns (uint) {
        return students.length;
    function getStudent(uint _index) public view returns (string memory, uint,
uint) {
        require(_index < students.length, "Invalid index");</pre>
        Student storage student = students[_index];
        return (student.name, student.age, student.rollNumber);
    }
```

Output





addStuent() function



getStudent Display the Student Data