

# PRACTICAL 7

## [CS601] – Cryptography and Blockchain

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### Title/Aim of the practical :

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To write a program to create following contracts in solidity:

#### **Array**

```
// Exercise create a function that can fully remove an item from an array
// Create an Empty array called changeArray
// Create a function called removeElement which sets the index argument of the array to the last element in the array
// Remove the last index from that function with the pop method
// Create a function called test which pushes 1 2 3 4 into changeArray
// Remove the element 2 from the array when the contract is called
```

#### **Mapping**

```
// Exercise 1 – Deploy the mapping contract, create some keys as addresses, and set those keys to unique values
// 2. Remove all the addresses and check to see their updated value.
// Mapping Assignment:
// Create a unique data type as a struct called Movie and give it the string properties: title and director.
// Create a map called movie which takes a uint as a key and Movie as a value
// Create a function called addMovie which takes three inputs, movie id, title and director which assigns a value of an integer to a movie added back to the movie map. It should include a title and director name.
// Deploy the contract and update the movie information to the movie map with our favourite movies!
```

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### Apparatus/Tools/ Resources used :

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- Lecture Notes
- E-Resources
- E-Book
- Laptop

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### Procedure of the practical :

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#### **Array**

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// Create an Empty array called changeArray
```

```
// Create a function called removeElement which sets the index argument of the array to the last element in the array
// Remove the last index from that function with the pop method
// Create a function called test which pushes 1 2 3 4 into changeArray
// Remove the element 2 from the array when the contract is called
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## Mapping

```
// Exercise 1 – Deploy the mapping contract, create some keys as addresses, and set those keys to unique values
// 2. Remove all the addresses and check to see their updated value.
// Mapping Assignment:
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// Deploy the contract and update the movie information to the movie map with our favourite movies!
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## Program Code :

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### Arrays

```
pragma solidity 0.5.0;
contract learnarrays{

    uint[] public myArray;
    uint[20] public myfixedArray;
    function push(uint number) public{
        myArray.push(number);
    }
    function pop() public{
        myArray.pop();
    }
    function getlength() public view returns(uint){
        return myArray.length;
    }
}

// Solidity program to demonstrate
// Pop operation
pragma solidity ^0.5.0;
```

```
// Creating a contract
contract Types {

    // Defining an array
    uint[] data
    = [10, 20, 30, 40, 50];

    // Defining a function to
    // pop values from the array
    function array_pop(
    ) public returns(uint[] memory){
        data.pop();
        return data;
    }
}
```

## Mapping

```
pragma solidity ^0.5.0;

contract learnmapping {
    mapping(address=>uint) public myMap;

