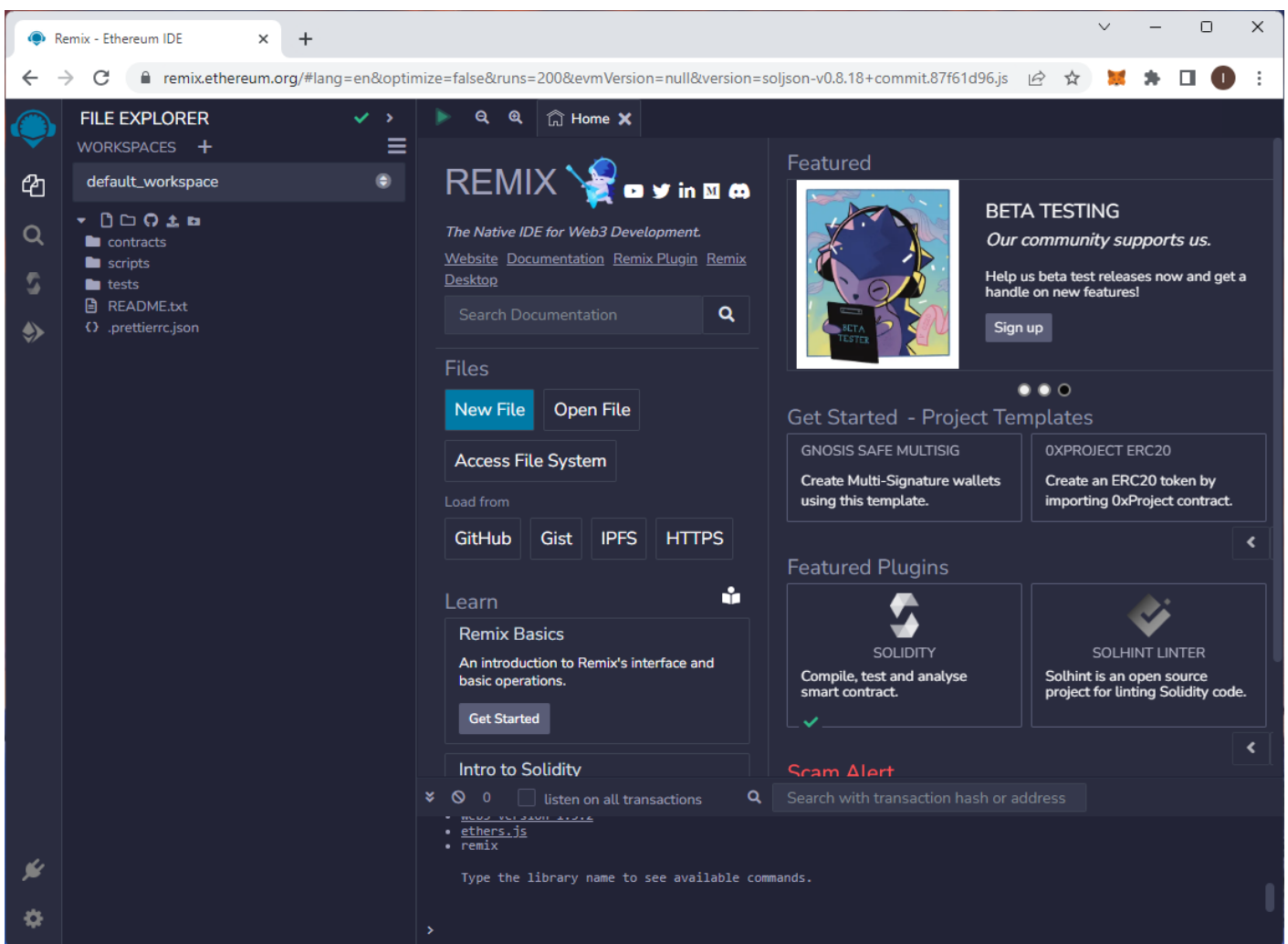
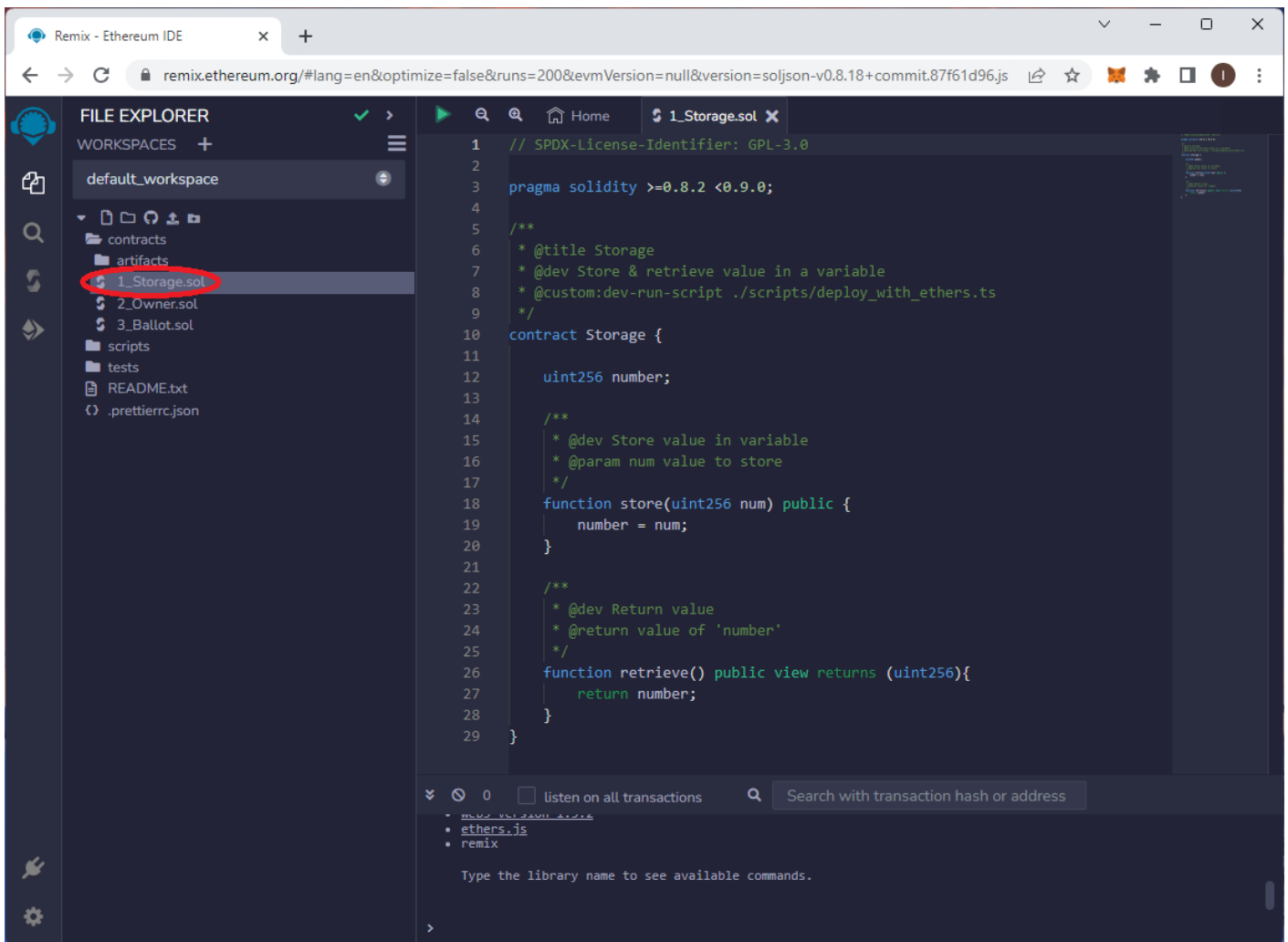


