```
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);
}
}
```