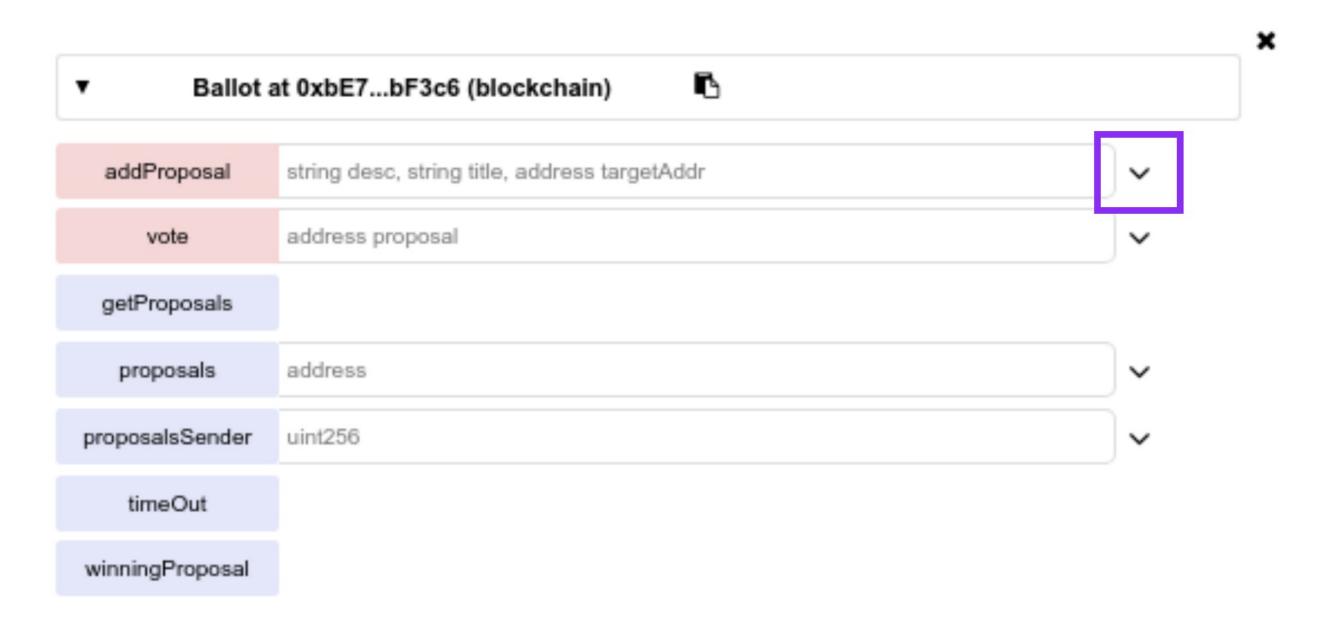
Part III

Adding a Proposal & Viewing the DAPP

Add a new proposal

Expand addProposal function



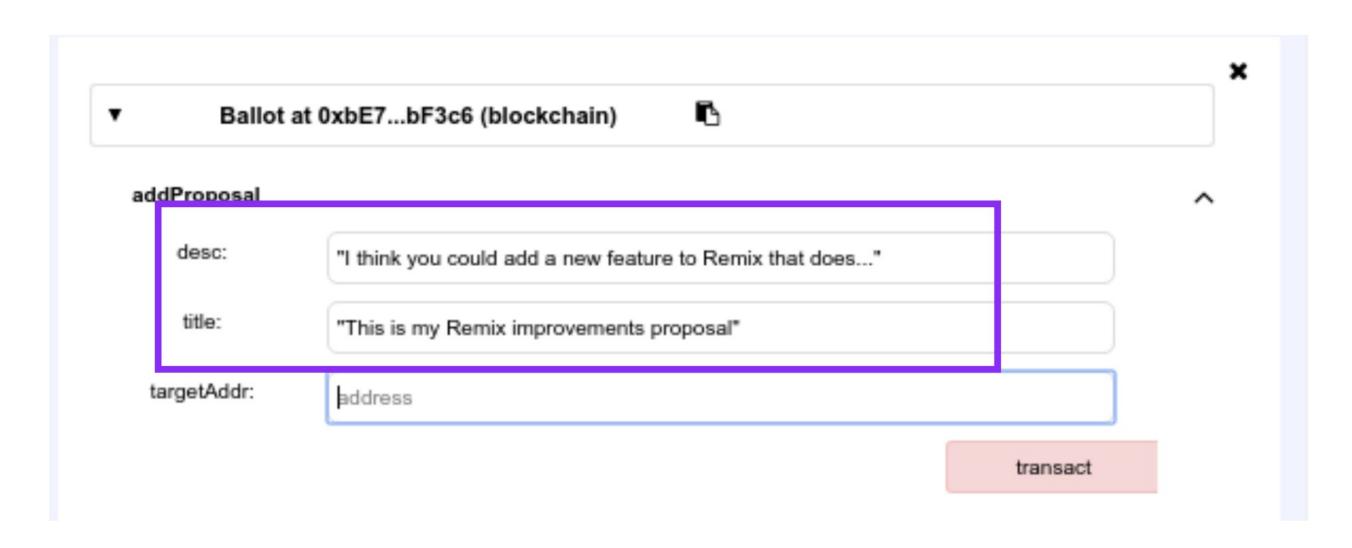
Copy your address

Run tab: Account

Compile	Run	Settings	Analysis	Debugger	Support	
Environment			Injected Web3			• i
Account			0x30926e55 (10.994338592 ether)			1
Gas limit		3	3000000			
Value	Value				wei	▼