Deploying smart contract on BPX mainnet using Remix IDE

1. Open the [Remix IDE](#).

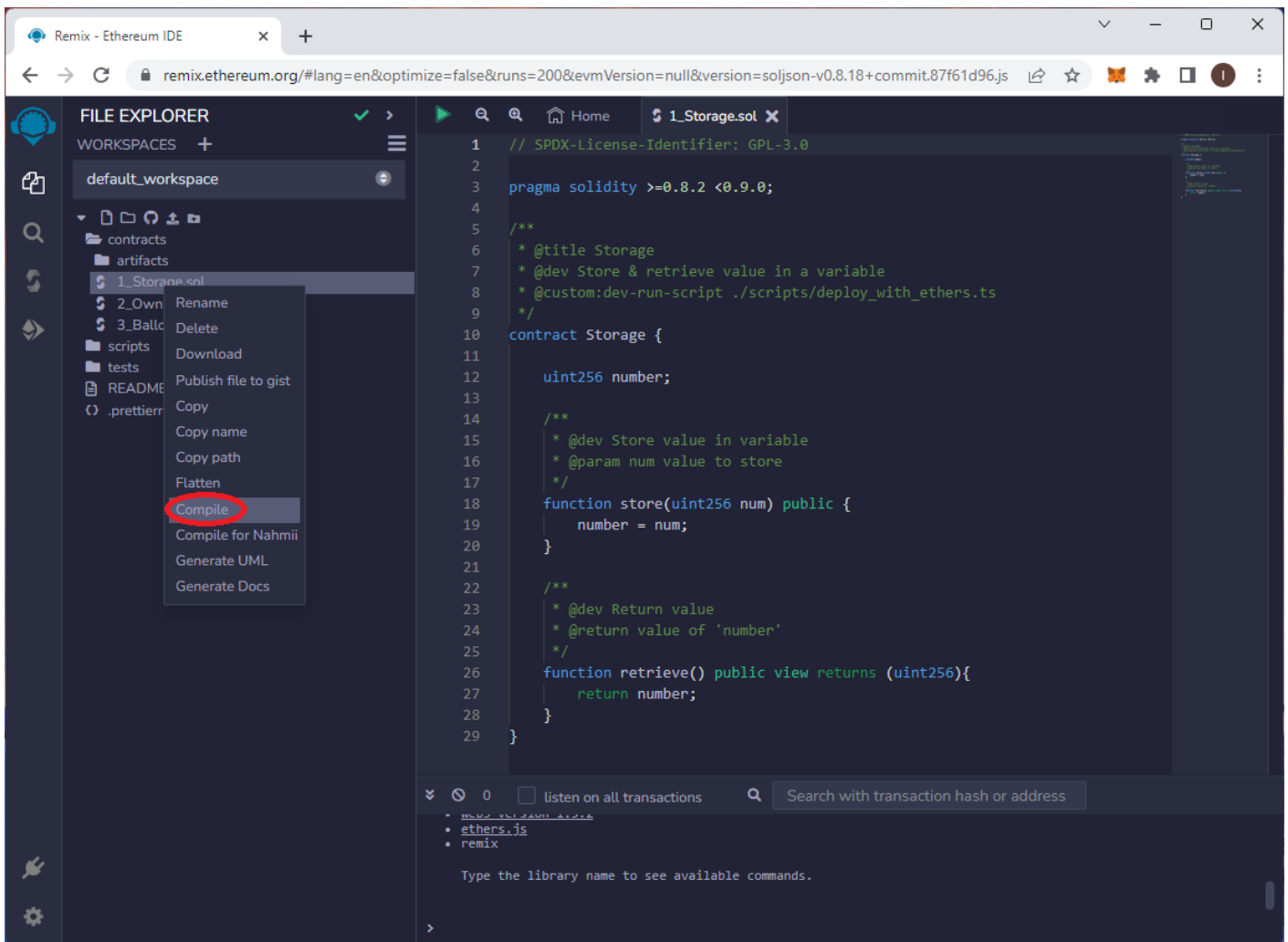


2. In our example, we will use one of the test smart contracts that is already uploaded into the IDE. Open `contracts/1_Storage.sol` file.

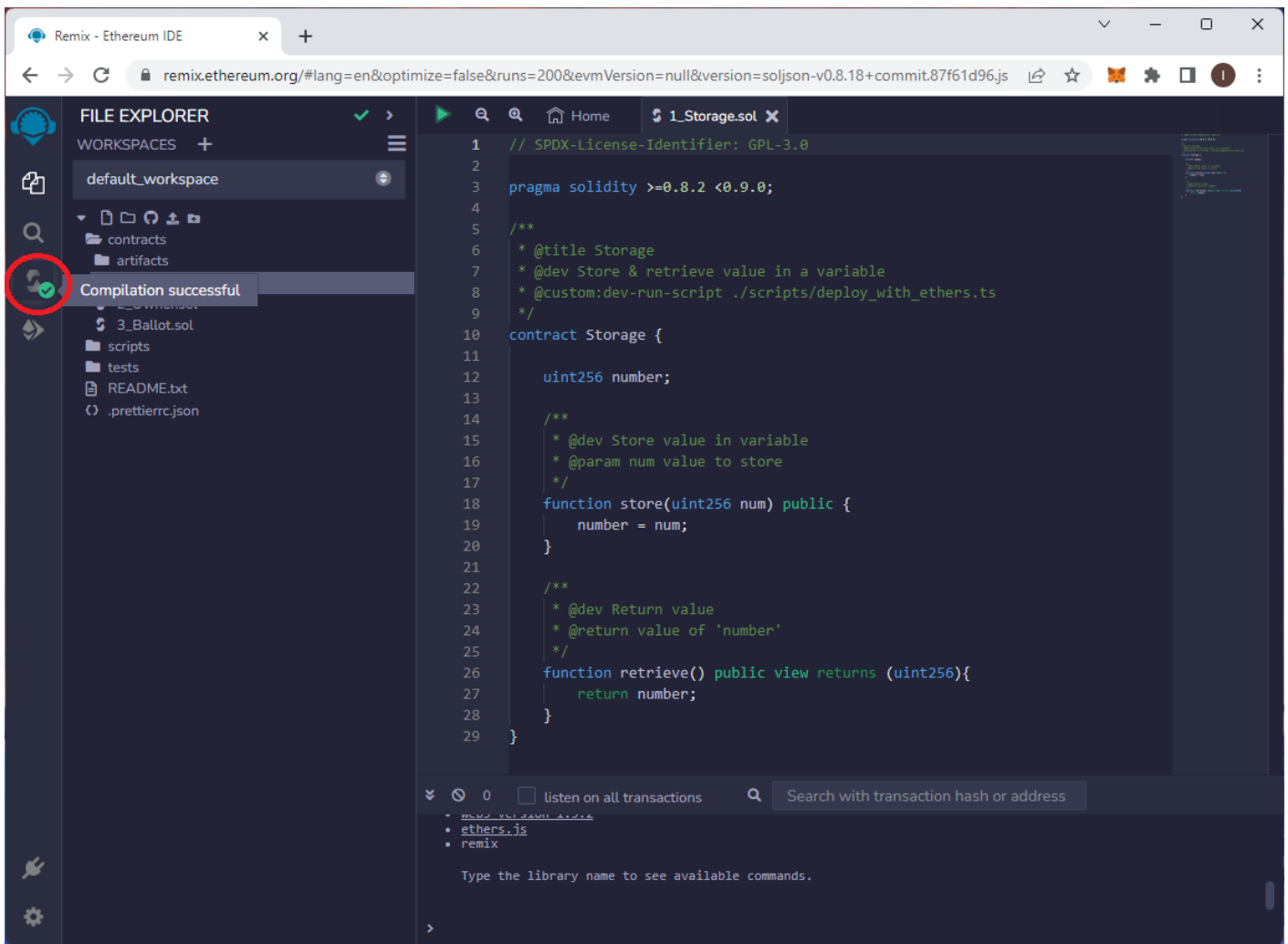


On the right you can see the contract source code. This contract provides two functions. The first (`store`) allows you to save any number in the contract, and the second (`retrieve`) allows you to read it.

