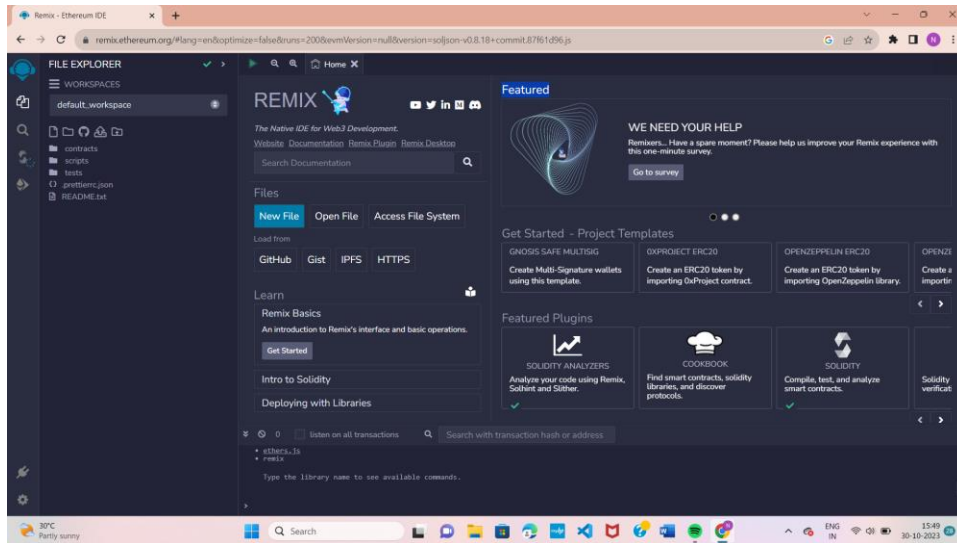
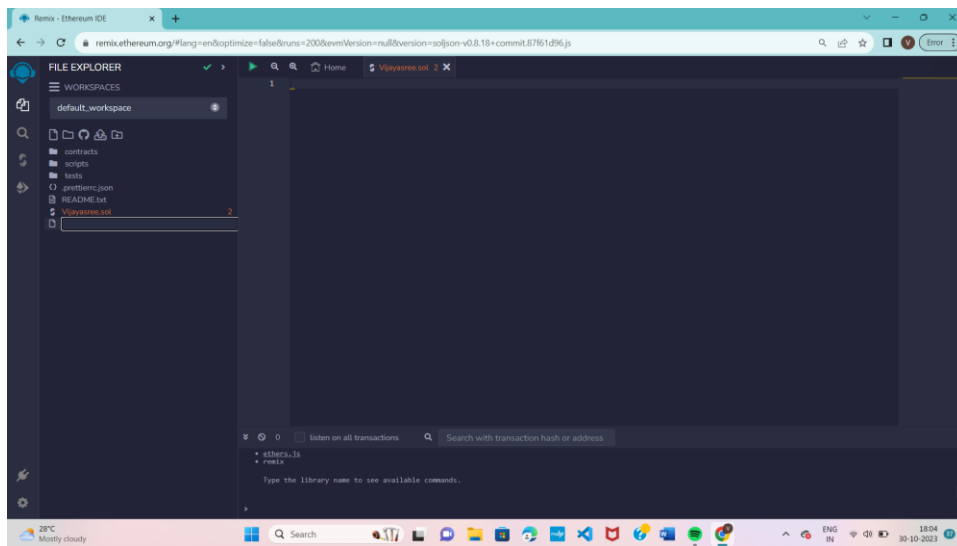


