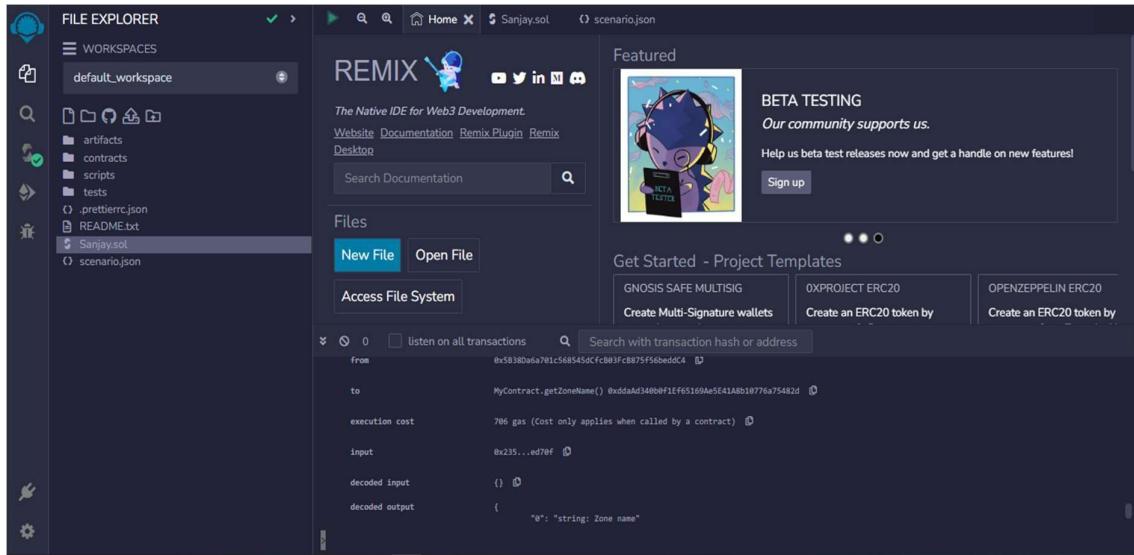


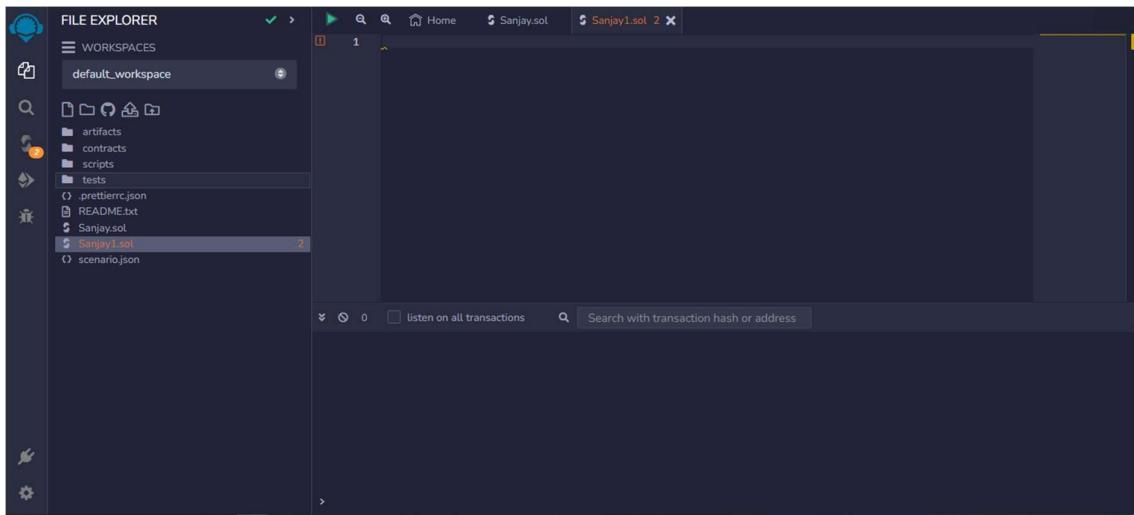
# Assignment- I

Name:	SANJAYKANTH.S
Team ID:	NM2023TMID00438
PROJECT NAME:	Digital Asset Management on the Ethereum Blockchain
NM ID:	17B8A3E7E6C3979B3C5427560E43DF36

