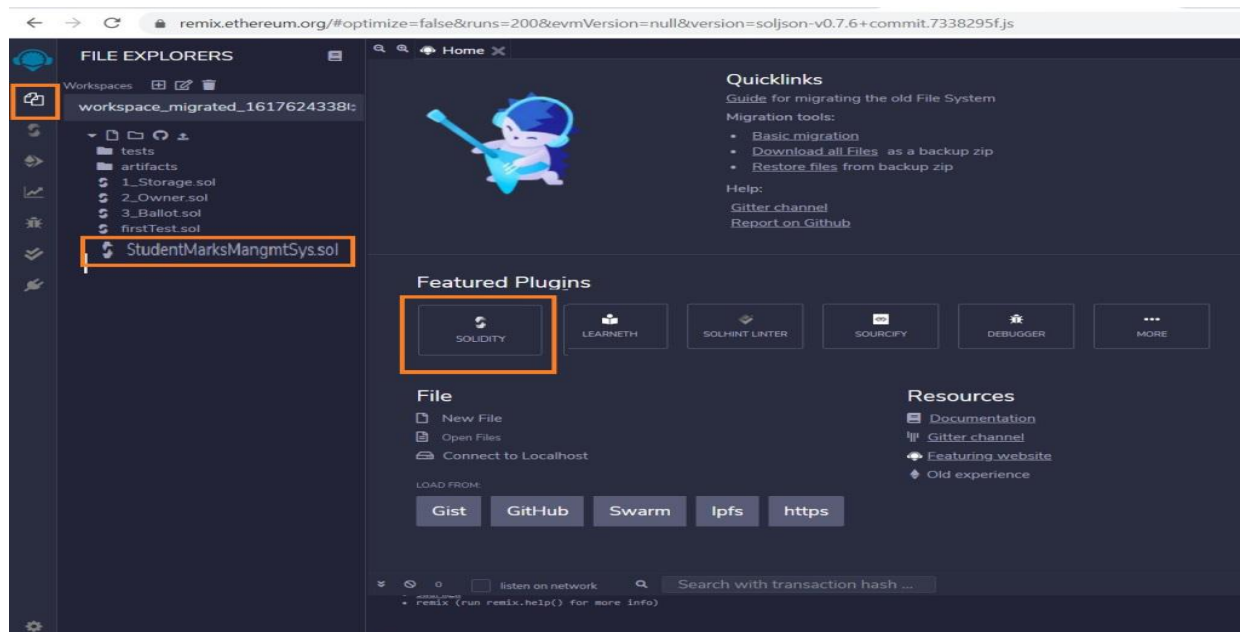


● Implementation

Step 1: Open Remix IDE.

Step 2: Click on File Explorers and select Solidity in the environment and create a new file StudentMarksMangmtSys.sol by clicking on New File section.