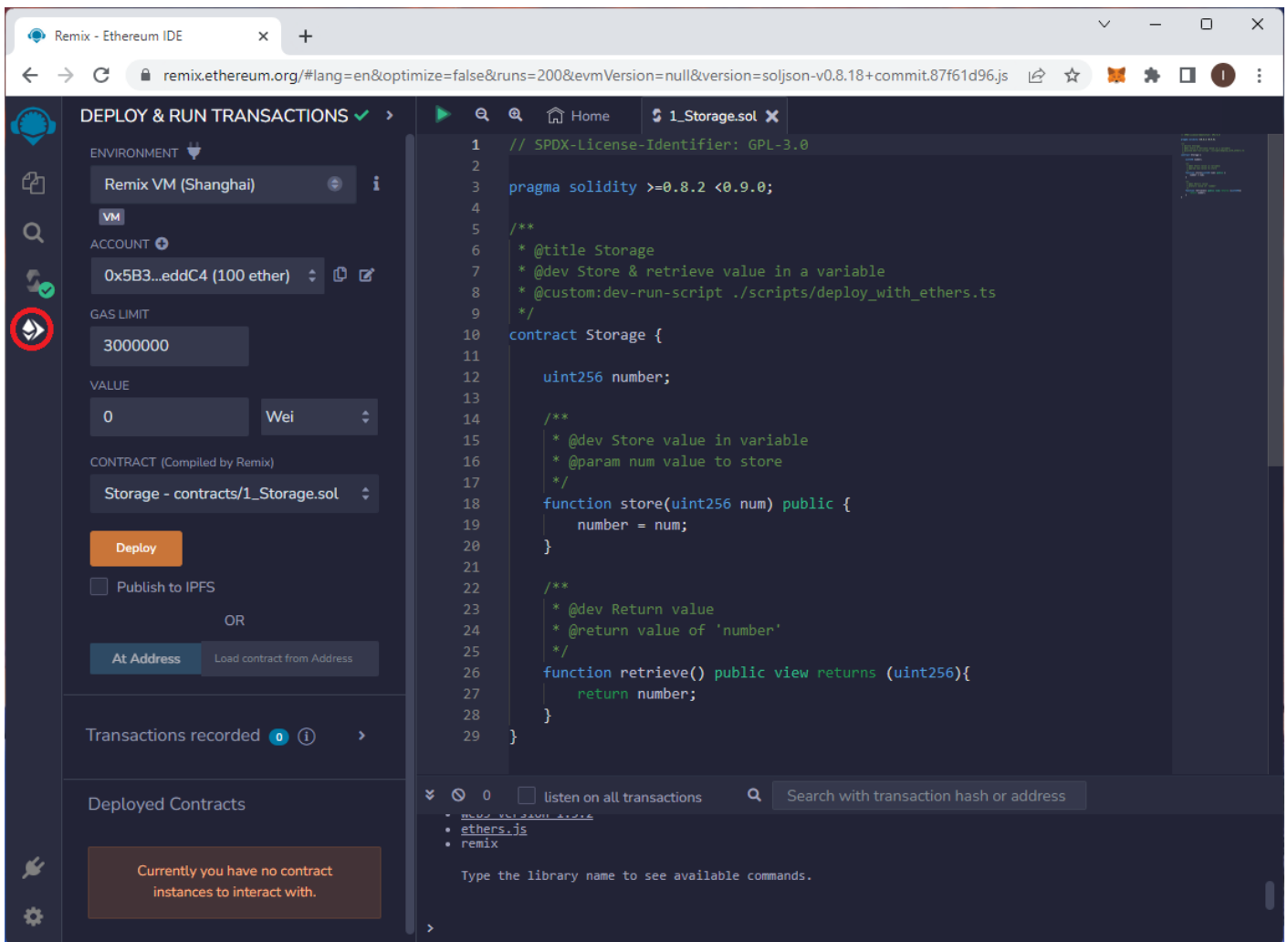
3. Compile the contract by right-clicking on the file name, then select **Compile**.