    function getAddress(address _addr) public view returns(uint){
        return myMap[_addr];
    }
    function set(address _addr,uint _i) public{
        myMap[_addr]=_i;
    }
}
```

## Result/ Output/ Screenshots of the Practical :

### Arrays

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is open, showing the 'array\_pop' function selected. The main editor displays the 'movie.sol' file with the following Solidity code:

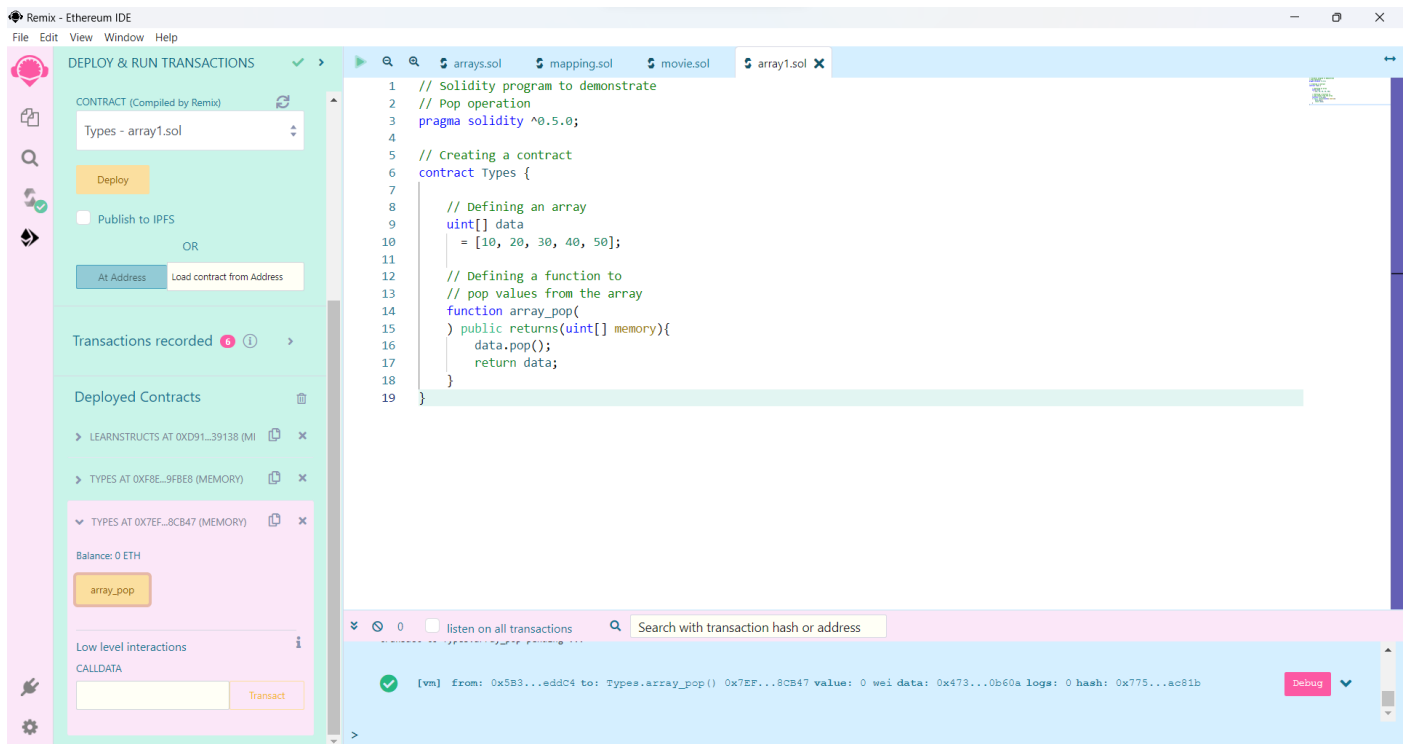
```
1 pragma solidity 0.5.0;
2 contract learnarrays{
3
4     uint[] public myArray;
5     uint[20] public myfixedArray;
6     function push(uint number) public{
7         myArray.push(number);
8     }
9     function pop() public{
10        myArray.pop();
11    }
12    function getlength() public view returns(uint){
13        return myArray.length;
14    }
15 }
16
```

The console on the right shows an error: 'invalid opcode'. The message indicates a VM error during a call to 'learnarrays.myfixedArray'.

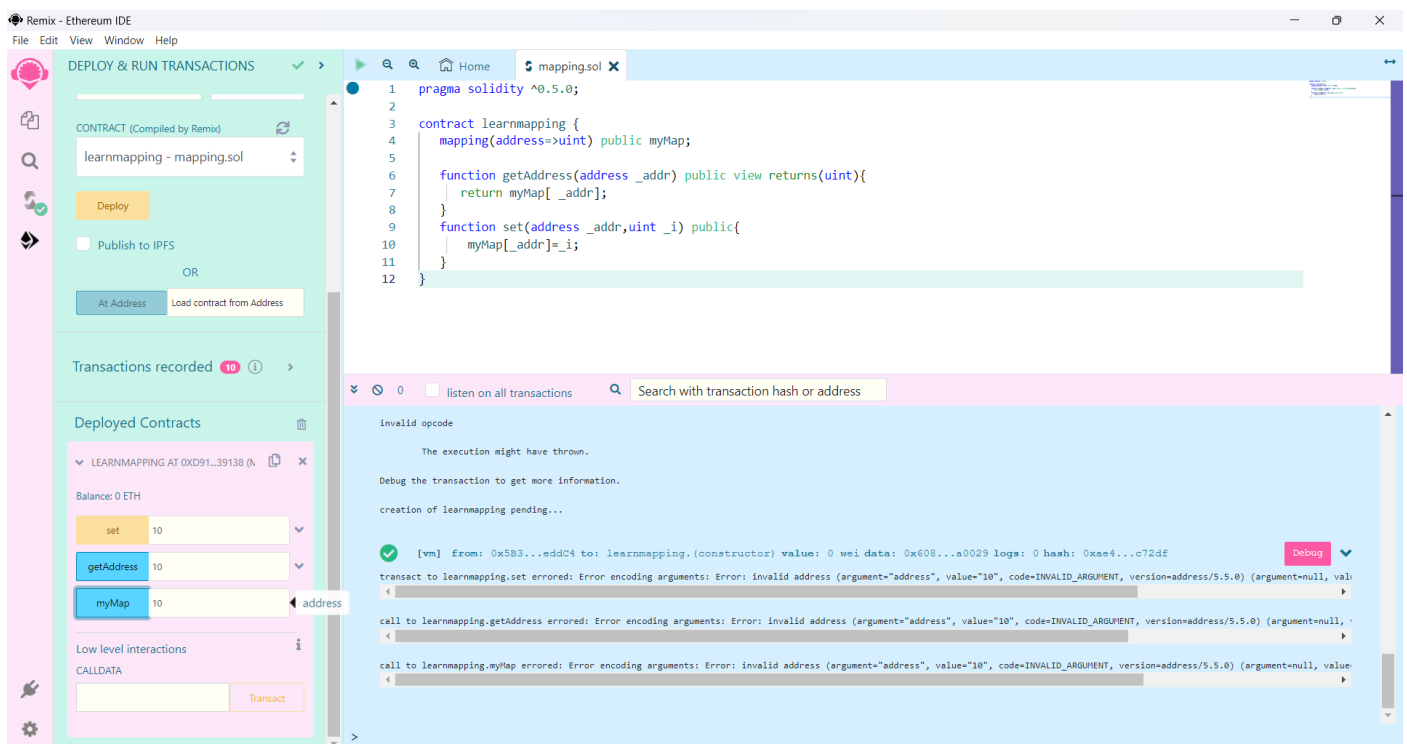
The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is open, showing the 'array\_push' function selected. The main editor displays the 'arrays.sol' file with the following Solidity code:

```
1 // Solidity program to demonstrate
2 // Push operation
3 pragma solidity ^0.5.0;
4
5 // Creating a contract
6 contract Types {
7
8     // Defining the array
9     uint[] data = [10, 20, 30, 40, 50];
10
11    // Defining the function to push
12    // values to the array
13    function array_push(
14        ) public returns(uint[] memory){
15
16        data.push(60);
17        data.push(70);
18        data.push(80);
19
20        return data;
21    }
22 }
23
```

The console on the right shows a successful transaction: '[vm] From: 0x5B3...edd4 to: Types.array\_push() 0xf8e...9f8e0 value: 0 wei data: 0x7d6...e3dd0 logs: 0 hash: 0x2af...0079a'.



## Mapping



Parameters achieved/ Conclusion :

Therefore, understood and wrote program in the solidity as well as created the smart contracts for the arrays and mapping.