Step 3: Build a smart contract that contains all the details of the student with the help of Remix IDE by clicking on the file name. Solidity

```
// Solidity program to implement  
// the above approach  
pragma solidity >= 0.7.0<0.8.0;
```

```
// Build the Contract  
contract MarksManagmtSys  
{  
    // Create a structure for  
    // student details  
    struct Student  
    {  
        int ID;
```

```

    string fName;
    string lName;
    int marks;
}

address owner;
int public stdCount = 0;
mapping(int => Student) public stdRecords;

modifier onlyOwner
{
    require(owner == msg.sender);
    _;
}
constructor()
{
    owner=msg.sender;
}

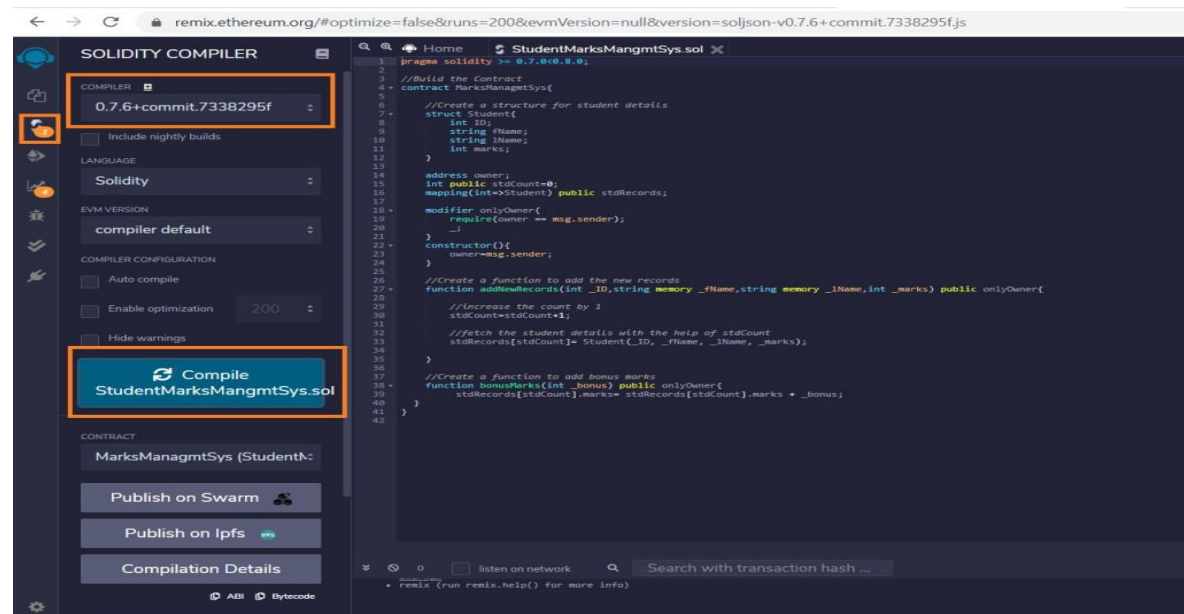
// Create a function to add
// the new records
function addNewRecords(int _ID,
                        string memory _fName,
                        string memory _lName,
                        int _marks) public onlyOwner
{
    // Increase the count by 1
    stdCount = stdCount + 1;

    // Fetch the student details
    // with the help of stdCount
    stdRecords[stdCount] = Student(_ID, _fName,
                                    _lName, _marks);
}

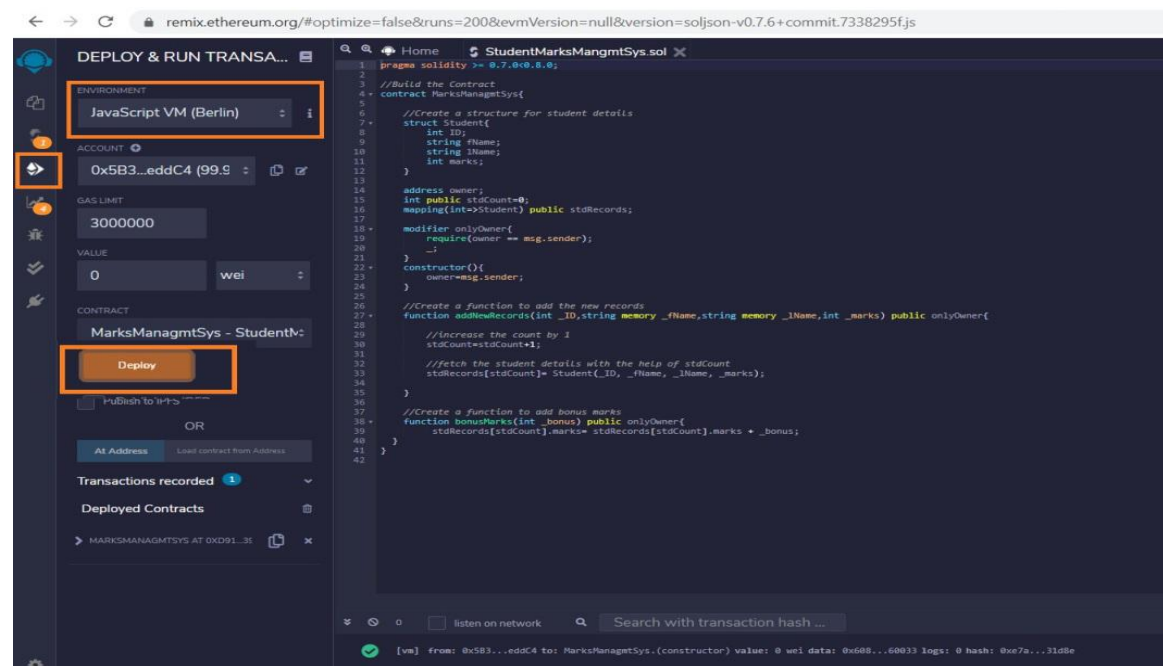
// Create a function to add bonus marks
function bonusMarks(int _bonus) public onlyOwner
{
    stdRecords[stdCount].marks =
        stdRecords[stdCount].marks + _bonus;
}
}