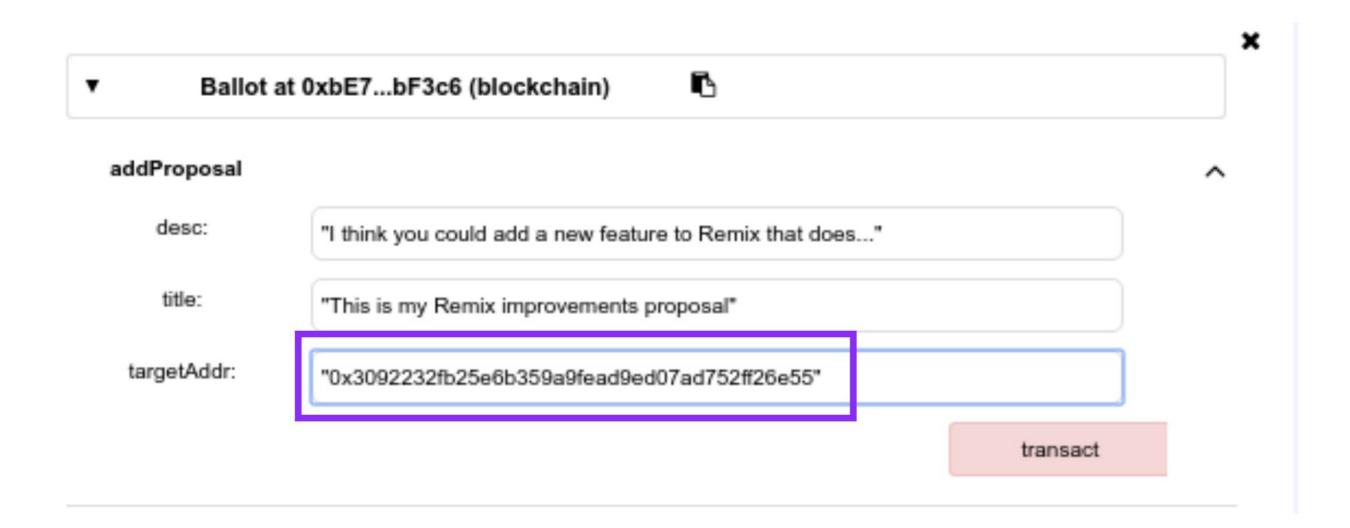
Type a proposal

Run tab: Account



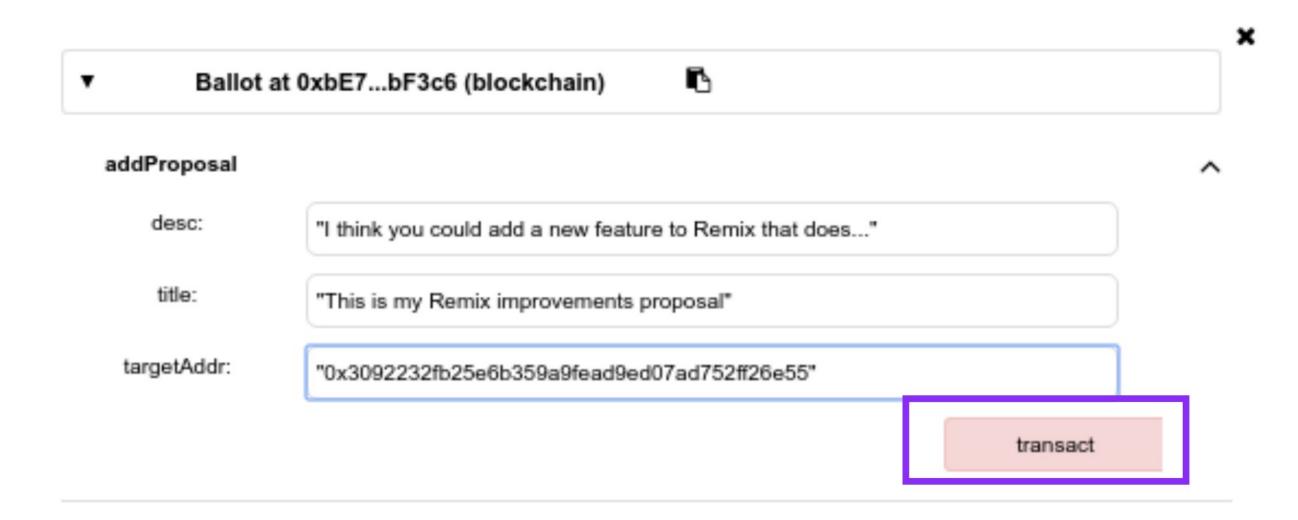
Add your address

Paste the address



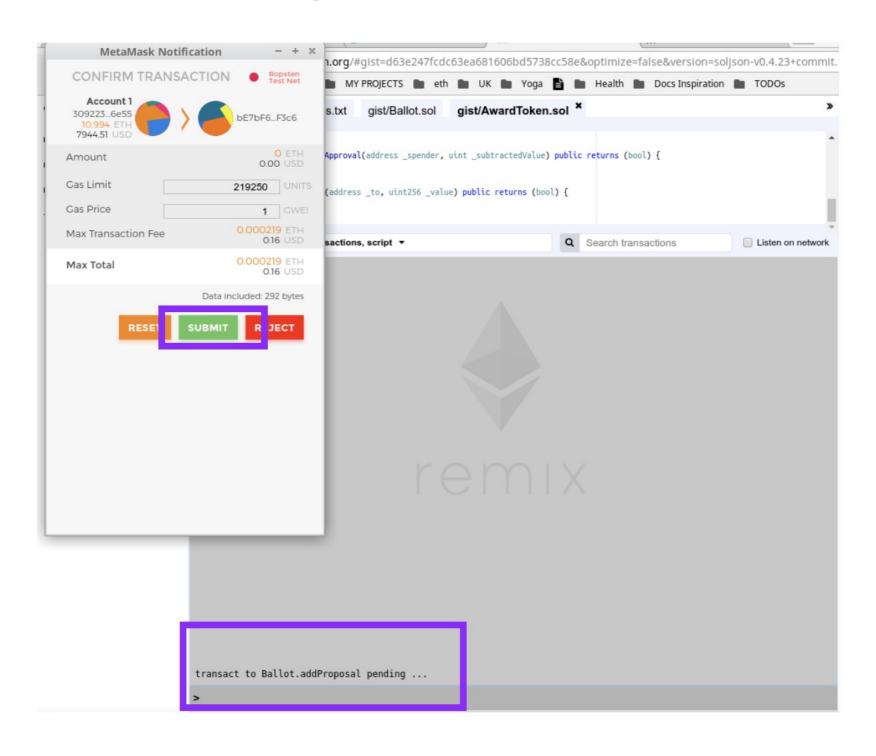
Execute addProposal

Hit the transact button



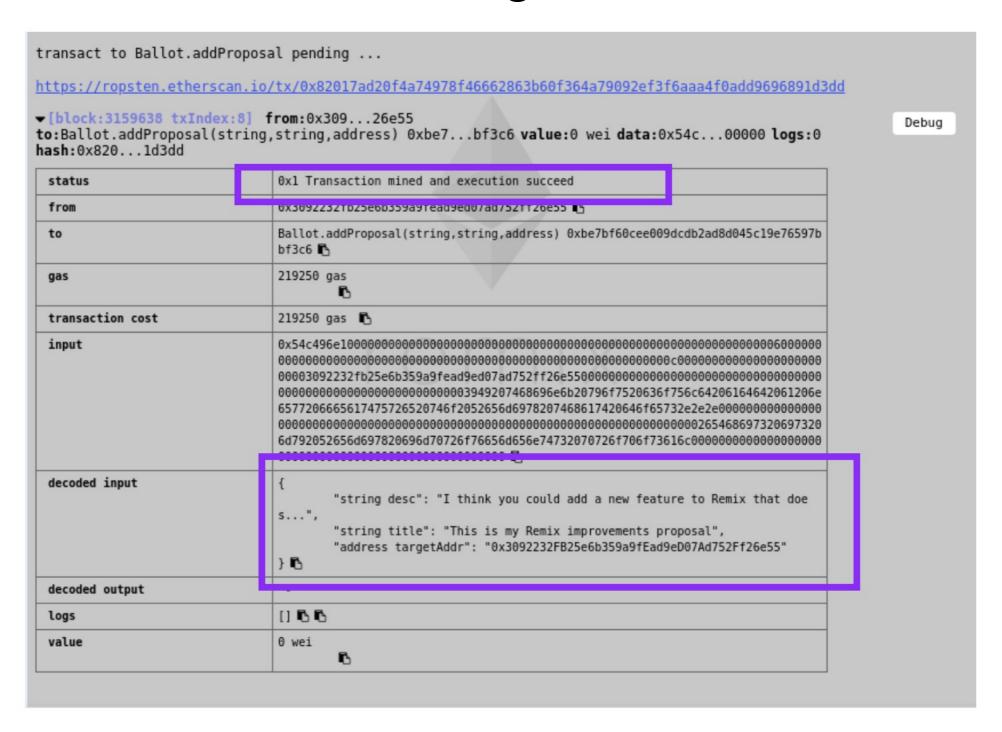