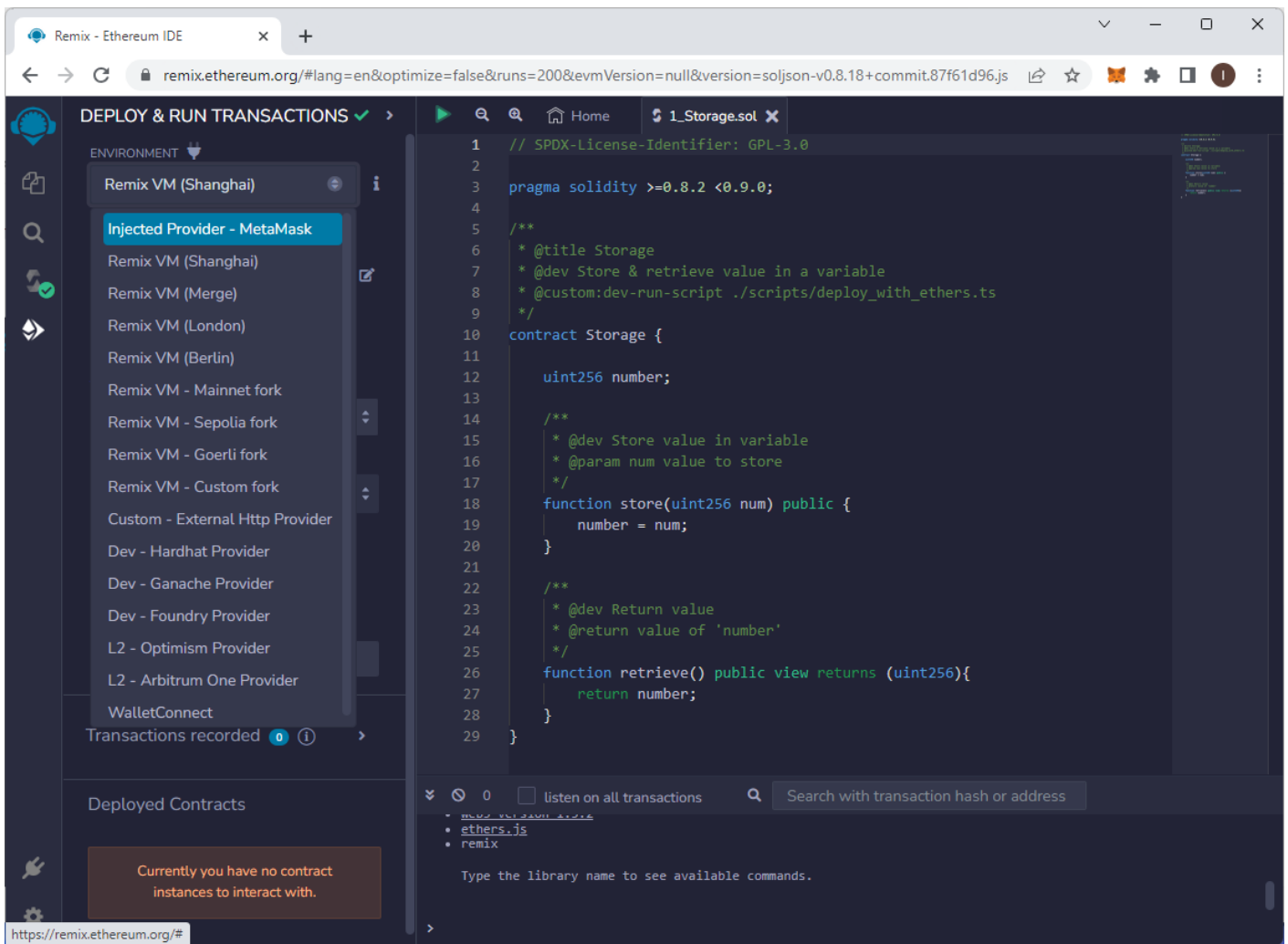
4. When the source code does not contain any errors and compilation is successful, you will see a green success icon.



5. Go to the **Deploy** tab.



6. Expand the **Environment** list and select **Injected Provider - MetaMask**.



7. Now Metamask will ask you for permission to connect to the Remix IDE. Agree to connect.

Connect with MetaMask

Select the account(s) to use on this site

[New account](#)



Account 1 (0xfdb...cd...
1240279.9999685 BPX



Only connect with sites you trust. [Learn more](#)

Cancel

Next

Connect to Account 1 (0xfdb...cda3)

Allow this site to:



See address, account balance, activity
and suggest transactions to approve

Only connect with sites you trust. [Learn more](#)