Assignment for Block Chain Technology

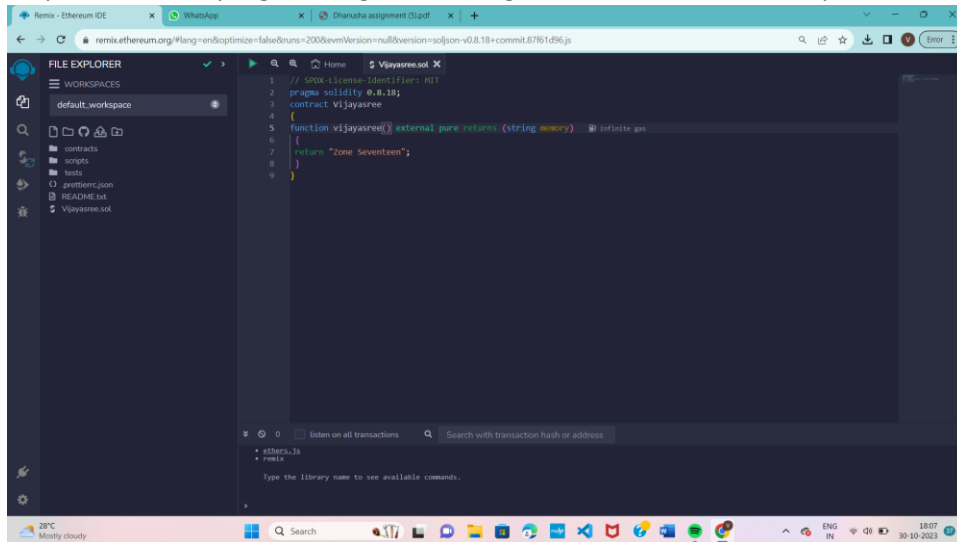
Step 1: Go to Chrome and open remix platform



Step 2: Open the remix page and create new file



Step 3: Write the program to get the string “Zone name” in the newly created file



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

```
pragma solidity 0.8.18;
```

```
contract Vijayasree
```

```
{
```

```
function vijayasree() external pure returns (string memory)
```

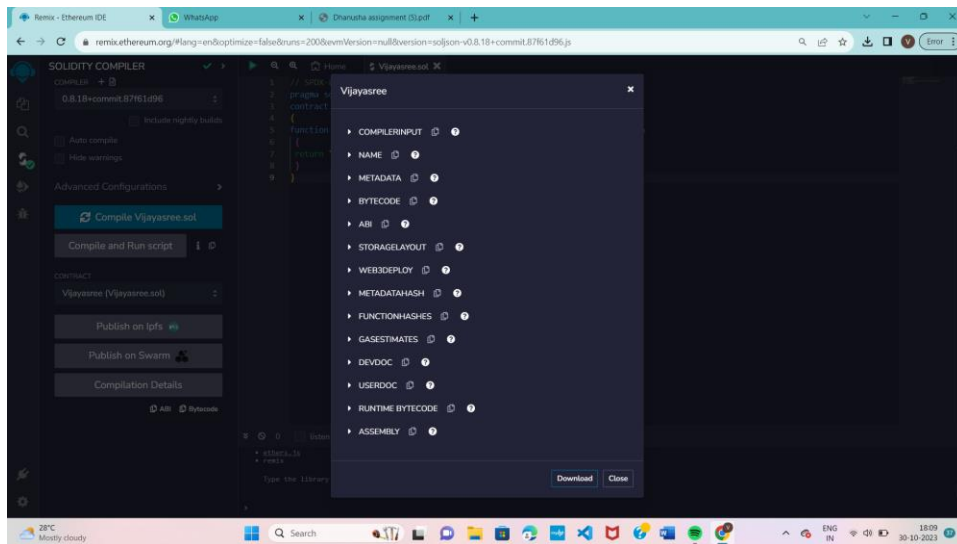
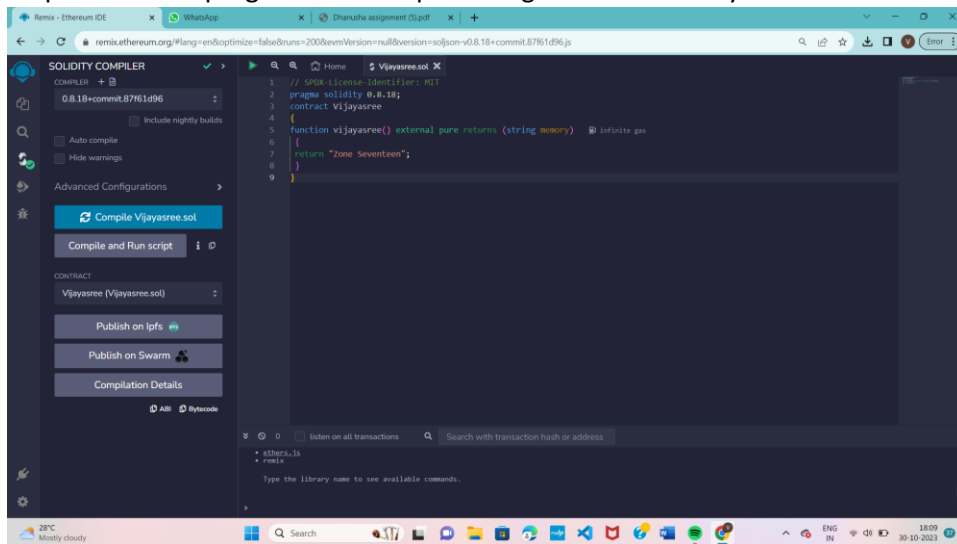
```
{
```

```
return "Zone Seventeen";
```

```
}
```

```
}
```

Step 4: Save the program and compile it to get the ABI and Byte code.



