

Building Smart Contracts with Remix

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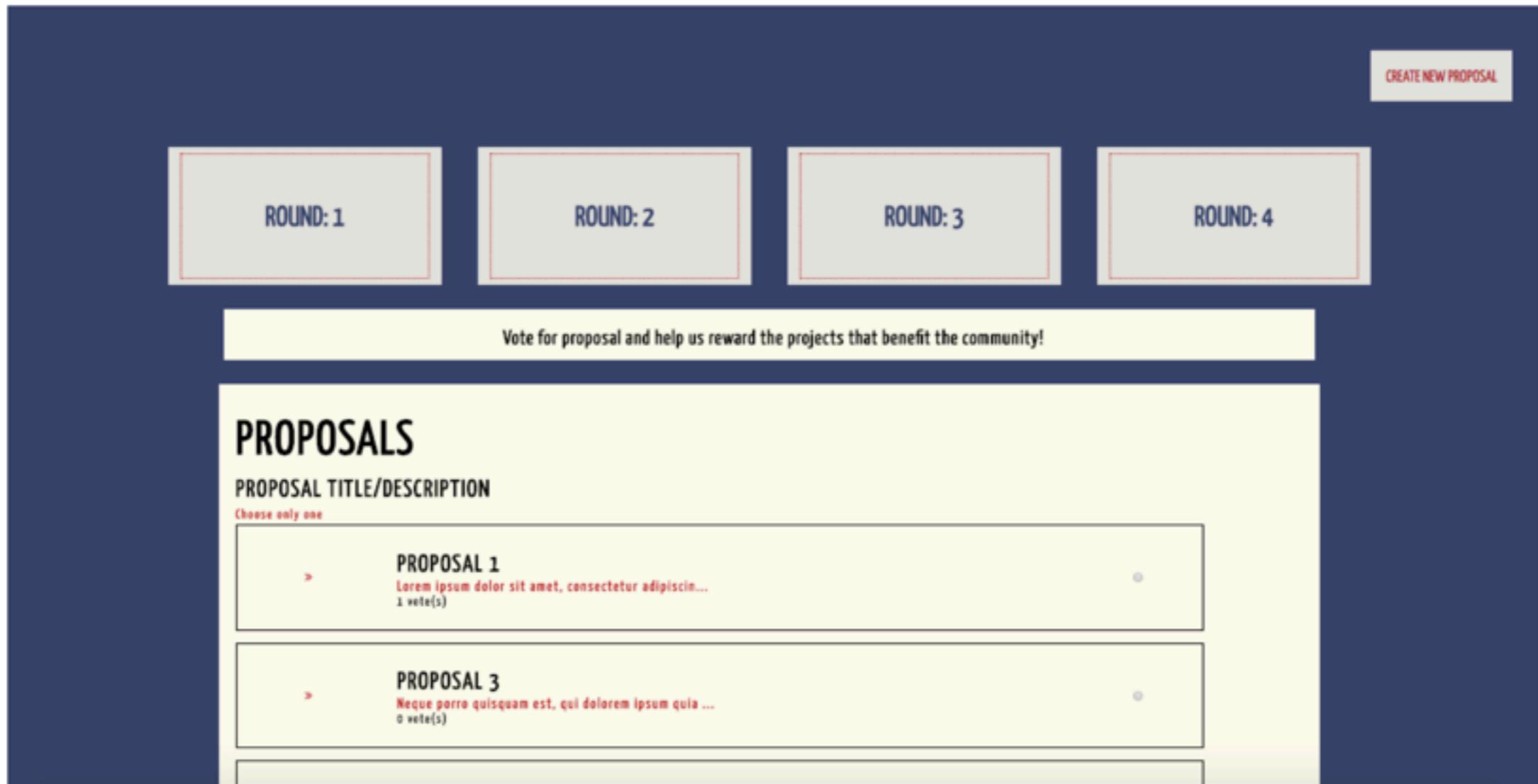
@ryestew

