EX.NO: 1 Basic Programs Using Solidity

Date:27/06/2023

Aim:

To implement the basic programs using solidity smart control in remix IDE

Procedure:

```
Step 1: Open the Remix IDE
```

Step 2: Create a new file by using .sol Extension

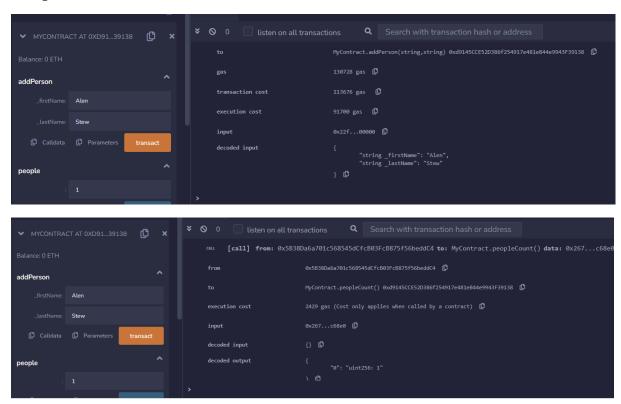
- Step 3: Rename the file and give the basic coding for the basic programs
- Step 4: Select the Compiler version using compilation section
- Step 5: Also select the Environment to compile the program
- Step 6: Compile the program by using Compile option of the file
- Step 7: Then Deploy the compiled program for transaction
- Step 8: Get the Input of the program by using the get and set method
- Step 9: Then transact or call the input
- Step 10: Output will be printed then stop the transaction

Programs:

```
1.pragma solidity >= 0.5.1 < 0.9.0;
  contract MyContract {
    Person[] public people;
    uint256 public peopleCount;
    struct Person {
        string _firstName;
        string _lastName;
    }
    function addPerson(string memory _firstName, string memory _lastName) public {
        people.push(Person(_firstName, _lastName));
        peopleCount += 1;
    }
}</pre>
```

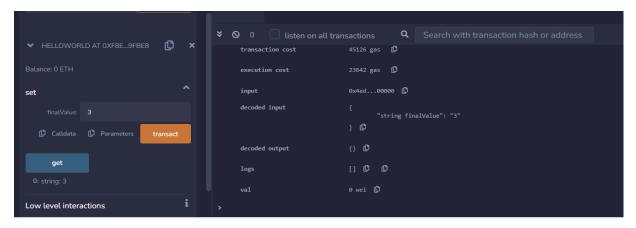
}

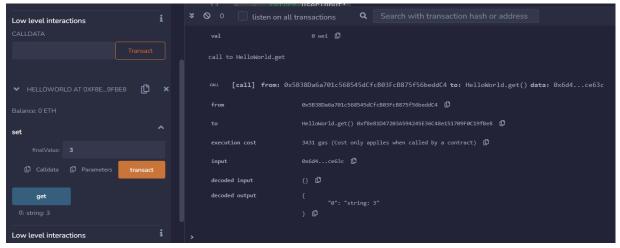
Output:



```
2. pragma solidity >= 0.5.0 <0.9.0;
  contract HelloWorld{
   string userInput;
  function set(string memory finalValue) public
  {
     userInput = finalValue;
  }
  function get() public view returns(string memory){
     return userInput;
  }
}</pre>
```

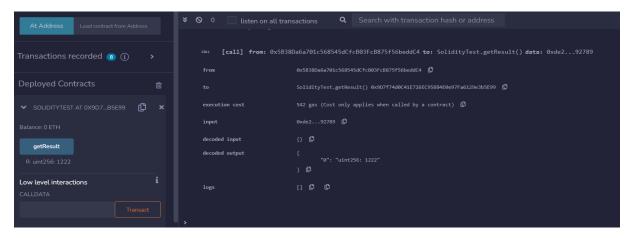
Output:





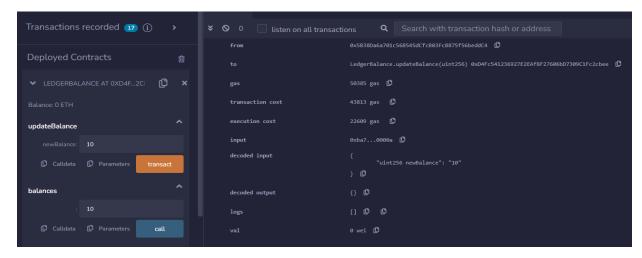
```
3. pragma solidity >=0.5.1 < 0.9.0;
  contract SolidityTest {
     constructor() public {
     }
     function getResult() public view returns(uint) {
        uint a = 1000;
        uint b = 222;
        uint result = a + b;
        return result;
     }
}</pre>
```

Output:



```
4. pragma solidity >=0.5.0<0.9.1;
  contract LedgerBalance {
      mapping(address => uint) public balances;
      function updateBalance(uint newBalance) public {
            balances[msg.sender] = newBalance;
      }
  }
} contract Updater {
    function updateBalance() public returns (uint) {
        LedgerBalance ledgerBalance = new LedgerBalance();
        ledgerBalance.updateBalance(10);
        return ledgerBalance.balances(address(this));
    }
}
```

Output:



Result:

• Thus all the basic programs has been implemented and executed out successfully using remix IDE.