Confirm the transaction

Submit button



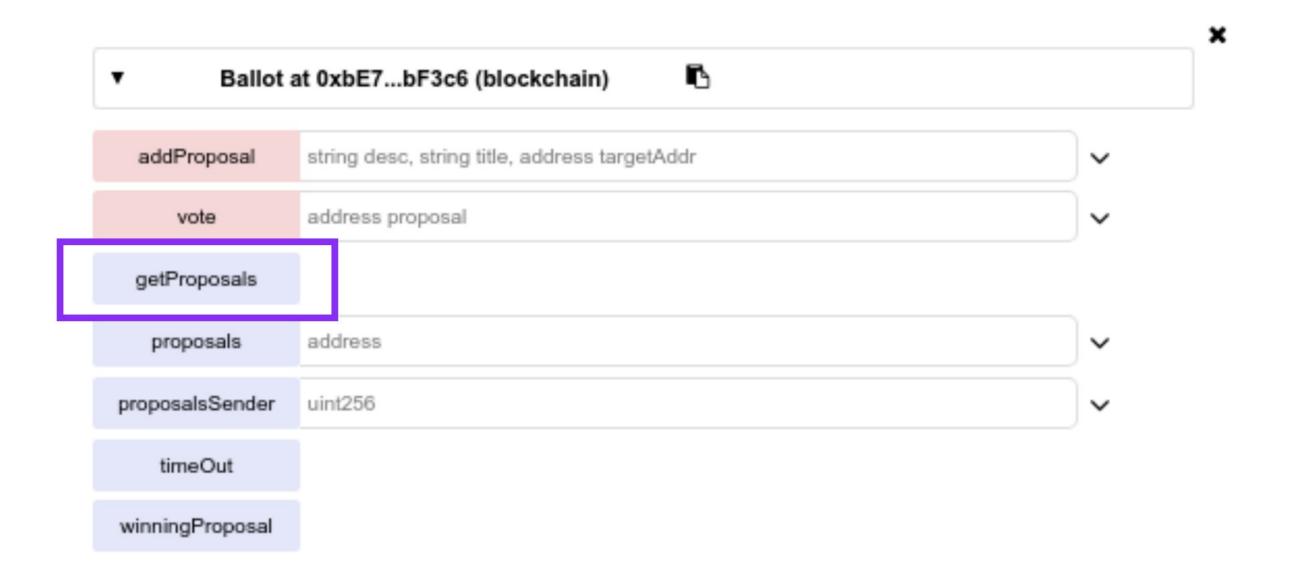
Check if tx succeeded

Terminal logs in Remix



Execute getProposals

getProposals call



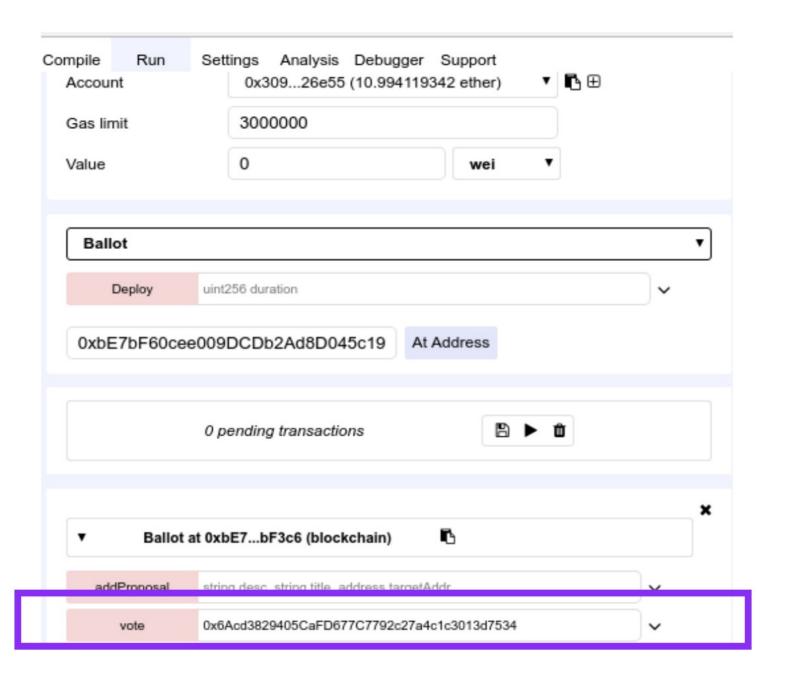
See Proposals Addresses

well in so far there will only be 1 address



Vote for one Proposal