ALEX PRAETORIUS

@SERAPATH

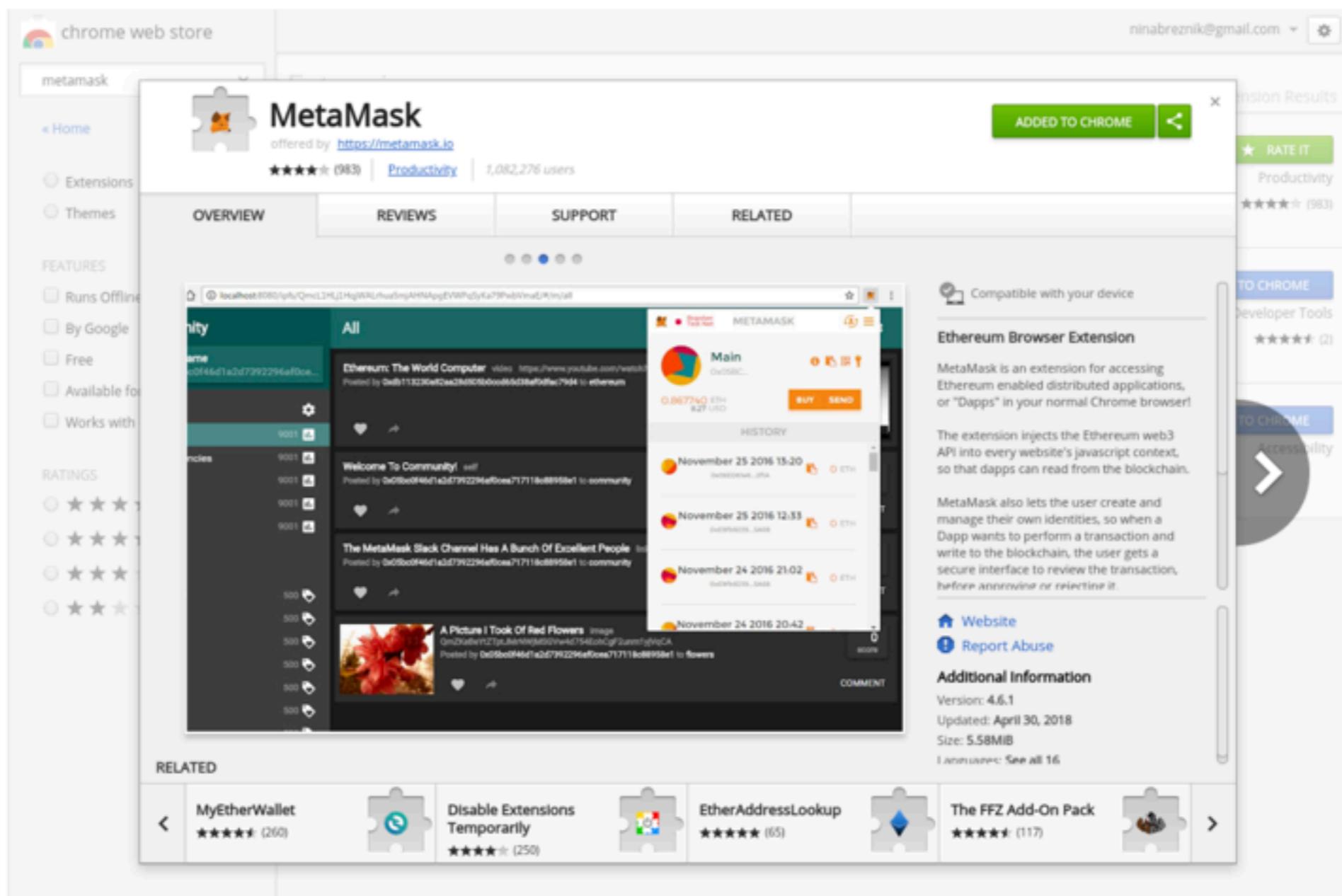
Ballot Dapp Workshop

bit.ly/remix-workshop-repository



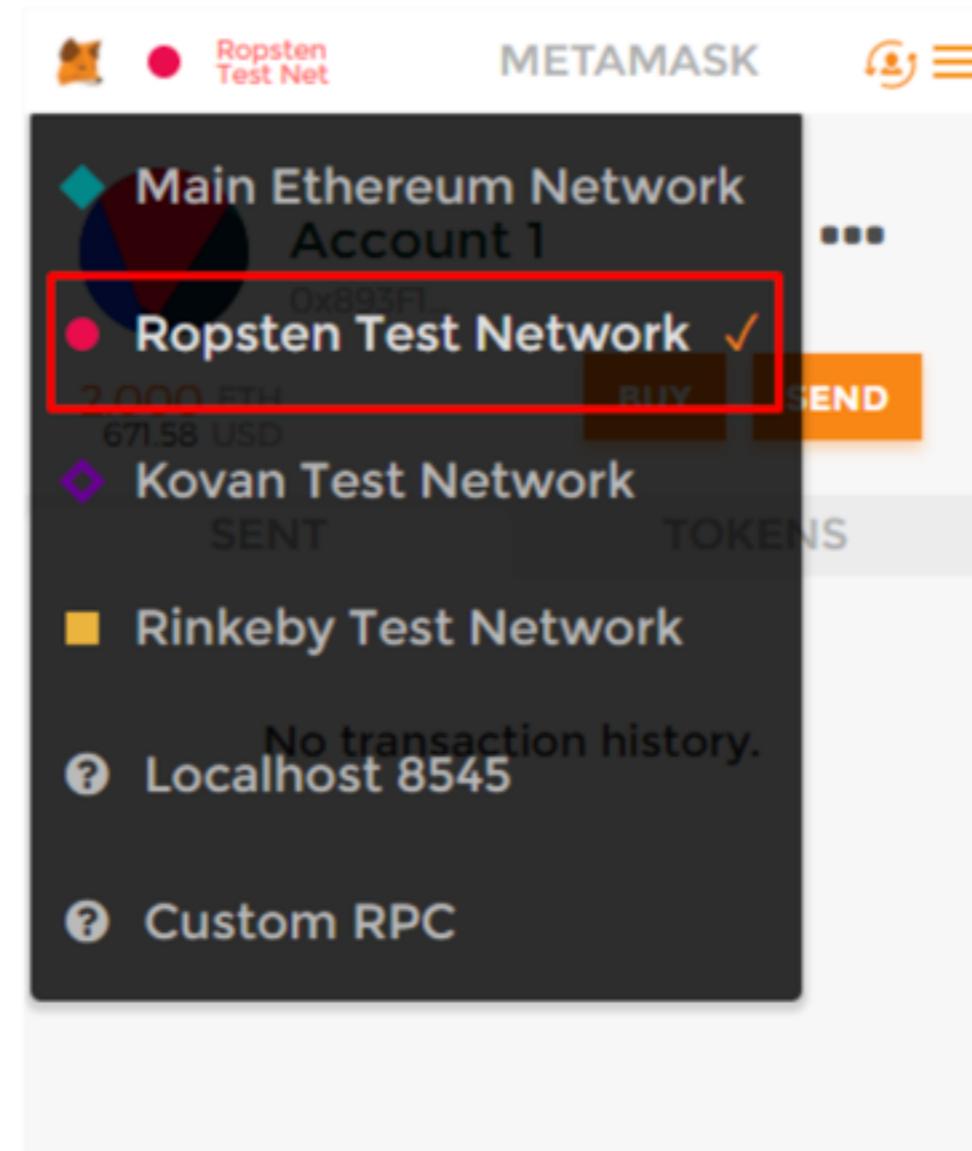
Install Metamask

chrome.google.com/webstore



Login to Metamask

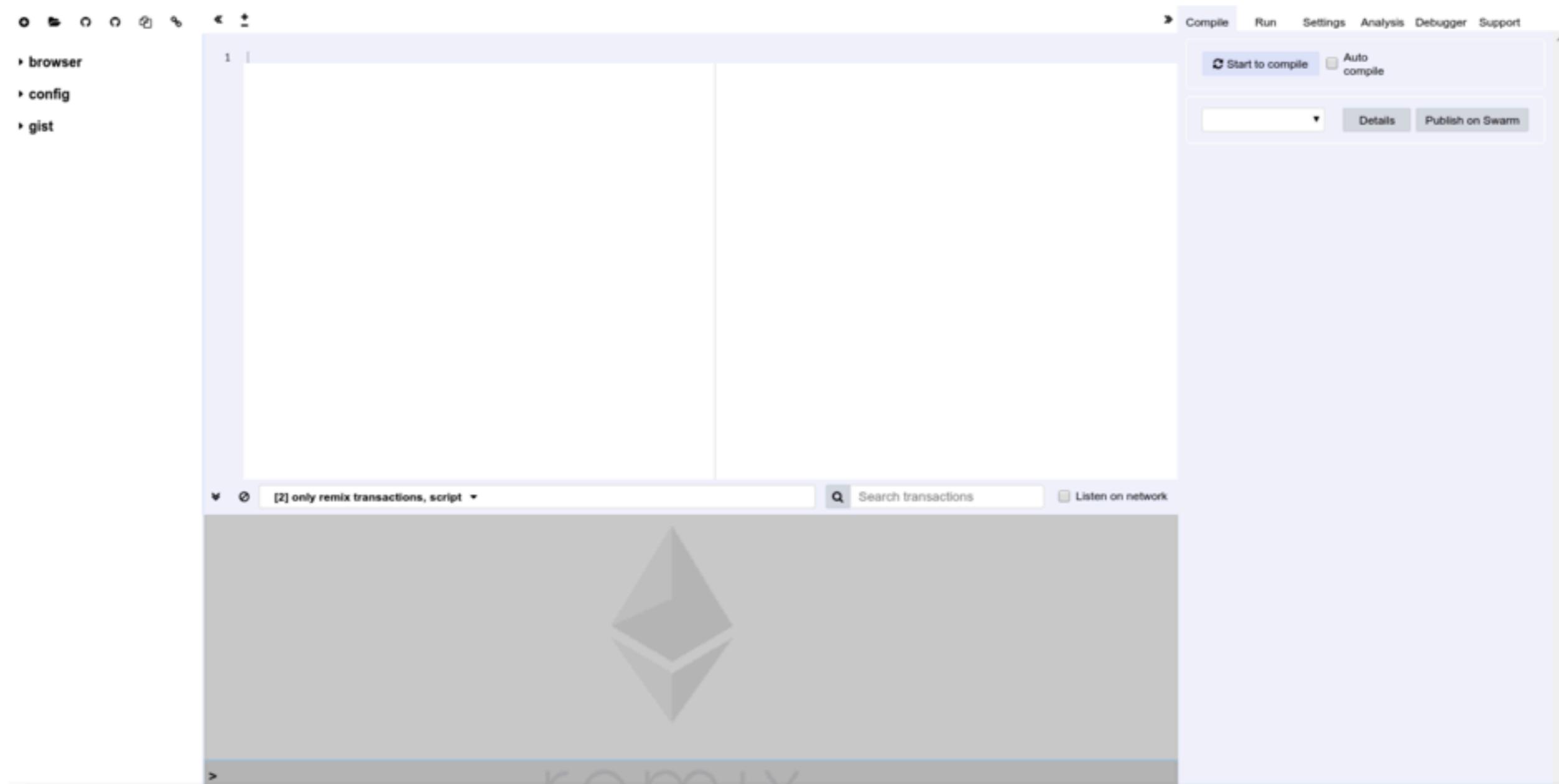
Robsten Test Network



Let's get started

<https://bit.ly/remix-workshop-repository>

<https://remix-alpha.ethereum.org>



Remix Tour

File Explorer

<https://remix-alpha.ethereum.org>

Compile Tab (active)

The screenshot shows the Remix IDE interface with several tabs open:

- File Explorer:** Shows a sidebar with project files: browser/AwardToken.sol, browser/Ballot2.sol, browser/Ballot_orig.sol (selected), browser/Donation.sol, README.md, multiSig2.sol, multisig.sol, multisig1.sol, scenario.json, setup.txt, and config.
- Editor:** Displays Solidity code for a Ballot contract. The code defines a Voter struct with fields weight, voted, vote, and delegate; a Proposal struct with field voteCount; and a Ballot contract with fields chairperson, voters mapping (address => Voter), and proposals array of Proposals. A warning is shown in the status bar: "browser/Ballot_orig.sol:19:5: Warning: Defining function ballot(uint8 _numProposals) public + ^ (Relevant source part starts here and spans across multiple lines)".
- Compile Tab (active):** Shows the "Ballot" contract selected. It has tabs for Details, Publish on Swarm, ABI, and Bytecode. A message says "Static Analysis raised 2 warning(s) that requires your attention. Click here to show the warning(s.)".
- Terminal:** Displays the welcome message "- Welcome to Remix v0.6.4 -" and a list of commands:
 - Checking transactions details and start debugging.
 - Running JavaScript scripts.
 - Running JavaScript scripts involving web3 if the current environment is injected provider or Web3 provider.
 - Executing common command to interact with the Remix interface (see list of commands below). Note that these command can also be included in a JavaScript script.
- Console:** Displays a list of available commands:

```
remix.debug(hash): Start debugging a transaction.  
remix.loadgist(id): Load a gist in the file explorer.  
remix.loadurl(url): Load the given url in the file explorer. The url can be of type git, swarm or ipfs.  
remix.setproviderurl(url): Change the current provider to Web3 provider and set the url endpoint.  
remix.exeCurrent(): Run the script currently displayed in the editor  
remix.help(): Display this help message
```