Cancel

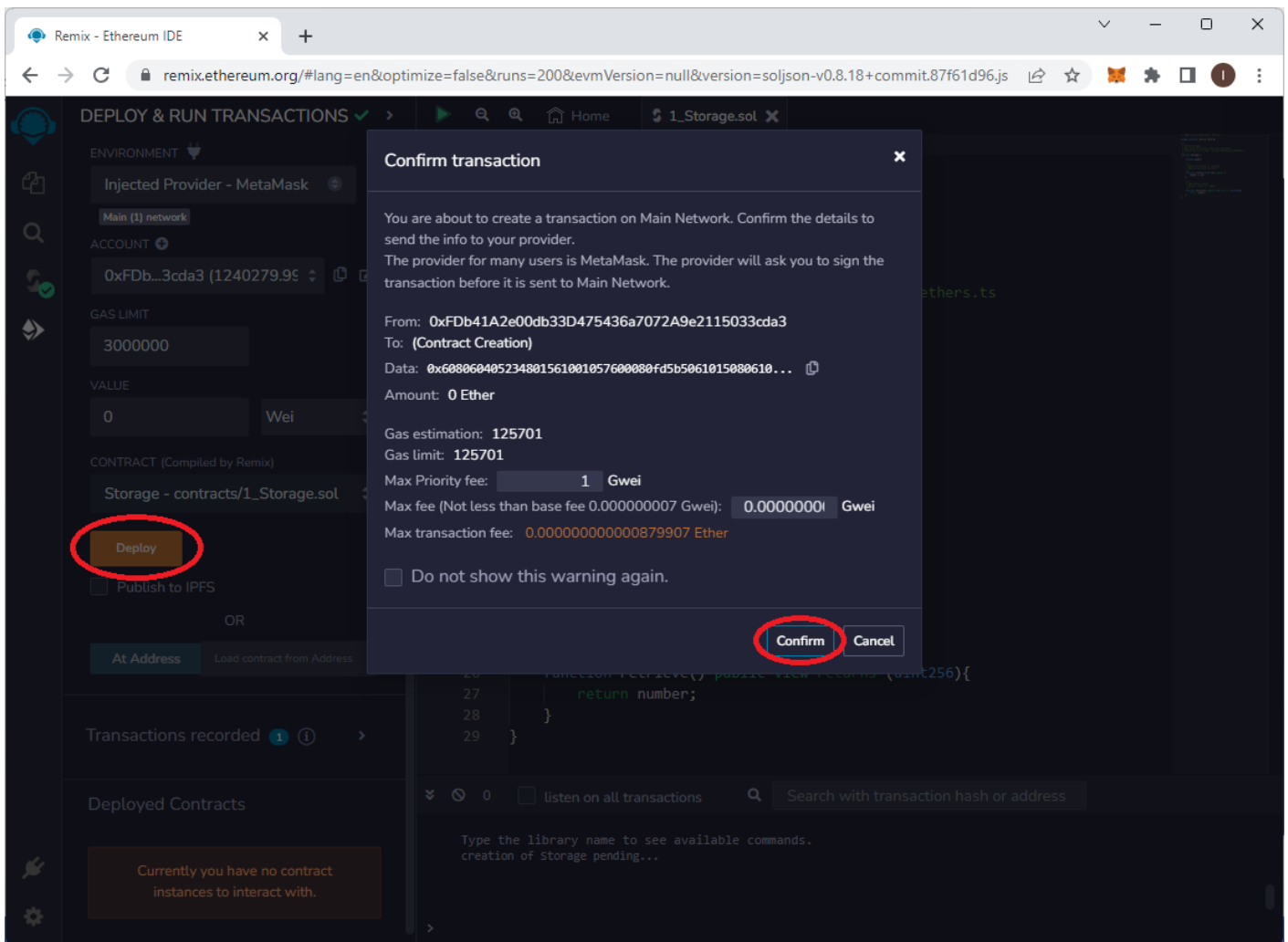
Connect

8. After successfully connecting, you should see your account address and its balance in the marked field.

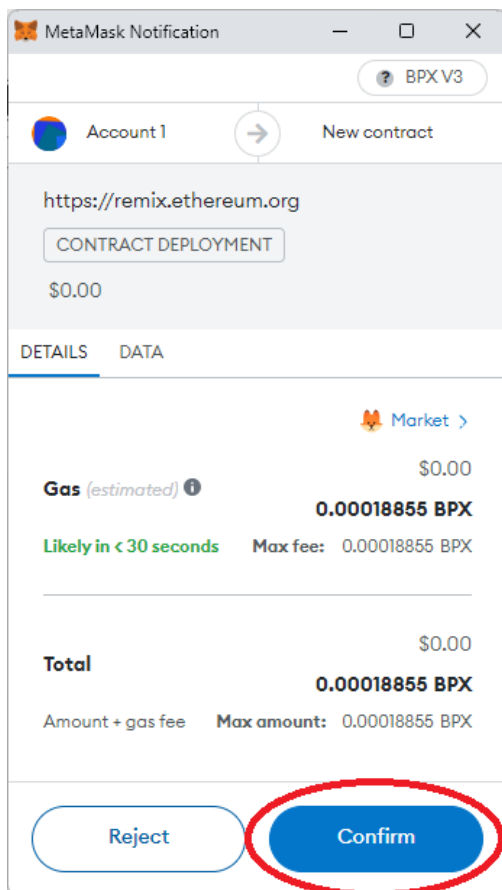
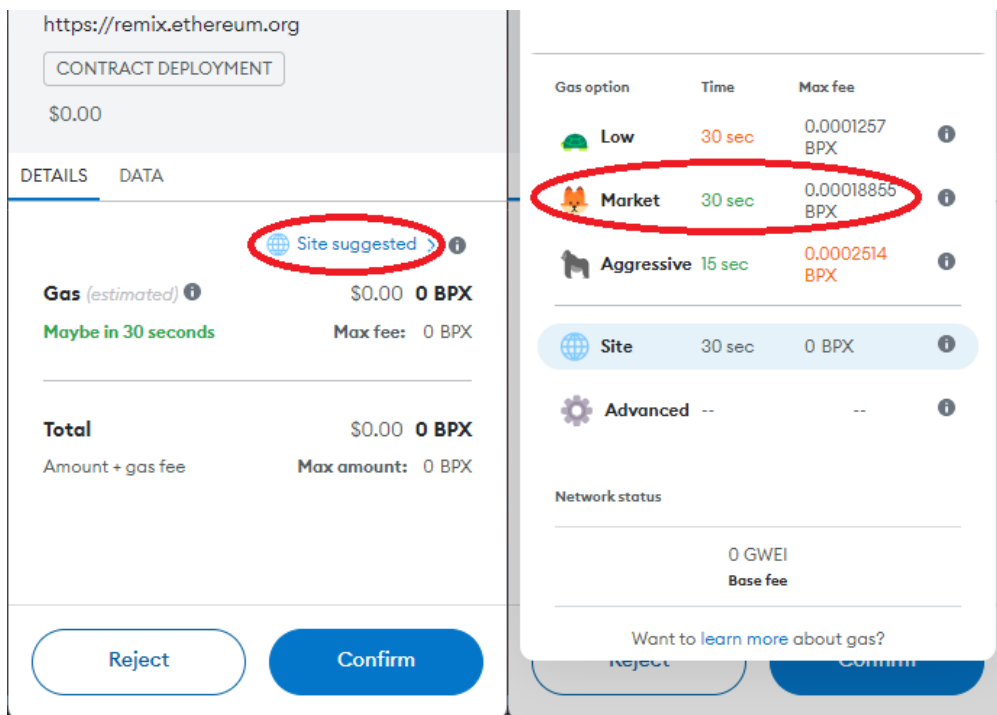
The screenshot displays the Remix Ethereum IDE interface. On the left sidebar, the 'DEPLOY & RUN TRANSACTIONS' panel is active. It shows the 'ENVIRONMENT' set to 'Injected Provider - MetaMask', the 'ACCOUNT' as '0xFDb...3cda3 (1240279.9%)', and the 'GAS LIMIT' set to '3000000'. The 'VALUE' is '0' and the unit is 'Wei'. The 'CONTRACT' is 'Storage - contracts/1_Storage.sol'. A red circle highlights the account address '0xFDb...3cda3 (1240279.9%)'. Below these settings is a 'Deploy' button and a 'Publish to IPFS' checkbox. The main editor area shows the Solidity code for '1_Storage.sol', which includes a contract named 'Storage' with a 'store' function and a 'retrieve' function. The bottom panel shows the 'Deployed Contracts' section, which is currently empty, and a message stating 'Currently you have no contract instances to interact with.'

