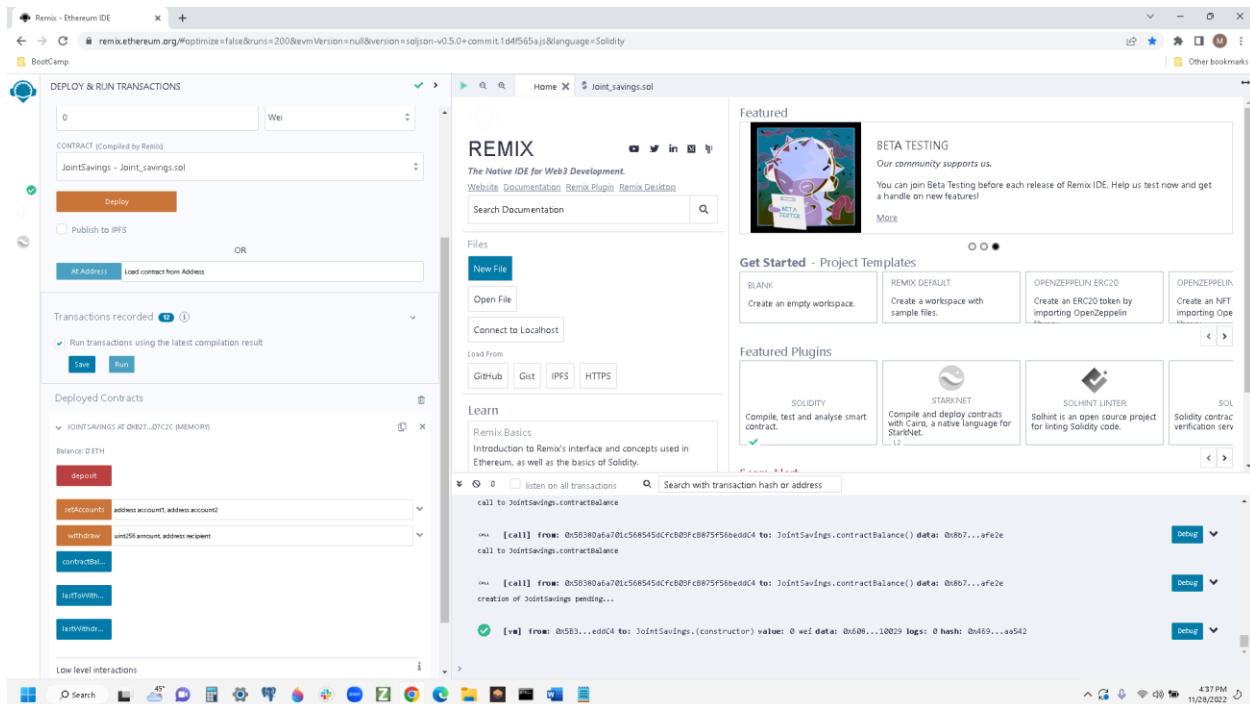
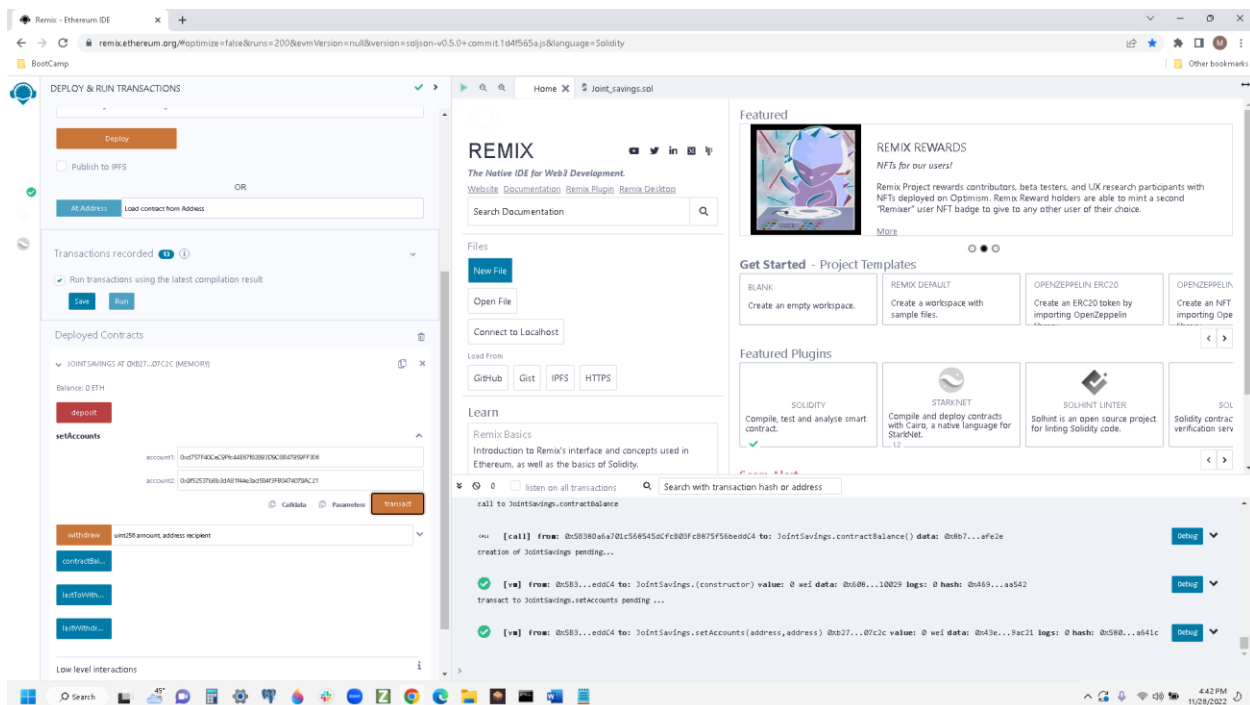