Run Tab

Compile Run Settings Analysis Debugger Support Test

Environment Injected Web3 Ropsten (3) i

Account 0x9ae...06ff6 (1.992485469305616838)  

Gas limit 3000000

Value 0  wei 

AwardToken 

Deploy

Load contract from Address At Address

Transactions recorded: 4 

Deployed Contracts 

AwardToken at 0x574...40360 (blockchain)  

approve address _spender, uint256 _value

closeRound

closeRoundEarly

decreaseApproval address _spender, uint256 _subtractedValue

finishMinting

increaseApproval address _spender, uint256 _addedValue

mint address _to, uint256 _amount

Universal DAPP
UI to the Contract

Remix Commands

<https://remix-alpha.ethereum.org>

The screenshot shows the Remix IDE interface. On the left, the file tree displays files like `AwardToken.sol`, `Ballot2.sol`, and `Ballot_orig.sol`. The main editor window shows a Solidity contract named `Ballot` with various struct definitions and mappings. The right side features a toolbar with `Compile`, `Run`, and `Settings` buttons, along with a status bar indicating a warning. A terminal window at the bottom provides command-line help for Remix methods.

File Tree:

- browser
- AwardToken.sol
- Ballot2.sol
- Ballot_orig.sol
- Donation.sol
- README.md
- multiSig2.sol
- multisig.sol
- multisig1.sol
- scenario.json
- setup.txt

Contract Editor:

```
1 pragma solidity ^0.4.0;
2 contract Ballot {
3
4     struct Voter {
5         uint weight;
6         bool voted;
7         uint8 vote;
8         address delegate;
9     }
10    struct Proposal {
11        uint voteCount;
12    }
13
14    address chairperson;
15    mapping(address => Voter) voters;
16    Proposal[] proposals;
17 }
```

Terminal Help Output:

```
- Welcome to Remix v0.6.4 -  
You can use this terminal for:  
- Checking transactions details and start debugging.  
- Running JavaScript scripts.  
- Running JavaScript scripts involving web3 if the current environment is injected provider or Web3 provider.  
- Executing common command to interact with the Remix interface (see list of commands below). Note that these command can also be included in a JavaScript script.  
  
remix.debug(hash): Start debugging a transaction.  
remix.loadgist(id): Load a gist in the file explorer.  
remix.loadurl(url): Load the given url in the file explorer. The url can be of type git, swarm or ipfs.  
remix.setproviderurl(url): Change the current provider to Web3 provider and set the url endpoint.  
remix.exeCurrent(): Run the script currently displayed in the editor  
remix.help(): Display this help message
```

Set environment

Run tab: Environment = Injected web3
(Ropsten)

The screenshot shows a Solidity development environment. On the left, there is a code editor with a file named 'gist/AwardToken.sol'. The code defines a contract 'AwardToken' that inherits from 'MintableToken'. It includes variables for quantity and ballot period, and functions for minting tokens, getting previous winners, and starting a new round. On the right, there is a 'Run' tab with various configuration options. The 'Environment' section is highlighted with a purple box. It shows 'Injected Web3' selected with 'Ropsten (3)' chosen. Other settings include 'Account' (0x667...d091d), 'Gas limit' (3000000), and 'Value' (0 wei). Below this, there is a dropdown menu set to 'AwardToken'. At the bottom of the tab, there are 'Deploy' and 'Load contract from Address' buttons, along with a 'At Address' dropdown.

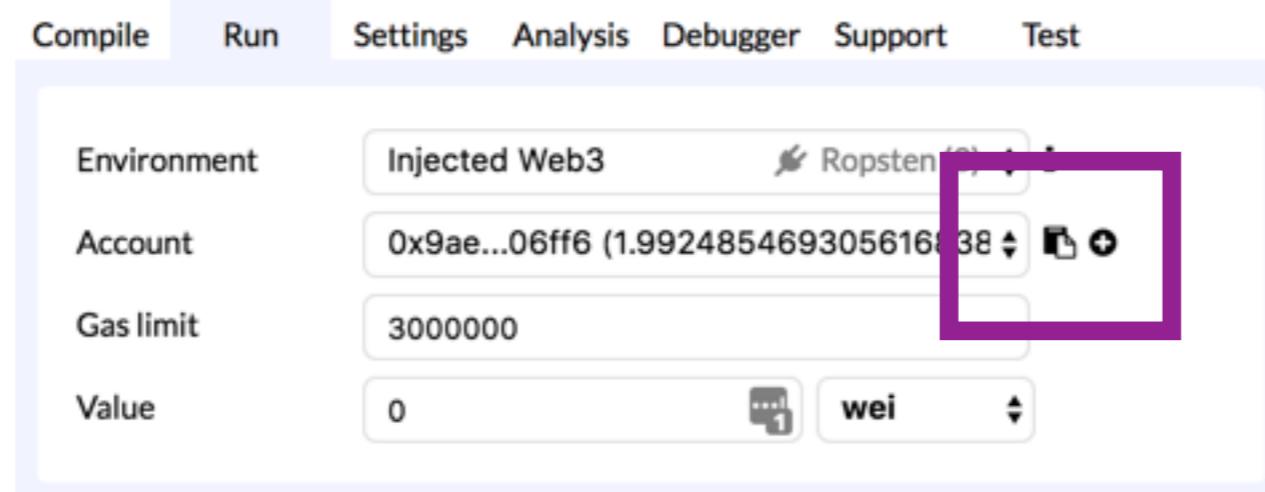
```
1 import "github/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/MintableToken.sol";
2 import "gist/Ballot.sol";
3
4 contract AwardToken is MintableToken {
5     uint quantity;
6     uint ballotPeriod = 7 hours;
7     Ballot public currBallot;
8     address[] public prevWinners;
9     event log (string _msg);
10    event winLog (address _win);
11    event newBallot (address _addr);
12
13    function AwardToken () {
14        quantity = 100;
15    }
16
17    function getPreviousWinners() constant returns (address[]) {
18        return prevWinners;
19    }
20
21    // either a name change or it works fine without it
22    // function approve(address spender, uint256 value) public returns (bool);
23    function startRound() onlyOwner canMint public returns (bool) {
24        // if this is the first minting then we should let this run immediately
25    }
26}
```