ABI code:

```
[  
{  
  "inputs": [],  
  "name": "vijayasree",  
  "outputs": [  
    {  
      "internalType": "string",  
      "name": "",
```

1,

```
"stateMutability": "pure",
```

```
"type": "function"
```

}

]

Byte code:

 $\{$

```
"functionDebugData": {},
```

```
"generatedSources": [],
```

```
"linkReferences": {},
```

"object":

[illegible]

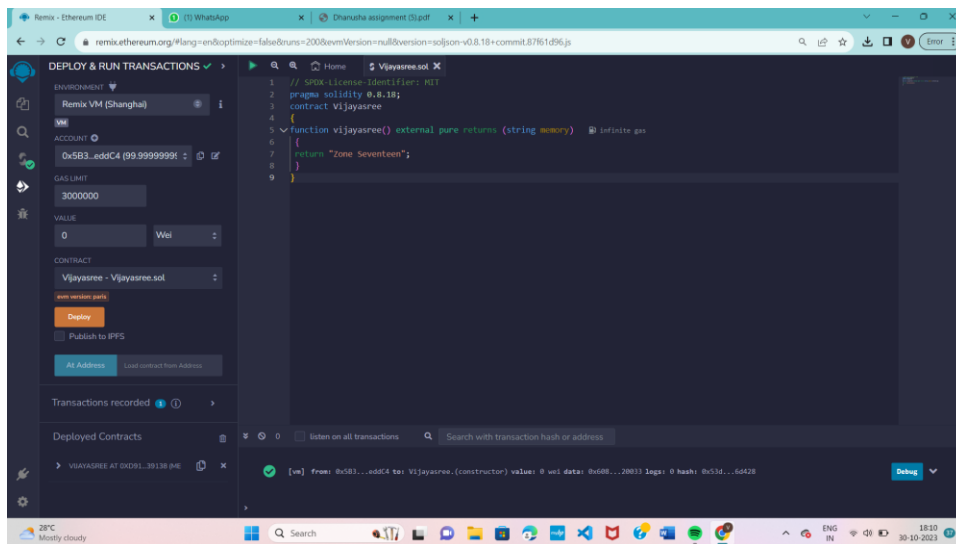
```
"opcodes": "PUSH1 0x80 PUSH1 0x40 MSTORE CALLVALUE DUP1 ISZERO PUSH2 0x10 JUMPI PUSH1 0x0  
DUP1 REVERT JUMPDEST POP PUSH2 0x173 DUP1 PUSH2 0x20 PUSH1 0x0 CODECOPY PUSH1 0x0  
RETURN INVALID PUSH1 0x80 PUSH1 0x40 MSTORE CALLVALUE DUP1 ISZERO PUSH2 0x10 JUMPI PUSH1  
0x0 DUP1 REVERT JUMPDEST POP PUSH1 0x4 CALLDATASIZE LT PUSH2 0x2B JUMPI PUSH1 0x0  
CALLDATALOAD PUSH1 0xE0 SHR DUP1 PUSH4 0x5D853C14 EQ PUSH2 0x30 JUMPI JUMPDEST PUSH1  
0x0 DUP1 REVERT JUMPDEST PUSH2 0x38 PUSH2 0x4E JUMP JUMPDEST PUSH1 0x40 MLOAD PUSH2  
0x45 SWAP2 SWAP1 PUSH2 0x11B JUMP JUMPDEST PUSH1 0x40 MLOAD DUP1 SWAP2 SUB SWAP1  
RETURN JUMPDEST PUSH1 0x60 PUSH1 0x40 MLOAD DUP1 PUSH1 0x40 ADD PUSH1 0x40 MSTORE  
DUP1 PUSH1 0xE DUP2 MSTORE PUSH1 0x20 ADD PUSH32  
0x5A6F6E6520536576656E7465656E0000000000000000000000000000000000000000 DUP2 MSTORE POP  
SWAP1 POP SWAP1 JUMP JUMPDEST PUSH1 0x0 DUP2 MLOAD SWAP1 POP SWAP2 SWAP1 POP JUMP  
JUMPDEST PUSH1 0x0 DUP3 DUP3 MSTORE PUSH1 0x20 DUP3 ADD SWAP1 POP SWAP3 SWAP2 POP  
POP JUMP JUMPDEST PUSH1 0x0 JUMPDEST DUP4 DUP2 LT ISZERO PUSH2 0xC5 JUMPI DUP1 DUP3 ADD  
MLOAD DUP2 DUP5 ADD MSTORE PUSH1 0x20 DUP2 ADD SWAP1 POP PUSH2 0xAA JUMP JUMPDEST
```