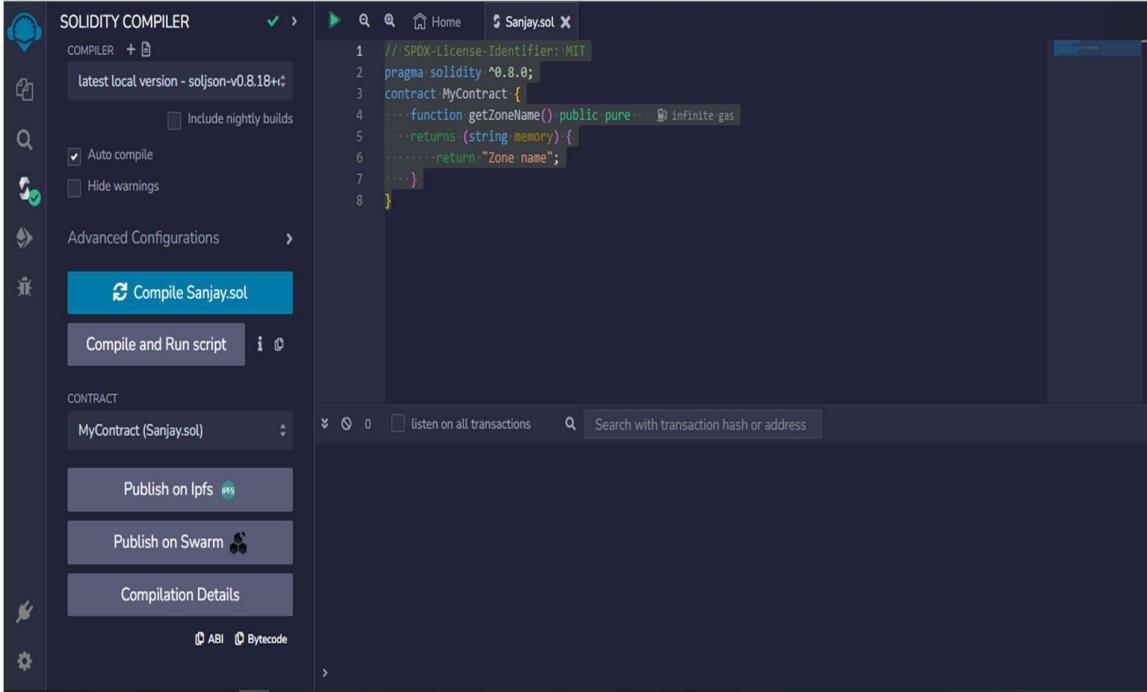
1.Go to the chrome and open remix platform



2.Open the remix page and create a new file



3.In that newly created file, create a program to return your string, "Zone name"



The screenshot shows the Solidity Compiler interface. On the left, there's a sidebar with options like 'Auto compile' and 'Hide warnings'. The main area displays a Solidity code editor with the following content:

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;
contract MyContract {
    function getZoneName() public pure returns (string memory) {
        return "Zone name";
    }
}
```

Below the code editor, there's a 'CONTRACT' section with a dropdown set to 'MyContract (Sanjay.sol)'. Underneath it are buttons for 'Publish on Ipfs' and 'Publish on Swarm', along with 'Compilation Details' and ABI/Bytecode links.

ProGram:

```
// SPDX-License-Identifier: MIT pragma solidity ^0.8.0; contract sanjay {    function getZoneName() public
pure    returns (string memory) {        return "Zone name";
    }
}
```

4.Save the program and compile it to get the ABI and Bytecode

ABI:

```
[
{
    "inputs": [],
    "name": "getZoneName",
    "outputs": [

```

```

        {
            "internalType": "string",
            "name": "",
            "type": "string"
        }
    ],
    "stateMutability": "pure",
    "type": "function"
}
]

```

ByTEcodE:

[cf40cfb036dbff7768bb55311464736f6c63430008150033](#)

## 5.Finally Deploy it to display the output