Get some TEST ether

<http://faucet.ropsten.be:3001/>

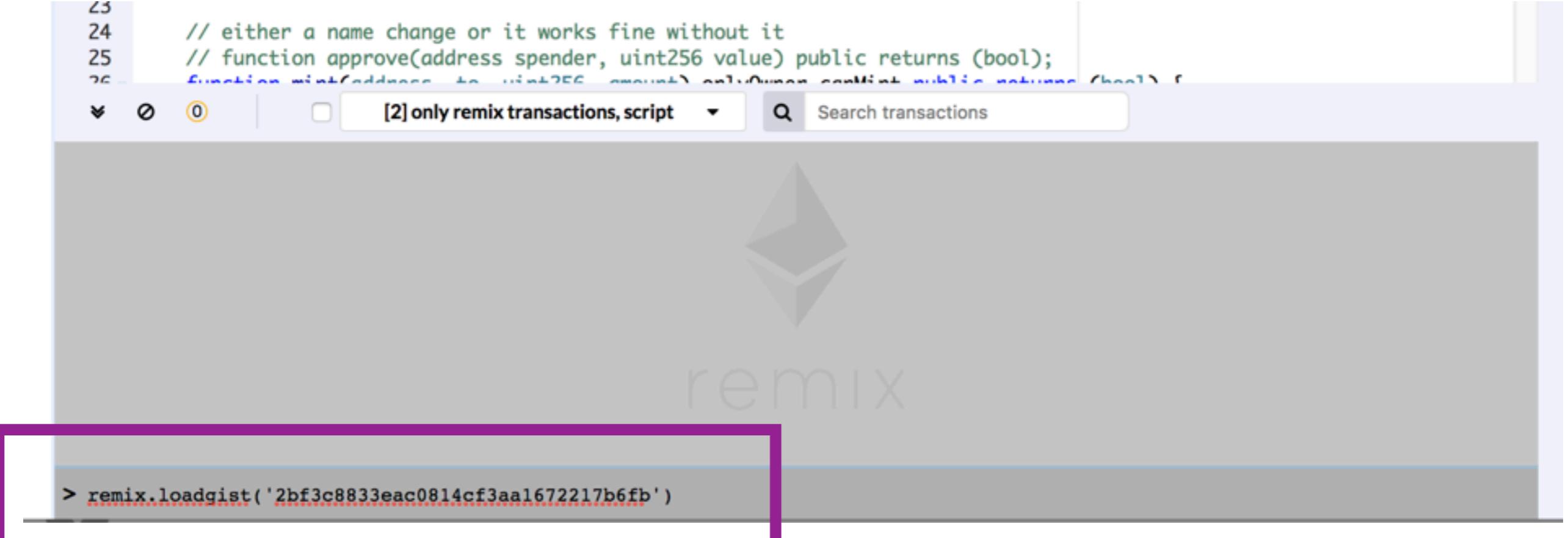
But FIRST:

Copy your address - here or in Metamask



Load files to Remix

```
remix.loadgist('2bf3c8833eac0814cf3aa1672217b6fb')
```



The screenshot shows the Remix IDE interface. At the top, there is a code editor window with some Solidity code. Below it is a transaction history section with a dropdown menu set to "[2] only remix transactions, script". A search bar labeled "Search transactions" is also present. The main area of the interface is a large gray space with the Ethereum logo and the word "remix" in the center. At the bottom, there is a console window with a purple border. The console contains the command `> remix.loadgist('2bf3c8833eac0814cf3aa1672217b6fb')`. The entire screenshot is framed by a thin black border.

here in the console

Open file

gist/dependencies.js

The screenshot shows a code editor interface with a sidebar on the left and a main code area on the right.

Sidebar:

- browser
- config
- gist
 - AwardToken.sol
 - Ballot.sol
- READY TO RUN
- dependencies.js

Main Area:

```
<< + gist/dependencies.js *
```

```
1 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/MintableToken.sol')
2 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/ownership/Ownable.sol')
3 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/StandardToken.sol')
4 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/ERC20.sol')
5 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/BasicToken.sol')
6 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/ERC20Basic.sol')
7 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/math/SafeMath.sol')
```

Load dependencies

`remix.exeCurrent()`

(when `dependencies.js` is the active file)

The screenshot shows the Remix IDE interface. At the top, there is a code editor window titled "gist/dependencies.js" containing the following Solidity code:

```
1 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/MintableToken.sol')
2 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/ownership/Ownable.sol')
3 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/StandardToken.sol')
4 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/ERC20.sol')
5 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/BasicToken.sol')
6 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/ERC20Basic.sol')
7 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/math/SafeMath.sol')
```

Below the code editor is a transaction history section with the heading "[2] only remix transactions, script". It shows a single transaction entry:

```
> remix.loadgist('2bf3c8633eac0814cf3aa1672217b6fb')
```

At the bottom of the interface is a command line input field with the placeholder "Search transactions". Below it, the Ethereum logo is visible. In the bottom right corner, the word "remix" is written.

In the bottom left corner of the command line input field, the command `remix.exeCurrent()` is highlighted with a purple rectangle.

See new folder

github/OpenZeppelin/contracts

The screenshot shows the Remix IDE interface with the following details:

- File Explorer:** On the left, a tree view of files and folders. A purple box highlights the **github** folder, which contains:
 - OpenZeppelin**:
 - zeppelin-solidity**:
 - contracts**:
 - ownership**: `Ownable.sol`
 - token**:
 - ERC20**: `ERC20.sol`
 - math**: `SafeMath.sol`
 - Code Editor:** The main editor window displays a file named **gist/dependencies.js**. It contains the following code:

```
1 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/MintableToken.sol')
2 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/ownership/Ownable.sol')
3 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/StandardToken.sol')
4 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/ERC20.sol')
5 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/BasicToken.sol')
6 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/ERC20Basic.sol')
7 remix.loadurl('https://github.com/OpenZeppelin/zeppelin-solidity/contracts/math/SafeMath.sol')
```
 - Bottom Panel:** Shows the transaction history with 2 items and a search bar.

Open file

gist/AwardToken

```
< + gist/dependencies.js  gist/AwardToken.sol *
```

```
⚠ 1 import "github/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/MintableToken.sol";
2 import "gist/Ballot.sol";
3
4 - contract AwardToken is MintableToken {
5     uint quantity;
6     uint ballotPeriod = 7 hours;
7     Ballot public currBallot;
8     address[] public prevWinners;
9     event log (string _msg);
10    event winLog (address _win);
11    event newBallot (address _addr);
12
13 - function AwardToken () {
14     quantity = 100;
15 }
16
17 - function getPreviousWinners() constant returns (address[])
18 {
19     return prevWinners;
20 }
21 // either a name change or it works fine without it
22 // function approve(address spender, uint256 value) public returns (bool);
23 - function startRound() onlyOwner canMint public returns (bool) {
24     // if this is the first minting then we should let this go immediately
25     if (address(currBallot) == 0x0) {
```

browser

config

github

OpenZeppelin

zeppelin-solidity

contracts

ownership

Ownable.sol

token

ERC20

math

SafeMath.sol

gist

AwardToken.sol

Ballot.sol

README.md

dependencies.js

[2] only remix transactions, script

Search transactions

Compile the contract

Compile tab: Start to compile button

The screenshot shows the Remix IDE interface. On the left, there are two tabs: 'gist/dependencies.js' and 'gist/AwardToken.sol'. The 'gist/AwardToken.sol' tab is active, displaying the Solidity code for the `AwardToken` contract. The code imports `MintableToken` and `Ballot`, defines a constructor with initial quantity, and includes functions for getting previous winners and starting a new round. There are several warning icons (yellow triangles) throughout the code. At the bottom of this tab, there are buttons for 'Transactions' and 'Script' with the value '(2) only remixtransactions,script', and a search bar.