Deployed Contract



Step 2

Set Accounts



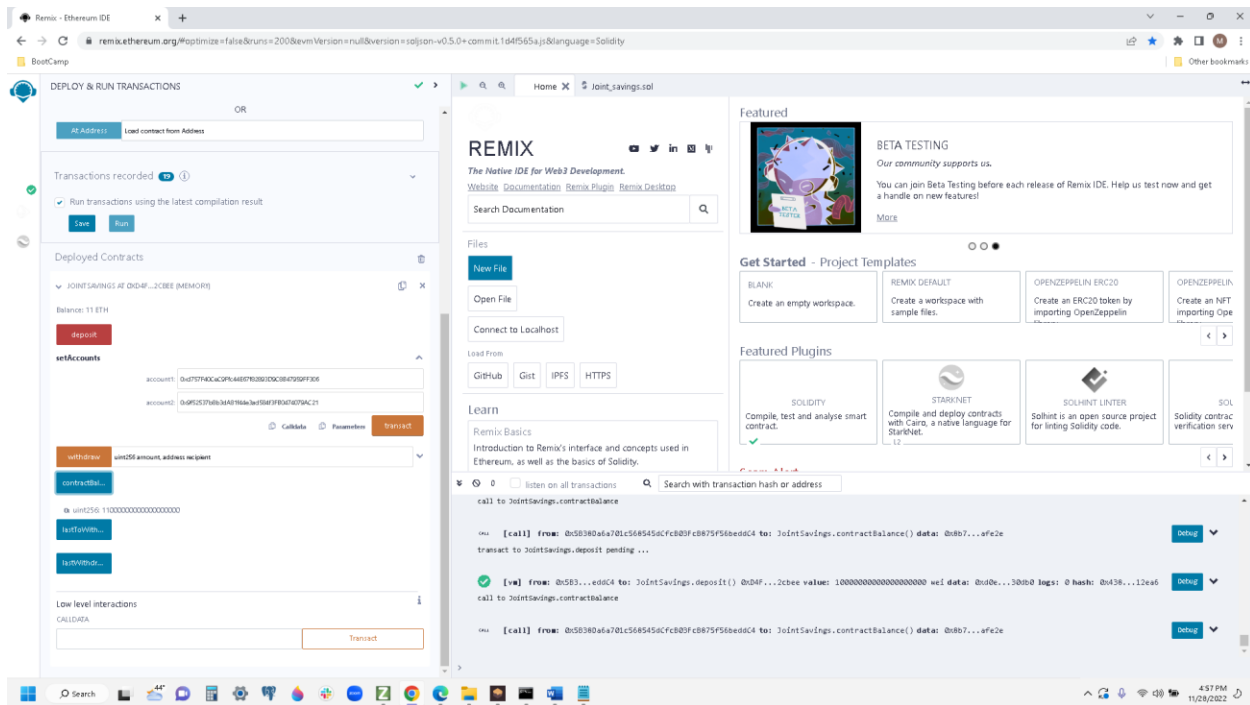
Step 3

Transaction 1 - Deposit 1 ETH as WEI

The screenshot displays the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, showing the 'Deploy' button and a section for 'Deployed Contracts'. The 'JOINTSAVINGS AT 0xD4F...2CBE (MEMORY)' contract is listed with a balance of 1 ETH. Below this, the 'setAccounts' function is shown with two accounts: 'account1' (0x4f1f160c40f6480703020c384795f106) and 'account2' (0x9f253746324f1643ed394f395a24079ac21). The 'deposit' function is also visible, with a 'value' field set to 1 ETH. The main workspace shows the 'REMIX' logo and a 'JUMP INTO WEB3' section. The 'Get Started - Project Templates' section includes options for 'BLANK', 'REMIX DEFAULT', 'OPENZEPPPELIN ERC20', and 'OPENZEPPPELIN'. The 'Featured Plugins' section lists 'SOLIDITY', 'STARKNET', 'SOLINT LINTER', and 'SOL'. The bottom panel shows a list of transactions, including 'setAccounts', 'deposit', and 'contractBalance', with their respective transaction hashes and logs.

