

Compiling and running test cases [To compile : `npx hardhat compile` , To run test: `npx hardhat test`]

```
wasim@wasims-MacBook-Pro BettingContract % npx hardhat compile
Compiled 1 Solidity file successfully
wasim@wasims-MacBook-Pro BettingContract % npx hardhat test
```

Test Betting contract scenarios

6 passing (2s)

```
wasim@wasims-MacBook-Pro BettingContract %
```

Deploying in local [`npx run scripts/deploy.js --network localhost`]

```
wasim@wasim-MacBook-Pro: BettingContract % npm run scripts/deploy.js --network localhost
Watching /Users/wasim/BettingContract/BettingContract and all sub-directories not excluded by your .gitignore. Will not monitor dotfiles.
Found & ignored ./node_modules ; is listed in .gitignore

Starting: scripts/deploy.js --network localhost
Deploying contracts with the account: 0xf39FD6e51aad88f6F4ce6aB8827279cFfB92266
Account balance: 10000000000000000000000000
Contract deployed at: 0xe7f1725E7734CE288F8367e1Bb143E90bb3F0512
```

Deployment in Remix :

CONTRACT (Compiled by Remix)

Betting - Betting.sol

Deploy

☒ Deploy with Proxy

TEAM1:

India

TEAM2:

NZ

☐ Upgrade with Proxy

☐ Publish to IPFS

ENVIRONMENT

Remix VM (London)

VM

ACCOUNT

0x4B2...C02db (99.999999999999813826 ether)

GAS LIMIT

3000000

VALUE

0

Wei

CONTRACT (Compiled by Remix)

Betting - Betting.sol

Deploy

☒ Deploy with Proxy

TEAM1:

India

TEAM2:

NZ

☐ Upgrade with Proxy

Deploy Implementation & Proxy (ERC1967)

Deploy with Proxy will initiate two (2) transactions:
1. Deploying the implementation contract
2. Deploying an ERC1967 proxy contract

ProceedCancel

```
13     address payable[] public players;  
14  
15     struct Player {  
16         uint256 amountBet;  
17         uint teamSelected;  
18         uint256 betPlaced;  
19         address addr;  
20         uint id;  
21     }  
22  
23     mapping(address => Player) public play  
24     Player[] public playerArr;  
25  
26     struct Team {  
27         string country;  
28     }  
29     Team public teamOneObj;  
30     Team public teamTwoObj;  
31  
32     mapping(uint=>Team) public teamMap;  
33  
34     struct Match {
```

Betting - Betting.sol

Deploy

☒ Deploy with Proxy

TEAM1:

India

TEAM2:

NZ

☐ Upgrade with Proxy

☐ Publish to IPFS



OR



At Address

Load contract from Address

Transactions recorded 6 ⓘ

Deployed Contracts

> BETTING AT 0X481...7E1B1 (MEMORY)  

> ERC1967PROXY AT 0X688...58CF7 (MEMORY)  

Upgrading smart contract :

CONTRACT (Compiled by Remix)

Betting - Betting.sol

Deploy

☐ Deploy with Proxy

☒ Upgrade with Proxy

☒ Use last deployed ERC1967 contract

0x688c0611a5691B7c1F09a694bf4ADfb456a58CF7

☐ Publish to IPFS

OR

At Address Load contract from Address

Transactions recorded 6 ⓘ

Deployed Contracts

BETTING AT 0X481...7E1B1 (MEMORY)

ERC1967PROXY AT 0X688...58CF7 (MEMORY)

DEPLOY & RUN TRANSACTIONS

ENVIRONMENT ▼

Remix VM (London)

VM

ACCOUNT ⓘ

0x4B2...C02db (99.999999999995626739 ether)

GAS LIMIT

3000000

VALUE

0 Wei

CONTRACT (Compiled by Remix)

Betting - Betting.sol

Deploy

☐ Deploy with Proxy

☒ Upgrade with Proxy

☒ Use last deployed ERC1967 contract

Deploy Implementation & Update Proxy

Upgrade with Proxy will initiate two (2) transactions:

1. Deploying the new implementation contract
2. Updating the proxy contract with the address of the new implementation contract

Proceed Cancel

```
14
15
16 struct Player {
17     uint256 amountBet;
18     uint teamSelected;
19     uint256 betPlaced;
20     address addr;
21     uint id;
22 }
23
24 mapping(address => Player) public playerMap;
25 Player[] public playerArr;
26
27 struct Team {
28     string country;
```