The right side of the interface is the 'Compiler' tab, which has a purple border. It shows the `AwardToken` contract details. The 'Start to compile' button is highlighted with a purple box. Below it, there's a checkbox for 'Auto compile' and a link to 'Hide warnings'. A message box indicates that static analysis raised 38 warnings. Two examples of these warnings are shown in yellow boxes: one for `Ballot` constructors and another for `AwardToken` constructors. At the bottom, a warning message states that the source file does not specify a name.

```
import "github/OpenZeppelin/zeppelin-solidity/contracts/token/ERC20/MutableToken.sol";
import "gist/Ballot.sol";

contract AwardToken is MutableToken {
    uint quantity;
    uint ballotPeriod = 7 hours;
    Ballot public currBallot;
    address[] public prevWinners;
    event log (string _msg);
    event winLog (address _win);
    event newBallot (address _addr);

    function AwardToken () {
        quantity = 100;
    }

    function getPreviousWinners() constant returns (address[]) {
        return prevWinners;
    }

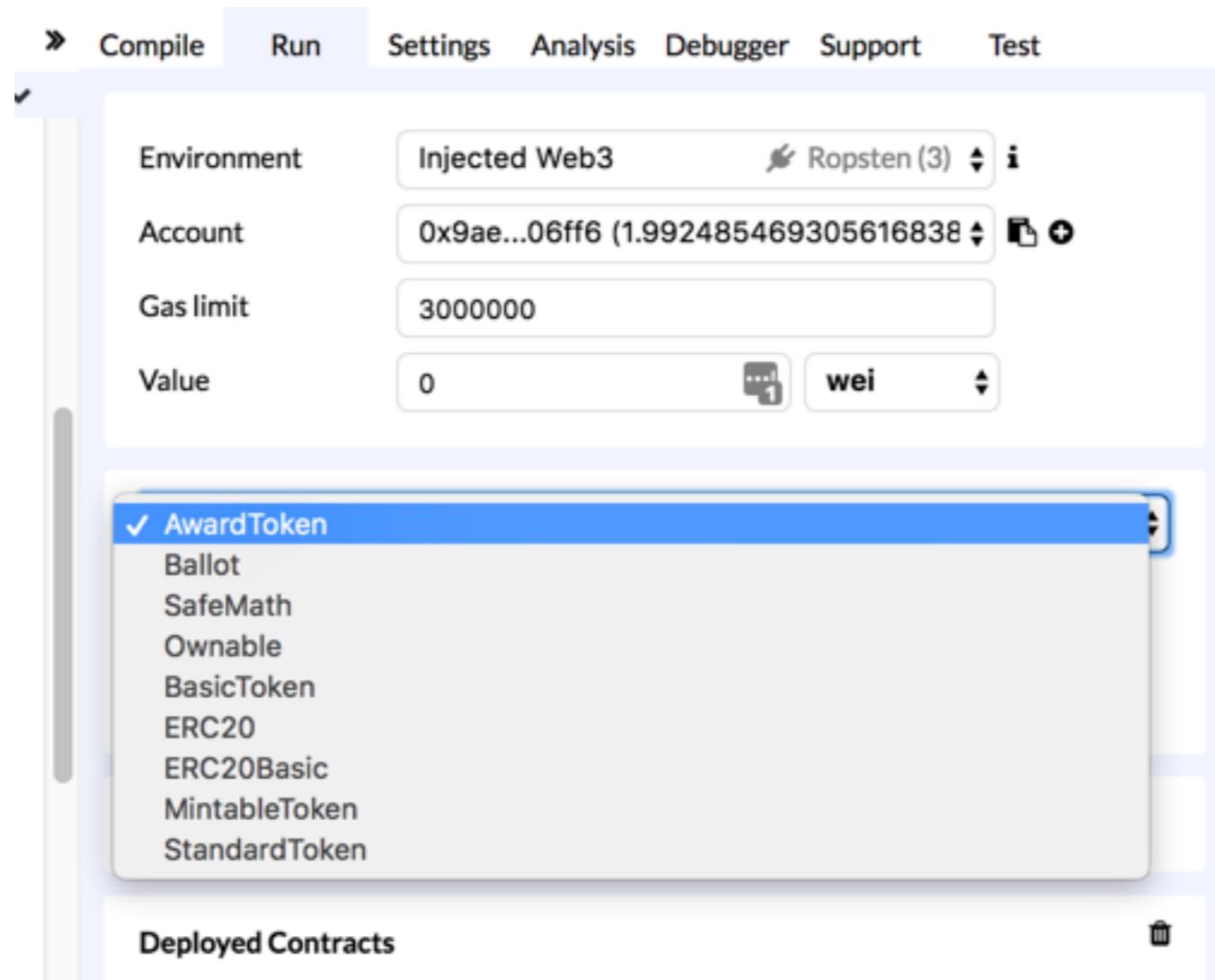
    // either a name change or it works fine without it
    // function approve(address spender, uint256 value) public returns (bool);
    function startRound() onlyOwner canMint public returns (bool) {
        // if this is the first minting then we should let this go immediately
        if (address(currBallot) == 0x0) {
            currBallot = new Ballot(ballotPeriod);
        }
        else {
            currBallot.startNewRound();
        }
        emit newBallot(currBallot);
        return true;
    }
}
```