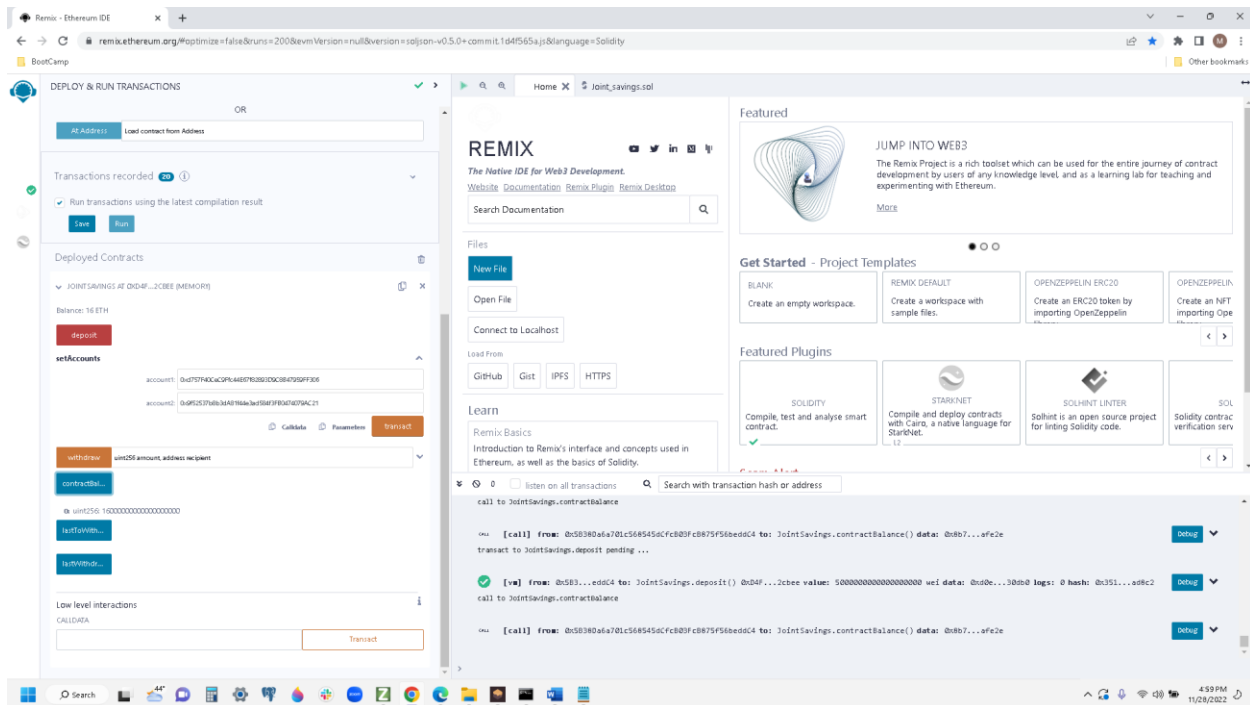
Step 4

Transaction 2 - Deposit 10 ETH



Step 5

Transaction 3 – Deposit 5 ETH



Step 6

Withdraw 5 ETH into AccountOne and show last activity

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying the 'Joint_savings.sol' contract. The 'withdraw' function is being executed with an amount of 5000000000000000000 (5 ETH). The 'contractBalance' and 'lastWithdraw' functions are also visible in the console. The main editor shows the 'Joint_savings.sol' contract with the following code:

```
contract JointSavings {
    address[] public accounts;
    uint256 public totalBalance;

    constructor() {
        accounts = new address[](2);
    }

    function setAccounts() {
        accounts[0] = 0x4777400AC0F64407B30830C3B47959FF308;
        accounts[1] = 0x9F253746B3A40166A3a758F3F80A767079AC21;
    }

    function withdraw(uint256 amount) {
        require(amount <= totalBalance, "Not enough balance");
        totalBalance -= amount;
        accounts[1].transfer(amount);
    }

    function contractBalance() view returns (uint256) {
        return totalBalance;
    }

    function lastWithdraw() view returns (uint256) {
        return 0;
    }

    function lastWithdrawAmount() view returns (uint256) {
        return 0;
    }
}
```

Step 7

Withdraw 10 ETH into AccountTWO and show last withdraw address and amount

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying the 'Joint_savings.sol' contract. The 'withdraw' function is being executed with an amount of 10000000000000000000 (10 ETH). The 'contractBalance' and 'lastWithdraw' functions are also visible in the console. The main editor shows the 'Joint_savings.sol' contract with the following code:

```
contract JointSavings {
    address[] public accounts;
    uint256 public totalBalance;

    constructor() {
        accounts = new address[](2);
    }

    function setAccounts() {
        accounts[0] = 0x4777400AC0F64407B30830C3B47959FF308;
        accounts[1] = 0x9F253746B3A40166A3a758F3F80A767079AC21;
    }

    function withdraw(uint256 amount) {
        require(amount <= totalBalance, "Not enough balance");
        totalBalance -= amount;
        accounts[1].transfer(amount);
    }

    function contractBalance() view returns (uint256) {
        return totalBalance;
    }

    function lastWithdraw() view returns (uint256) {
        return 0;
    }

    function lastWithdrawAmount() view returns (uint256) {
        return 0;
    }
}
```

Step 8