```

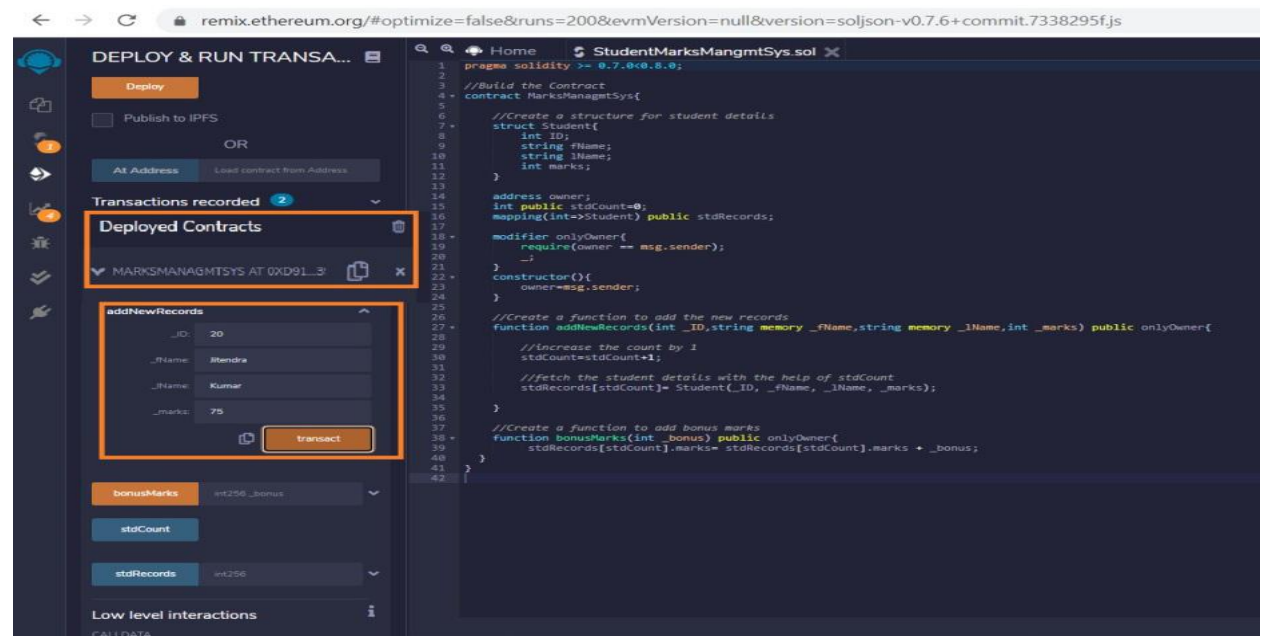
Step 4: After building the contract compile it. Select the compiler version before clicking on Compile button.



Step 5: After successful compilation, to deploy the contract, select the Environment JavaScript VM (Berlin) before clicking on the Deploy button.