See compiled contracts

AwardToken + all dependencies

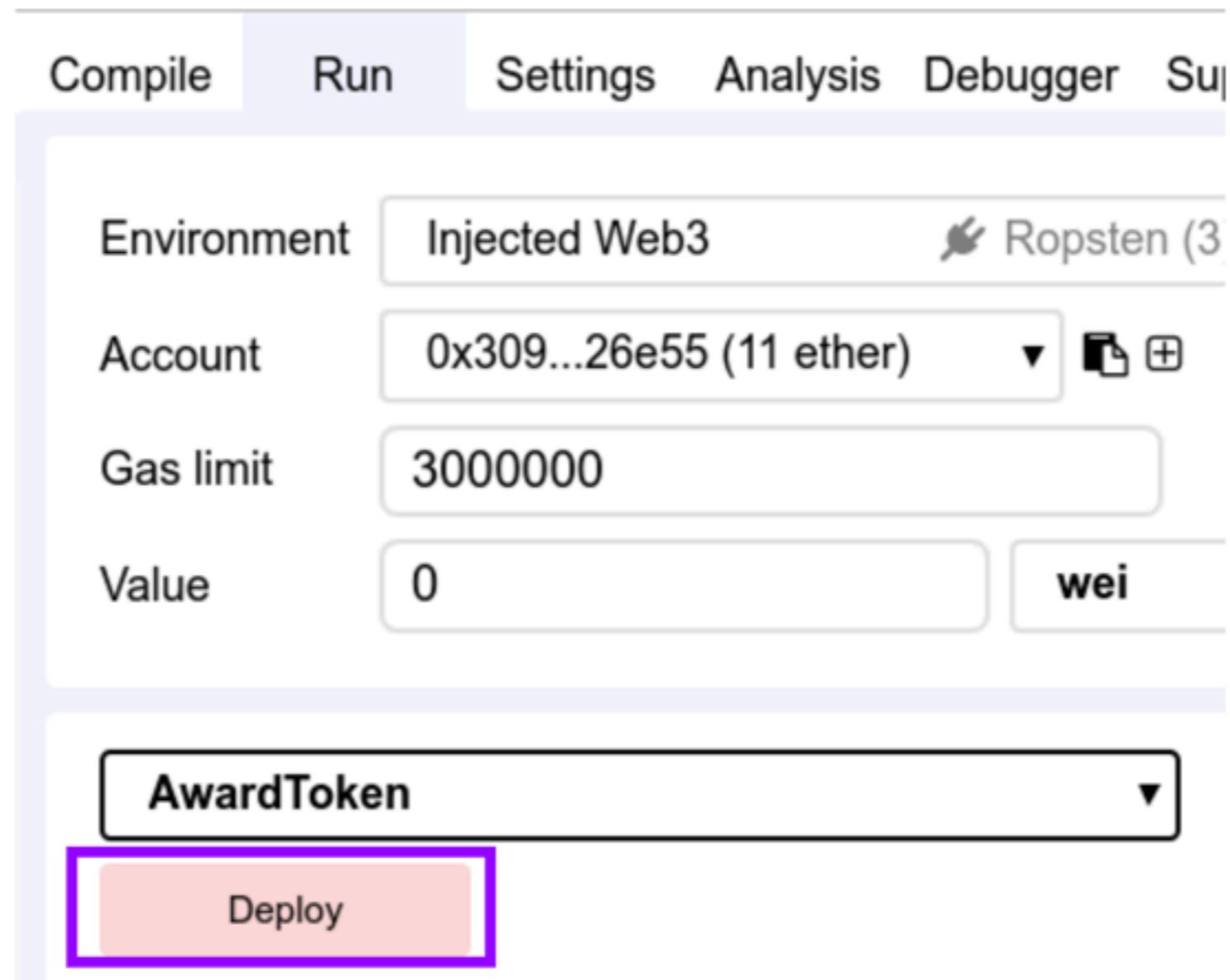


Imported Contracts



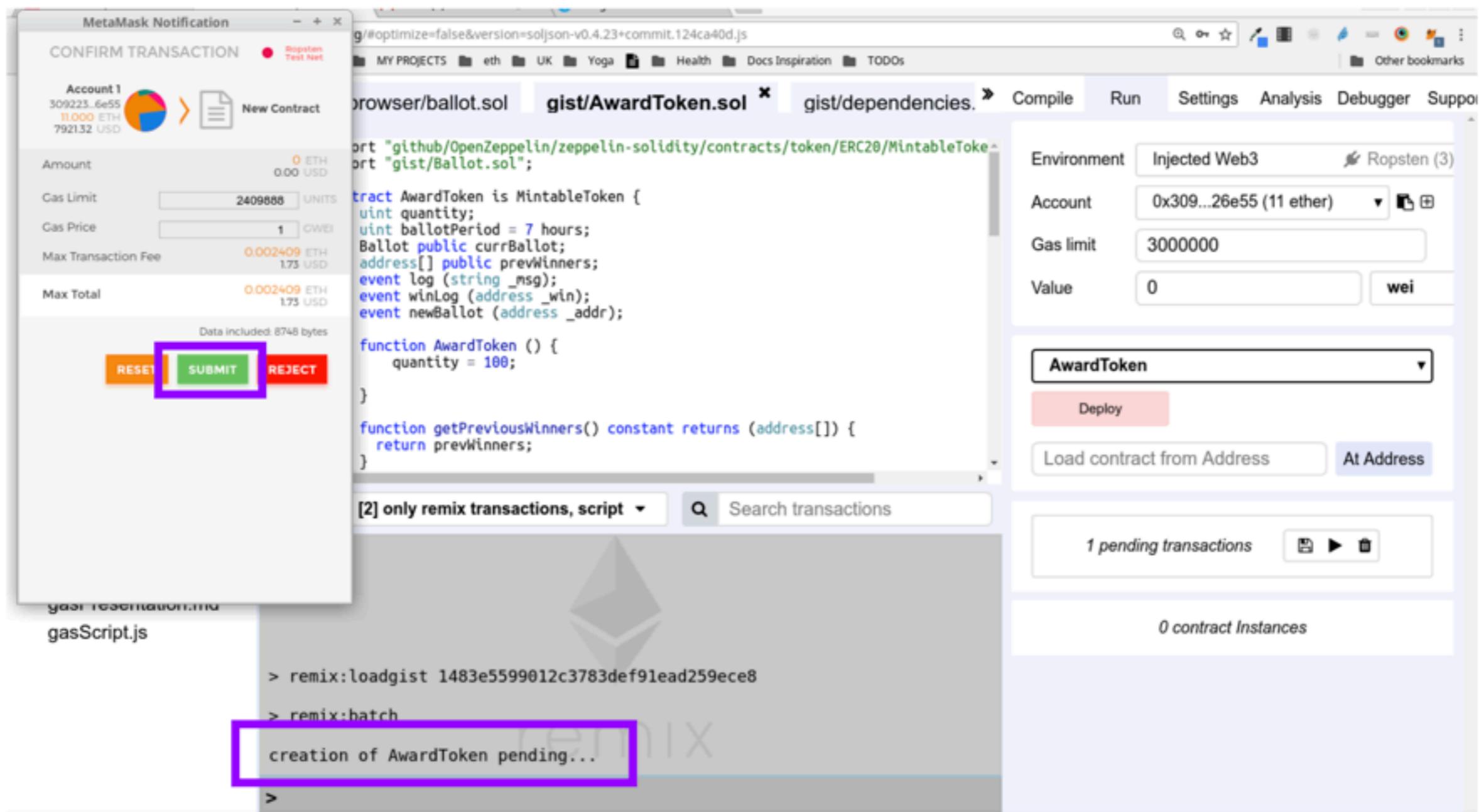
Deploy the contract

Run tab: Deploy button



Confirm the transaction

Submit button
But make sure you put in a gas price!



Check if tx is mined

Terminal logs in Remix

creation of AwardToken pending...

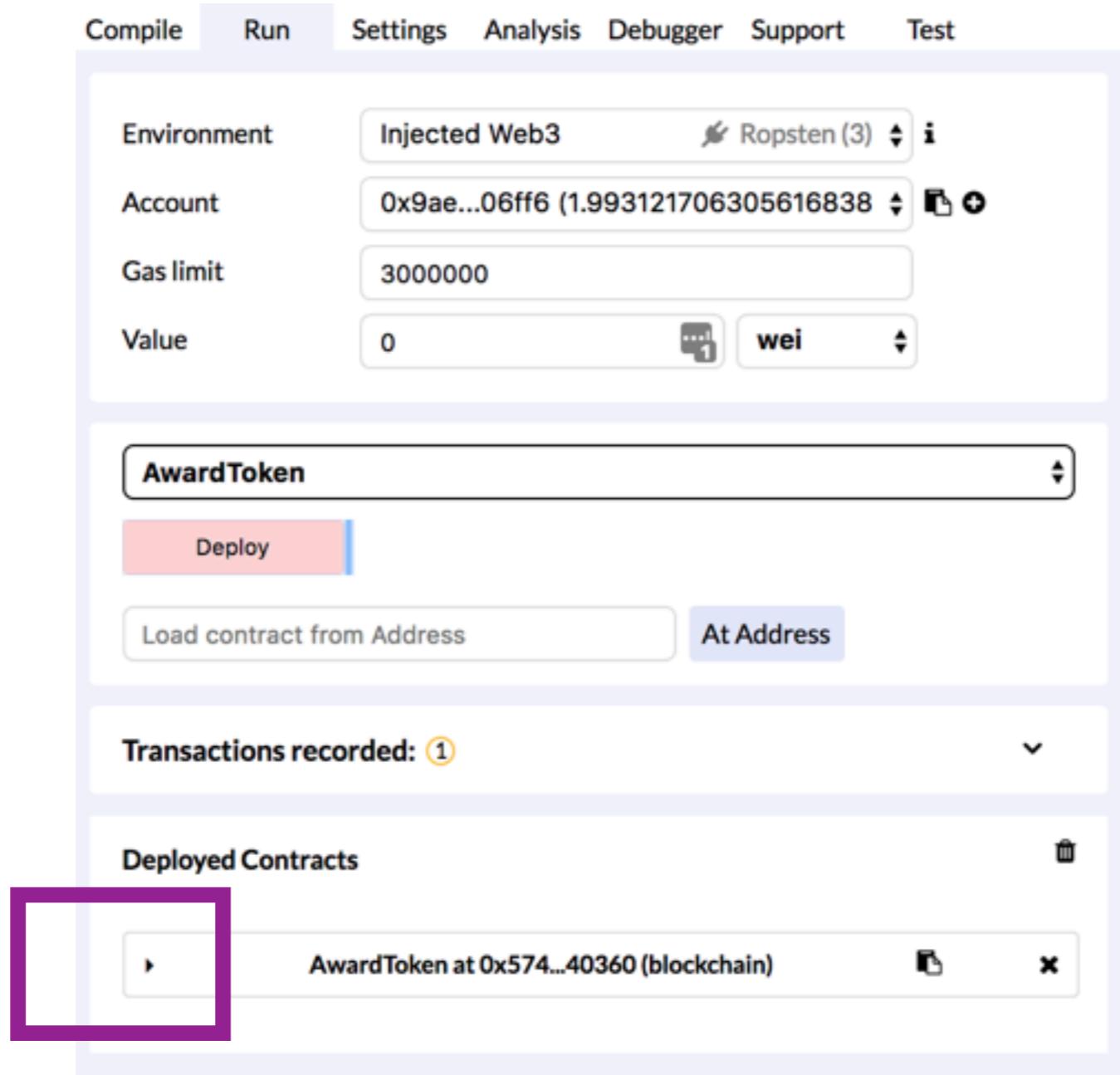
<https://ropsten.etherscan.io/tx/0x404a4445ebb3a969b15257a586a61582afa07dcf02b1b2617f77519b30378be8>

▶ [block:3159099 txIndex:2] from:0x309...26e55
to:AwardToken.(constructor) value:0 wei data:0x608...70029
logs:0 hash:0x404...78be8

Debug

Click to see the contract's UI

On the deployed contract



Behold!

