

a- This is an add function but subtraction is being calculated here, so if we could change minus sign to plus sign then transaction will be smoothly done and if we still want to keep the minus sign then we have to change return datatype and variable datatype from uint to int to get transaction done properly.

b- This function returns output in whole numbers and not showing decimals because in solidity there is no specific datatype provided to handle decimals that's why the datatypes of variable and returns in this code are uint hence resulted a whole number instead of a decimal value.

c- In this code, there is a mistake in require statement where we are checking balance of receiver while we must check the balance of sender instead because sending amount must not be greater than sender balance to get the transaction done smoothly.

d- This function can be called only once.

e- variable `_totalSupply` is a string variable and inside function it is incrementing by amount which is a uint variable so here either we could change datatype of `_totalSupply` variable from string to uint or inside function we could cast `_totalSupply` as uint to overcome the error.