NAAN MUDHALVAN – BLOCKCHAIN

ASSIGNMENT-1

TEAM ID: NM2023TMID09510

TEAM LEAD: JABESTHA JENSLY T

TEAM MEMBER 1: GANESH S

TEAM MEMBER 2: PRIYADHARSHINI M

TEAM MEMBER 3: VARSHINI K

QUESTION:

Display a zone name as an output. Deploy the code by using remix

platform. **Solution:**

Source code:

```solidity
// SPDX-License-Identifier: MIT

pragma solidity ^0.8.0;


contract MyContract {

 function getZoneName() public pure returns (string memory) {

return "Zone - 4";

 }

}
```

Code explanation:

1. **// SPDX-License-Identifier: MIT:** This is a comment at the beginning of the
contract, indicating the license under which the code is released. In this case, it

specifies the MIT license, which is a permissive open-source license.

2. **pragma solidity ^0.8.0;:** This line specifies the Solidity compiler version to be used for compiling the contract. The caret (^) symbol (^0.8.0) indicates that any compiler version from 0.8.0 up to, but not including, 0.9.0 is acceptable. This ensures that the code is compiled with a compatible compiler version.
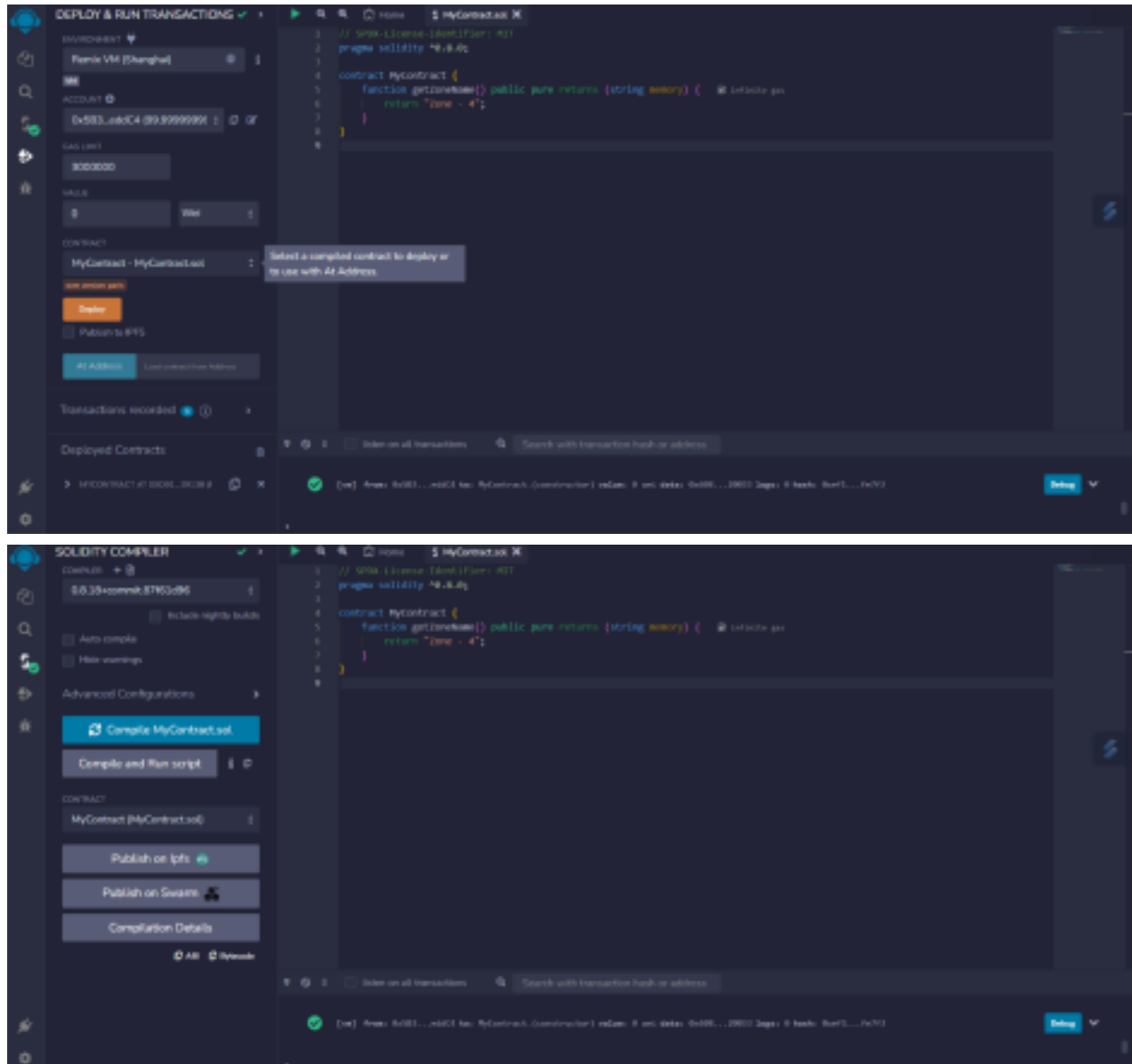
3. **contract MyContract { ... }:** This defines a smart contract named `MyContract`. In Solidity, a contract is a fundamental building block of Ethereum-based applications.

4. **function getZoneName() public pure returns (string memory) { ... }:** This is a function within the `MyContract` contract. Let's break down the function:

- **function getZoneName():** This declares a function named `getZoneName`. It's a publicly accessible function, meaning it can be called from outside the contract.

- **public:** This is a visibility specifier, indicating that the function is accessible from outside the contract. It can be called by anyone who interacts with the contract.

- **pure:** This is a function state mutability specifier. A `pure` function indicates that it doesn't modify the contract's state. It's used for functions that perform computations but don't change any data in the contract. In this case, the function simply returns a value and doesn't modify any contract state.

- **returns (string memory):** This specifies the return type of the function. The function returns a dynamic string stored in memory. Solidity functions can return different data types, and in this case, it's returning a string.

- **{ return "Zone - 4"; }:** This is the body of the function. It simply returns the string "Zone - 4."

Screenshots:

****
*