The Interactive UI for AwardToken.sol contract

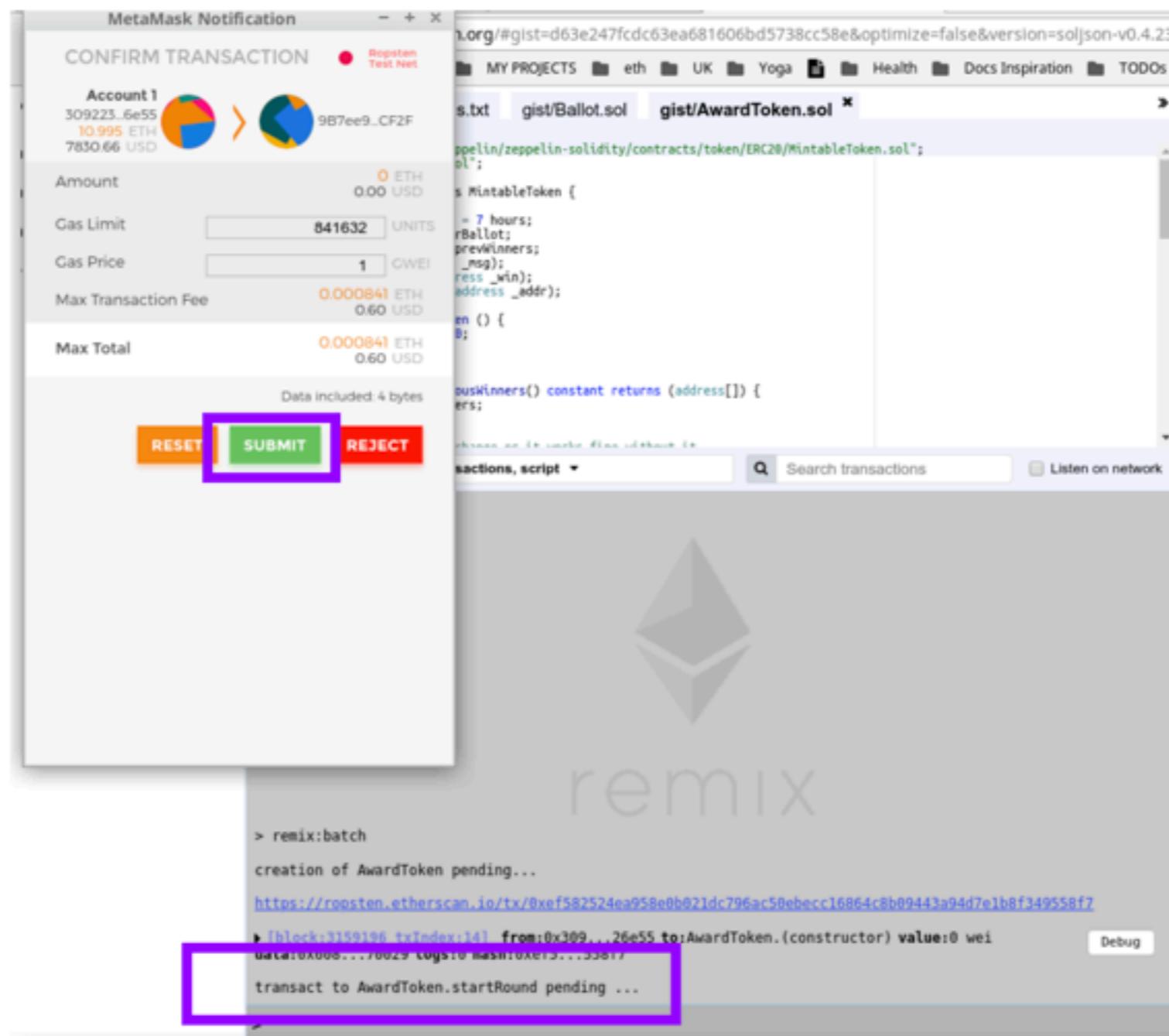


Execute startRound

Its a payable function
(as opposed to a call function - which is free)



Confirm the transaction



Check if tx is mined

In the terminal logs in Remix

```
transact to AwardToken.startRound pending ...
```

```
https://ropsten.etherscan.io/tx/0x5a97b4946979f52dfb6dc8ab2fecebb8fd43515ff4e25597ecb9d0a88472c8b2
```

```
▶ [block:3159300 txIndex:12] from:0x309...26e55 to:AwardToken.startRound() 0x9b7...0cf2f  
value:0 wei data:0x55e...3f086 logs:1 hash:0x5a9...2c8b2
```

Debug

Expand tx log to see the logs

[block:3665523 txIndex:4] from:0x9ae...06ff6 to:AwardToken.startRound() 0x574...40360 value:0 wei
data:0x55e...3f086 logs:1 hash:0x16c...0a81c Debug ^

status	0x1 Transaction mined and execution succeed
transaction hash	0x16c8af5a3fd0e5bcacd8858ab42d4f8eff39fc33bb98290740c03eeb4880a81c
from	0x9ae59af2e33480caa48f2dc6f6cede7ffab06ff6
to	AwardToken.startRound() 0x574d270dc04e89c5d65e24e19f1deb9e17240360
gas	613643 gas
transaction cost	613643 gas
hash	0x16c8af5a3fd0e5bcacd8858ab42d4f8eff39fc33bb98290740c03eeb4880a81c
input	0x55e...3f086
decoded input	{ }
decoded output	-
logs	[{ "from": "0x574d270dc04e89c5d65e24e19f1deb9e17240360", "topic": "0x65f35fb257c91daed794331bfd2ad0f4439d49319d52a5b3bfb04c8496 9fdbeb", "event": "newBallot", "args": { "0": "0xD6052C85A3D26eE9EeC8262d462bfDC672B80D93", "_addr": "0xD6052C85A3D26eE9EeC8262d462bfDC672B80D93", "length": 1 } }]
value	0 wei

**Checkout the startRound
function in the editor**

« + gist/dependencies.js gist/AwardToken.sol ✘

ContractDefinition AwardToken ↗ 0 reference(s) ▲ ▼

```
--> // Owner can mint tokens or change the address of the interface
22 // Function approve(address spender, uint256 value) public returns (bool);
23 function startRound() onlyOwner canMint public returns (bool) {
24     // if this is the first minting then we should let this go immediately
25     if (address(currBallot) == 0x0) {
26         currBallot = new Ballot(ballotPeriod);
27         newBallot(currBallot);
28     } else {
29         revert();
30     }
31 }
```

⚠ 33 function closeRoundEarly () onlyOwner {
34 if (address(currBallot) != 0x0 && !currBallot.timeOut()) {
35 currBallot.finish();
36 } else revert();
37 }

⚠ 38

⚠ 39 function closeRound() onlyOwner {
40 // this can only be done by the owner of the contract
41
42 if (address(currBallot) != 0x0 && currBallot.timeOut()) {
43 // get winner
44 address winner = currBallot.winningProposal();
45 winLog(winner);
46 // send to winner - but first make sure the address is valid
47 if (winner == 0x0){
48 log("no winner");
49 } else {

Get ballot's address

Execute currBallot call

The screenshot shows a list of functions for the `AwardToken` contract at address `0x9b7...0cf2f`. The functions are categorized by color: pink for standard token operations like `approve`, `closeRound`, `decreaseApproval`, `finishMinting`, `increaseApproval`, `mint`, `startRound`, `transfer`, and `transferFrom`; blue for ownership-related functions like `transferOwnership`, `allowance`, and `balanceOf`; and light blue for specific ballot-related functions like `getPreviousWinner`, `mintingFinished`, `owner`, `prevWinners`, and `totalSupply`. The `currBallot` function is highlighted with a purple rectangular border.

- approve address _spender, uint256 _value
- closeRound
- decreaseApproval address _spender, uint256 _subtractedValue
- finishMinting
- increaseApproval address _spender, uint256 _addedValue
- mint address _to, uint256 _amount
- startRound
- transfer address _to, uint256 _value
- transferFrom address _from, address _to, uint256 _value
- transferOwnership address newOwner
- allowance address _owner, address _spender
- balanceOf address _owner
- currBallot
- getPreviousWinner
- mintingFinished
- owner
- prevWinners uint256
- totalSupply

Copy ballot's address

currBallot output

A screenshot of a blockchain interface showing the currBallot output of the AwardToken contract. The interface lists various functions and their parameters. The currBallot function is highlighted with a purple box around its return value, which is the address 0xE7bF60cee009DCDb2Ad8D045c19e76597bbF3c6.

