pragma solidity ^0.4.0;

// Creating a contract

contract fback

{

// Declaring the state variable

uint x;

// Mapping of addresses to their balances

mapping(address => uint) balance;

// Creating a constructor

constructor() public

{

// Set x to default

// value of 10

x=10;

}

// Creating a function

function SetX(uint \_x) public returns(bool)

{

// Set x to the

// value sent

x=\_x;

return true;

}

// This fallback function

// will keep all the Ether

function() public payable

{

balance[msg.sender] += msg.value;

}

}

// Creating the sender contract

contract Sender

{

function transfer() public payable

{

// Address of Fback contract

address \_receiver =

0xbcD310867F1b74142c2f5776404b6bd97165FA56;

// Transfers 100 Eth to above contract

\_receiver.transfer(100);

}

}