

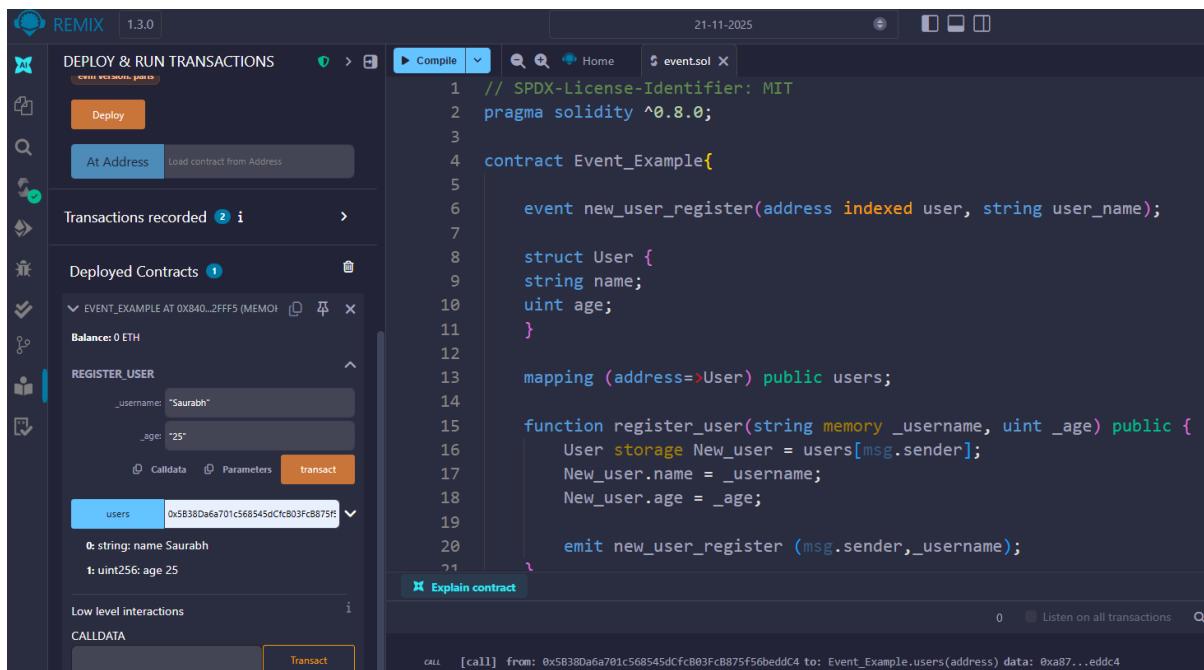
Event in Solidity

Introduction

The **Event_Example** smart contract is a basic example demonstrating how to register users on the blockchain using a struct, mapping, and event. When a user registers, their name and age are stored, and an event is emitted for off-chain tracking.

Additionally, we deployed this contract today on the **Sepolia Testnet**.

Contract address => 0xB61fC8870c9F6FA69B6C7c3C79621137c7F85C17



```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;

contract Event_Example{

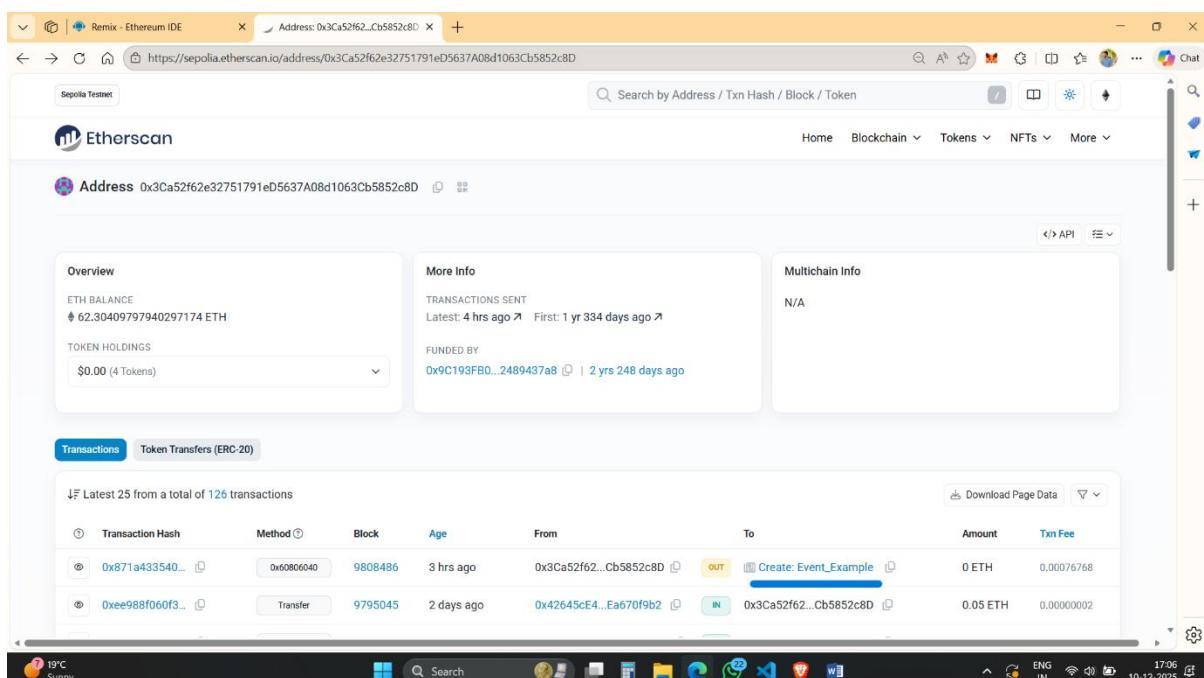
    event new_user_register(address indexed user, string user_name);

    struct User {
        string name;
        uint age;
    }

    mapping (address=>User) public users;

    function register_user(string memory _username, uint _age) public {
        User storage New_user = users[msg.sender];
        New_user.name = _username;
        New_user.age = _age;

        emit new_user_register (msg.sender,_username);
    }
}
```



Address: 0x3Ca52f62...Cb5852c8D

Transactions

Transaction Hash	Method	Block	Age	From	To	Amount	Txn Fee
Dx871a433540...	Transfer	9808486	3 hrs ago	0x3Ca52f62...Cb5852c8D	Create: Event_Example	0 ETH	0.00076768
0xee988f060f3...	Transfer	9795045	2 days ago	0x42645cE4...Ea670f9b2	0x3Ca52f62...Cb5852c8D	0.05 ETH	0.00000002

Sepolia Tester

Address: 0xb61fc887...7c7f85c17 | +

https://sepolia.etherscan.io/address/0xb61fc8870c9f6fa69b6c7c3c79621137c7f85c17#code

Code Read Contract Write Contract

Contract Source Code Verified (Exact Match)

Contract Name: Event_Example Optimization Enabled: No with 200 runs

Compiler Version v0.8.18+commit.87f61d96 Other Settings: default evmVersion

Contract Source Code (Solidity Standard Json-Input format)

File 1 of 1 : event.sol

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3 
4 contract Event_Example{
5     event new_user_register(address indexed user, string user_name);
6     struct User {
7         string name;
8         uint age;
9     }
10    mapping (address->User) public users;
11 }
12 
13 function register_user(string memory _username, uint _age) public {
14     User storage New_user = users[msg.sender];
15     New_user.name = _username;
16     New_user.age = _age;
17     emit new_user_register (msg.sender,_username);
18 }
19 
20 }
```

IDE More Options

Outline