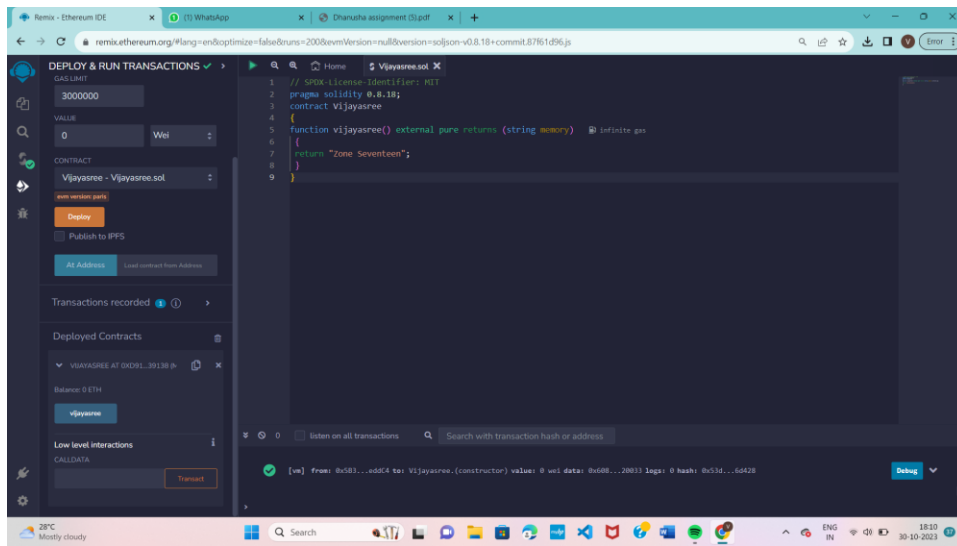
```
PUSH1 0x0 DUP5 DUP5 ADD MSTORE POP POP POP POP JUMP JUMPDEST PUSH1 0x0 PUSH1 0x1F NOT
PUSH1 0x1F DUP4 ADD AND SWAP1 POP SWAP2 SWAP1 POP JUMP JUMPDEST PUSH1 0x0 PUSH2 0xED
DUP3 PUSH2 0x8B JUMP JUMPDEST PUSH2 0xF7 DUP2 DUP6 PUSH2 0x96 JUMP JUMPDEST SWAP4 POP
PUSH2 0x107 DUP2 DUP6 PUSH1 0x20 DUP7 ADD PUSH2 0xA7 JUMP JUMPDEST PUSH2 0x110 DUP2
PUSH2 0xD1 JUMP JUMPDEST DUP5 ADD SWAP2 POP POP SWAP3 SWAP2 POP POP JUMP JUMPDEST
PUSH1 0x0 PUSH1 0x20 DUP3 ADD SWAP1 POP DUP2 DUP2 SUB PUSH1 0x0 DUP4 ADD MSTORE PUSH2
0x135 DUP2 DUP5 PUSH2 0xE2 JUMP JUMPDEST SWAP1 POP SWAP3 SWAP2 POP POP JUMP INVALID
LOG2 PUSH5 0x6970667358 0x22 SLT KECCAK256 0xCE SIGNEXTEND 0x2B DUP3 0xAC SWAP3 MSTORE
SDIV EXP SWAP3 SWAP9 0xAB 0xAA 0xDB PUSH14 0x4BE7E9A75D8DCC3509172A0466C9 0xEE PUSH10
0x6764736F6C6343000812 STOP CALLER ",
```

```
"sourceMap": "58:121:0::-0;;;;;;;;;;;;;"
```

```
}
```

Step5: Deploy it to display the output





Submitted by

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