

solidity practice

- 1) Set the remix environment
- 2) Copy and complete the following contract in Remix:

```
contract ChickenFarm {  
    function checkStatus() public pure returns (string memory) {  
        // Return a message that checks whether the farm is working or not.  
    }  
  
    // create chickens and counter variables where chickens is a key-value  
    pair variable that stores all the created chickens.  
  
    struct Chicken {  
        // Every chicken needs a name and an ID, you are going to create this here.  
    }  
  
    function addChicken(string memory name) public {  
        // This function is going to add our new chickens to the Chicken struct.  
    }  
  
    // Create getChicken function which takes the ID of the chicken and returns  
    the chicken's ID and its name  
}
```