Paste Proposal Address you want to vote for



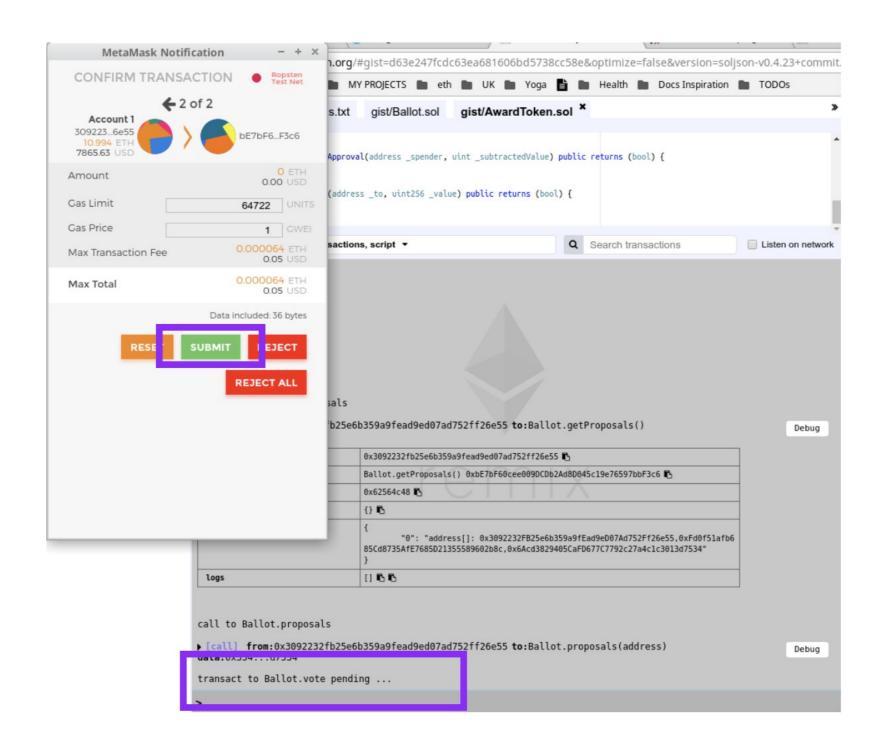
Execute vote transaction

vote button



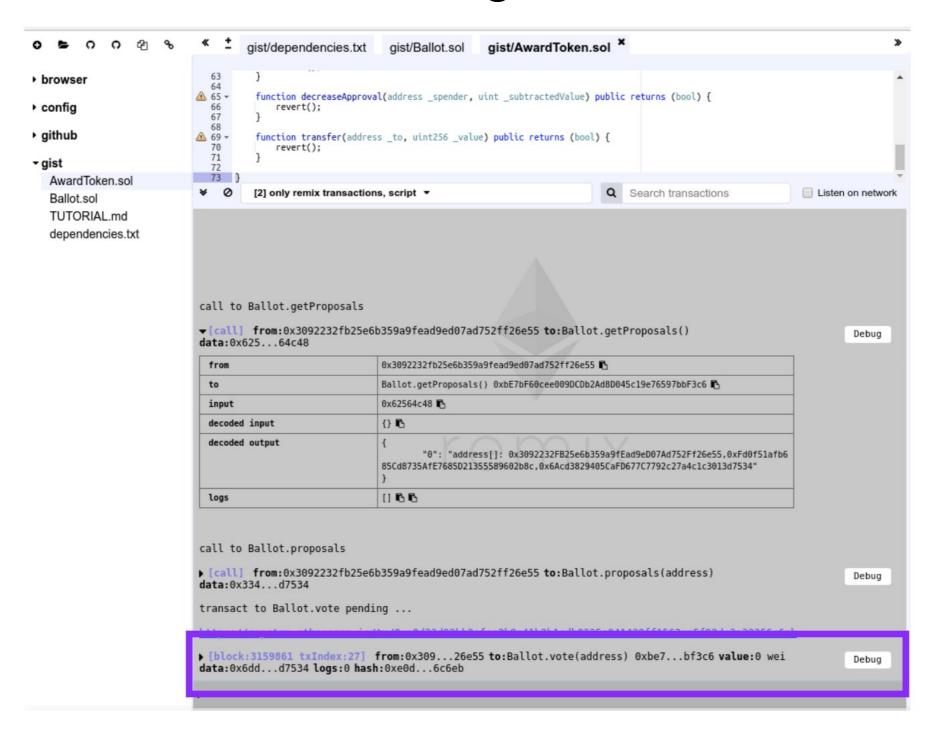
Confirm the transaction

Submit button



Check if tx succeeded

Terminal logs in Remix



Now let's try it out connecting a frontend