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

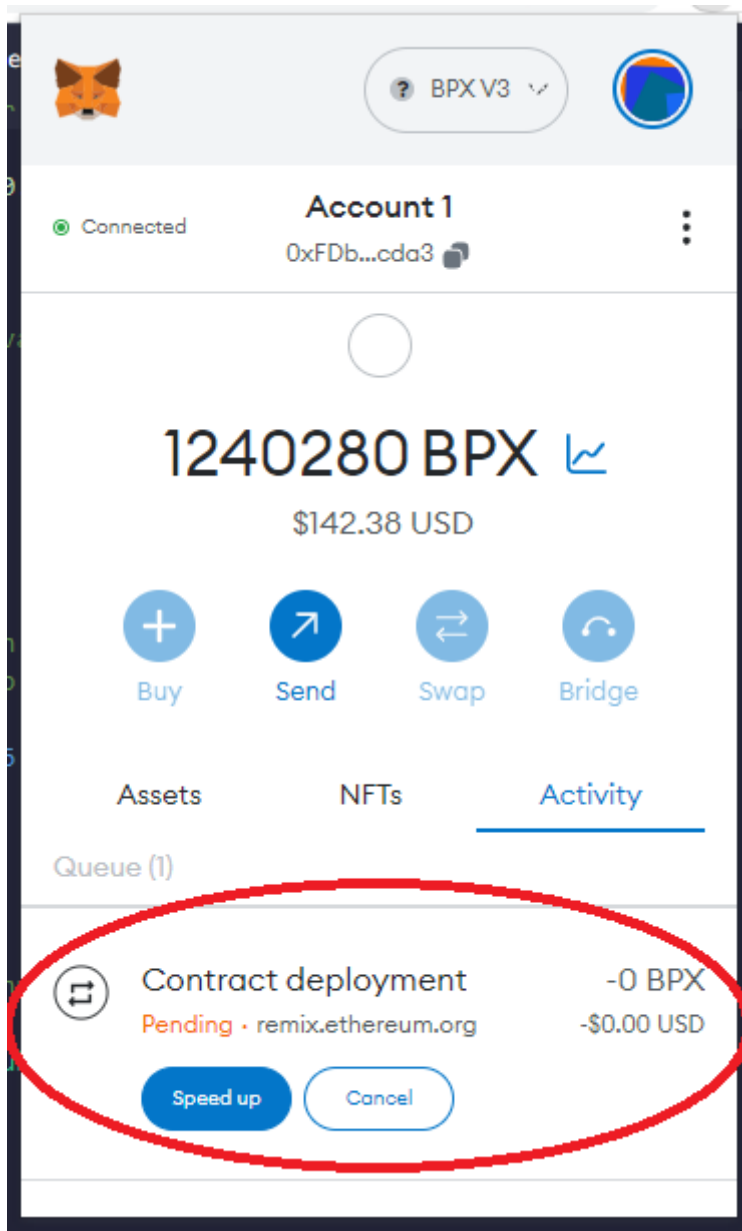
9. Click **Deploy** to start deploying your contract. Confirm the suggested gas settings.



10. In the Metamask popup window, change the gas settings by clicking on **Site suggested**, then select the **Market** option. Then confirm the transaction.



11. Your contract is now deploying. If you open the Metamask window, you should see the new pending transaction.



12. Once the transaction is confirmed by blockchain, you will see its confirmation and a new item in the **Deployed Contracts** section. Your contract is deployed.