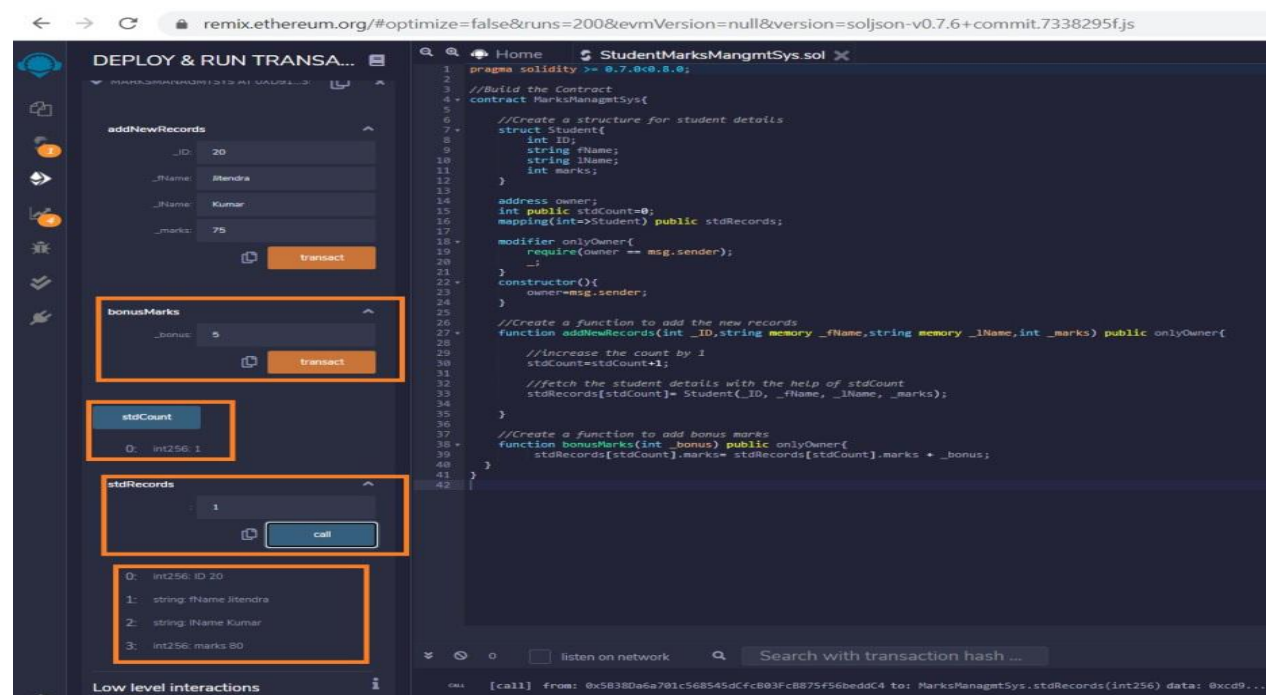


Step 6: If the contract is successfully deployed then deployed contract is obtained. Open the deployed contract and add the student details and transact it.



The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active. Under 'Deployed Contracts', the contract 'MARKSMANAGMTSYS AT 0xD91...3' is listed. Below it, the 'addNewRecords' function is being interacted with. The fields are: _ID: 20, _fName: Iitendra, _lName: Kumar, and _marks: 75. The 'transact' button is highlighted. On the right, the Solidity code for 'StudentMarksMangmtSys.sol' is visible, showing the contract structure and the 'addNewRecords' function.

Step 7: Add the bonus marks if you want to give them to the student and transact it after that click on the stdCount. One can see the student details after calling the stdRecords by entering the stdCount.



The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active. Under 'Deployed Contracts', the contract 'MARKSMANAGMTSYS AT 0xD91...3' is listed. Below it, the 'bonusMarks' function is being interacted with. The field is: _bonus: 5. The 'transact' button is highlighted. Below that, the 'stdCount' variable is shown as 0. The 'stdRecords' array is displayed, showing the student details for ID 20: {0: int256: ID 20, 1: string: fName Iitendra, 2: string: lName Kumar, 3: int256: marks 80}. On the right, the Solidity code for 'StudentMarksMangmtSys.sol' is visible, showing the contract structure and the 'bonusMarks' function.