






DEPLOY & RUN TRANSACTIONS

ENVIRONMENT 

Remix VM (Cancun) 

VM

ACCOUNT   

0x5B3...eddC4 (99.99999999999313 ETH)

GAS LIMIT

Estimated Gas

Custom

3000000

VALUE

0 Wei

CONTRACT

EmployeeManagement - emp.sol

evm version: cancun

Deploy



☐ Publish to IPFS

At Address 

Load contract from Address


Transactions recorded 




12

Deployed Contracts 

1



EMPLOYEEMANAGEMENT AT 0   

Balance: 0 ETH

addEmployee

\_id: 1

\_name: abc

\_salary: 25000

\_joiningDate: 25/11/24

Calldata

Parameters

transact

getEmployee

\_id: 1

Calldata

Parameters


call

0: uint256: 1

1: string: abc

2: uint256: 25000

3: string: 25/11/24


Low level interactions 


CALLDATA


Transact

0

☐ Listen on all transactions




Filter with transaction hash or address 



[vm] from: 0x5B3...eddC4 to: EmployeeManagement.(constructor) value: 0 wei data: 0x608...a0033 logs: 0

hash: 0x028...c657e


creation of EmployeeManagement pending...



[vm] from: 0x5B3...eddC4 to: EmployeeManagement.(constructor) value: 0 wei data: 0x608...a0033 logs: 0

hash: 0xabd...2901c

transact to EmployeeManagement.addEmployee pending ...



[vm] from: 0x5B3...eddC4 to: EmployeeManagement.addEmployee(uint256,string,uint256,string) 0x5e1...4Eff5

value: 0 wei data: 0x22f...00000 logs: 0 hash: 0x61f...ba6af

call to EmployeeManagement.getEmployee


CALL

[call] from: 0x5B38Da6a701c568545dCfcB03FcB875f56beddC4 to: EmployeeManagement.getEmployee(uint256)





data: 0xbca...00001




Initialize as git repo

Did you know? You can verify your contract using the Sourcify plugin.

RemixAI Copilot (enabled)  Scam Alert

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Home  sample.sol  emp.sol 

1 // SPDX-License-Identifier: MIT

2 pragma solidity ^0.8.0;

3

4 contract EmployeeManagement {

5

6 // Define an Employee struct with the relevant fields

7 struct Employee {

8 uint id;

9 string name;

10 uint salary;

11 string joiningDate;

12 }


13

14 // Mapping from employee ID to Employee struct

15 mapping(uint => Employee) private employees;

16

17 // Function to add an employee's details

18 function addEmployee(uint \_id, string memory \_name, uint \_salary, string memory \_joiningDate) public {  in


19 // Create a new Employee struct and add it to the mapping

20 employees[\_id] = Employee(\_id, \_name, \_salary, \_joiningDate);

21 }

22

23 // Function to retrieve an employee's details by ID

24 function getEmployee(uint \_id) public view returns (uint, string memory, uint, string memory) {  infinite gas

25 // Retrieve the employee details from the mapping

26 Employee memory emp = employees[\_id];

27 return (emp.id, emp.name, emp.salary, emp.joiningDate);


28 }


29 }


30 }

0

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