Remix - Ethereum IDE

remix.ethereum.org/#lang=en&optimize=false&runs=200&evmVersion=null&version=soljson-v0.8.18+commit.87f61d96.js

DEPLOY & RUN TRANSACTIONS

ENVIRONMENT: Injected Provider - MetaMask

ACCOUNT: 0xFDb...3cda3 (1240279.99%)

GAS LIMIT: 3000000

VALUE: 0 Wei

CONTRACT (Compiled by Remix): Storage - contracts/1_Storage.sol

Deploy

☐ Publish to IPFS

OR

At Address: Load contract from Address

Transactions recorded: 1

Deployed Contracts

- STORAGE AT 0X5CD...0E9B3 (BLOC)

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

view on etherscan

[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei
data: 0x608...20033 logs: 0 hash: 0x570...4e2d4

Debug

13. You can use the marked button to copy the address of your new contract to interact with it in the future.

The screenshot displays the Remix Ethereum IDE interface. On the left sidebar, the 'DEPLOY & RUN TRANSACTIONS' panel is active, showing the 'ENVIRONMENT' set to 'Injected Provider - MetaMask', the 'ACCOUNT' as '0xFDb...3cda3 (1240279.99\$)', and the 'GAS LIMIT' set to '3000000'. The 'VALUE' is '0' in 'Wei'. The 'CONTRACT' is 'Storage - contracts/1_Storage.sol'. A 'Deploy' button is visible. Below it, there are options to 'Publish to IPFS' or 'At Address'. The 'Transactions recorded' section shows 1 transaction. The 'Deployed Contracts' section shows a contract at '0x5CD...0E9B3' with a red circle around the 'Copy' icon. The main editor shows the Solidity code for '1_Storage.sol', which includes a 'pragma solidity' statement, a license comment, and a contract named 'Storage' with 'store' and 'retrieve' functions. The bottom panel shows the transaction details for '[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei', with a 'Debug' button.

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

view on etherscan

[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei
data: 0x608...20033 logs: 0 hash: 0x570...4e2d4

Debug

14. Now you can test the contract by calling its functions. Expand the list of contract methods.

The screenshot displays the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is active. It shows a 'VALUE' of 0 Wei, the contract 'Storage - contracts/1_Storage.sol', and a 'Deploy' button. Below this, there are options to 'Publish to IPFS' or 'At Address'. The 'Transactions recorded' section shows one transaction. The 'Deployed Contracts' section lists a contract at address 0x5CD...0E9B3 (BLI), with a balance of 0 ETH. A red circle highlights a dropdown arrow next to the contract name. Below the contract name, there are 'store' and 'retrieve' buttons. The 'store' button is highlighted. The 'Low level interactions' section shows 'CALLDATA' and a 'Transact' button. The main editor displays the Solidity code for the 'Storage' contract, which includes a 'store' function and a 'retrieve' function. The bottom status bar shows a successful transaction: '[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei data: 0x608...20033 logs: 0 hash: 0x570...4e2d4'. A 'Debug' button is also visible.

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

15. Let's call the first function (`store`) to save any number in the contract. Enter random number in the text field next to the **store** button. Then press the **store** button.

The screenshot displays the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is active. It shows a 'VALUE' of 0 in Wei, a contract named 'Storage - contracts/1_Storage.sol', and a 'Deploy' button. Below this, there's a section for 'Deployed Contracts' showing a contract at address 0x5CD...0E9B3 with a balance of 0 ETH. A red circle highlights the 'store' button next to the value 150. The main editor shows the Solidity code for the 'Storage' contract, which includes a 'store' function and a 'retrieve' function. The bottom panel shows a transaction log with a successful transaction: '[block:27521 txIndex:0] from: 0xFDb...3cda3 to: Storage.store(uint256) 0x5CD...0E9B3 value: 0 wei data: 0x605...00096 logs: 0 hash: 0x8a5...01de0'.

16. Confirm the transaction in your wallet in the same way as when deploying the contract. Saving data to a smart contract requires a transaction on the blockchain.

17. When the transaction is confirmed, call the second function (`retrieve`) to read the number stored in the smart contract. Click the **retrieve** function button. The blockchain will return the value stored in the contract.

The screenshot displays the Remix Ethereum IDE interface. The top-left sidebar contains navigation icons. The top-right shows the browser address bar with the URL `remix.ethereum.org/#lang=en&optimize=false&runs=200&evmVersion=null&version=soljson-v0.8.18+commit.87f61d96.js`.

The main interface is divided into three panels:

- Left Panel (Deploy & Run Transactions):** Contains a 'VALUE' input set to '0' with a unit dropdown set to 'Wei'. Below is a 'CONTRACT (Compiled by Remix)' dropdown showing 'Storage - contracts/1_Storage.sol'. There are 'Deploy' and 'Publish to IPFS' buttons. An 'OR' separator is followed by an 'At Address' button and a 'Load contract from Address' input. Below this, it shows 'Transactions recorded 2' and a list of 'Deployed Contracts'. One contract is listed: 'STORAGE AT 0x5CD...0E9B3 (BLK)'. Below the contract list, the 'Balance: 0 ETH' is shown. There are two buttons: 'store' (orange) and 'retrieve' (blue, circled in red). Below these buttons, it shows '0: uint256: 150'. At the bottom, there is a 'Low level interactions' section with a 'CALLDATA' input and a 'Transact' button.
- Center Panel (Code Editor):** Displays the Solidity code for '1_Storage.sol'. The code is as follows:

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```
- Bottom Panel (Debugger):** Shows a list of transactions. The first transaction is selected, showing a 'CALL' from '0xFDb41A2e00db330475436a7072A9e2115033cda3' to 'Storage.retrieve()' with data '0x2e6...4cec1'. A 'Debug' button is visible on the right.

Revision #1

Created 8 June 2023 07:45:26 by Admin

Updated 3 September 2023 09:55:32 by Admin