http://bit.ly/remix-voting

(when dependencies.js is the active file)

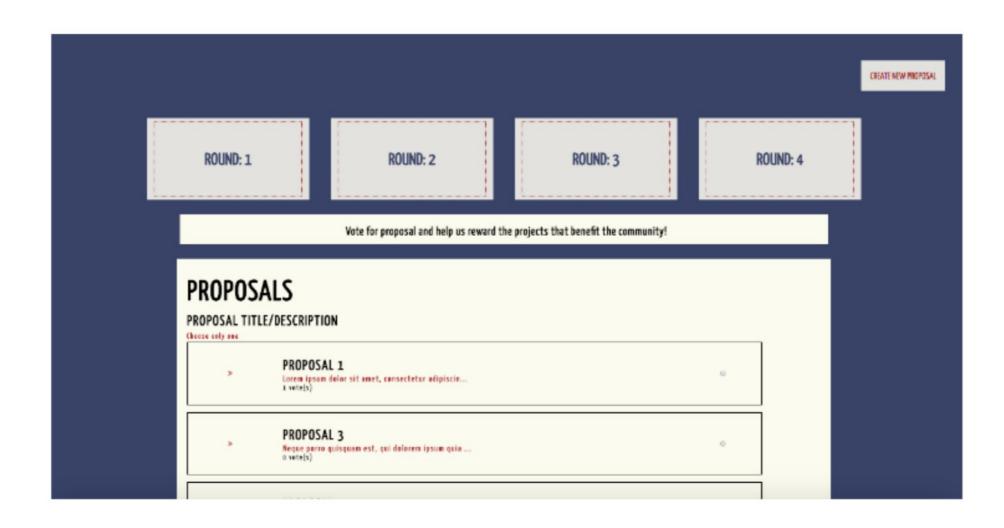
To access our Award Token from this frontend - you need the address of the Award Token.

Go to ethereum/remix-workshop to access the award token I just deployed

```
contract Ballot {
    uint _duration;
    uint _startTime;
    struct Proposal {
        string description;
        string title;
        uint voteCount;
```



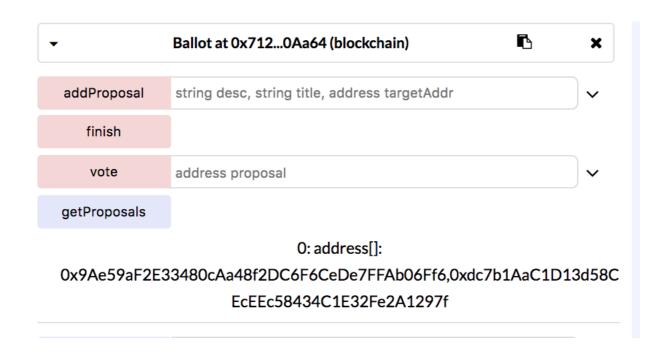
```
contract AwardToken is MintableToken {
   uint quantity;
   uint ballotPeriod = 7 hours;
   Ballot public currBallot;
   address[] public prevWinners;
```



Let's check results

http://bit.ly/remix-voting

Check the state of the contract



2 proposals have been added

Thank you

@ninabreznik @ryestew @yann300
@serapath @LianaHus @iurimatias

http://bit.ly/remix-workshop-repository