Function	Description
approve	address _spender, uint256 _value
closeRound	
decreaseApproval	address _spender, uint256 _subtractedValue
finishMinting	
increaseApproval	address _spender, uint256 _addedValue
mint	address _to, uint256 _amount
startRound	
transfer	address _to, uint256 _value
transferFrom	address _from, address _to, uint256 _value
transferOwnership	address newOwner
allowance	address _owner, address _spender
balanceOf	address _owner
currBallot	: address: 0xE7bF60cee009DCDb2Ad8D045c19e76597bbF3c6
getPreviousWinner	
mintingFinished	
owner	
prevWinners	uint256
totalSupply	

Switch to Ballot

Run tab: dropdown

Compile Run Settings Analysis Debugger Support

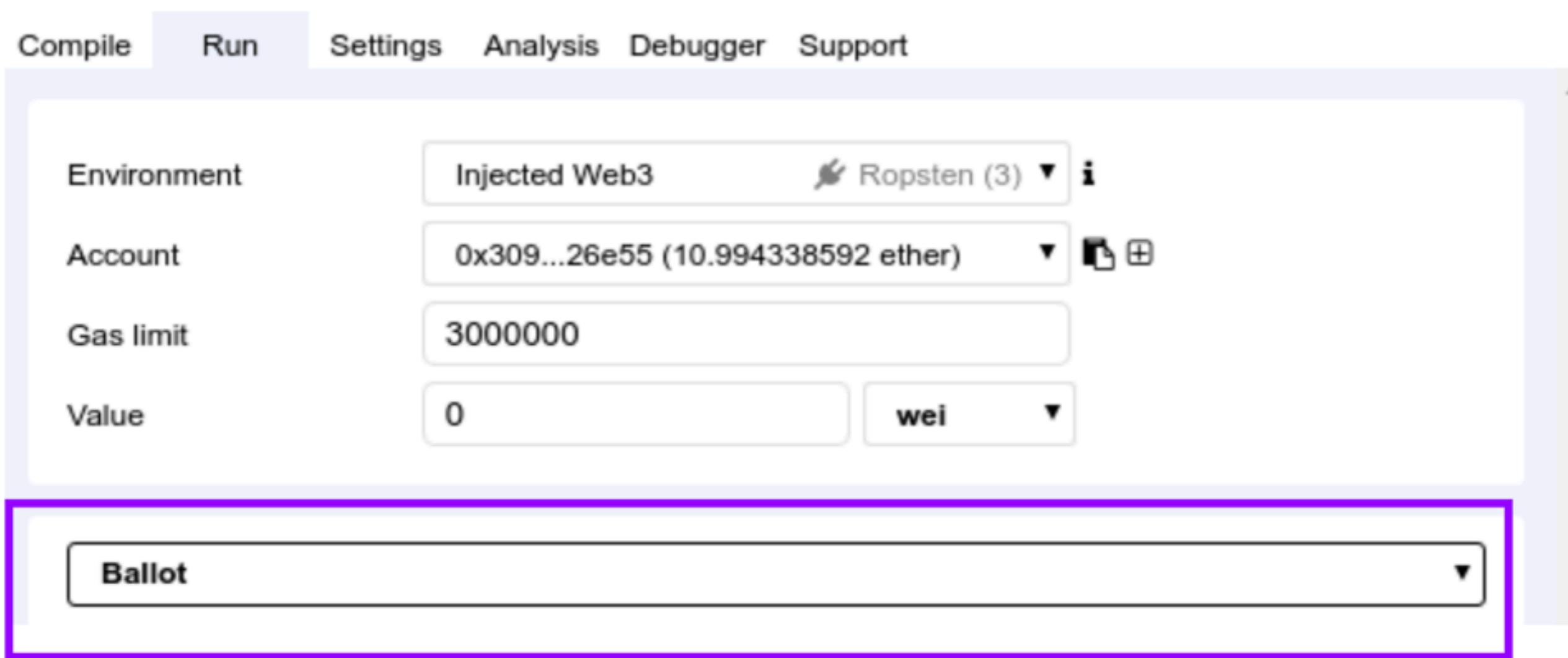
Environment Injected Web3 🚀 Ropsten (3) ▾ i

Account 0x309...26e55 (10.994338592 ether) ▾  

Gas limit 3000000

Value 0 wei ▾

Ballot ▾



Access Ballot contract

Paste address + click At Address

The screenshot shows a user interface for interacting with a Ethereum smart contract, specifically a Ballot contract. The top navigation bar includes links for Compile, Run, Settings, Analysis, Debugger, and Support. The Run tab is currently selected.

Configuration settings are displayed below:

- Environment:** Injected Web3 (Ropsten (3))
- Account:** 0x309...26e55 (10.994338592 ether)
- Gas limit:** 3000000
- Value:** 0 wei

A dropdown menu labeled "Ballot" is open, showing the current selection. Below it, there are two buttons: "Deploy" (highlighted in pink) and "uint256 duration".

At the bottom, there are two input fields. The first field contains the address `0xE7bF60cee009DCDb2Ad8D045c19`, which is highlighted with a purple border. The second field contains the text "At Address", also highlighted with a purple border.

See autogenerated UI

Interactive UI for Ballot.sol contract



Add a new proposal

Expand addProposal function

▼ Ballot at 0xbE7...bF3c6 (blockchain) 

×

addProposal	string desc, string title, address targetAddr	
vote	address proposal	
getProposals		
proposals	address	
proposalsSender	uint256	
timeOut		
winningProposal		

Copy your address

Run tab: Account

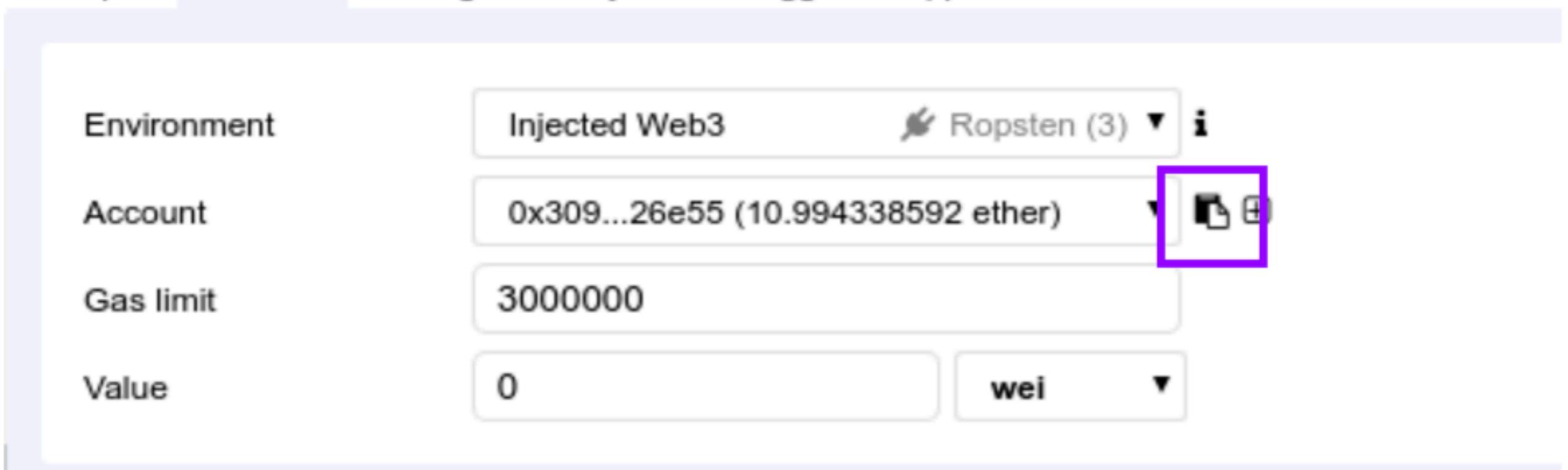
Compile Run Settings Analysis Debugger Support

Environment Injected Web3 🚀 Ropsten (3) ▾ i

Account 0x309...26e55 (10.994338592 ether) ▾ copy + add

Gas limit 3000000

Value 0 wei ▾



Type a proposal

Run tab: Account

The screenshot shows the Remix IDE interface with the 'Account' tab selected. At the top, there is a header bar with a dropdown arrow, the text 'Ballot at 0xbE7...bF3c6 (blockchain)', and a file icon. Below the header, there is a section titled 'addProposal' with a purple border. This section contains two input fields: 'desc:' with the value "I think you could add a new feature to Remix that does..." and 'title:' with the value "This is my Remix improvements proposal". Below this is a 'targetAddr:' field containing the placeholder text 'address'. At the bottom right is a pink 'transact' button.

▼ Ballot at 0xbE7...bF3c6 (blockchain)

addProposal

desc: "I think you could add a new feature to Remix that does..."

title: "This is my Remix improvements proposal"

targetAddr: address

transact

Add your address

Paste the address

▼ Ballot at 0xbE7...bF3c6 (blockchain) 

addProposal 

desc: "I think you could add a new feature to Remix that does..."

title: "This is my Remix improvements proposal"

targetAddr: "0x3092232fb25e6b359a9fead9ed07ad752ff26e55" 

 transact

Execute addProposal

transact button

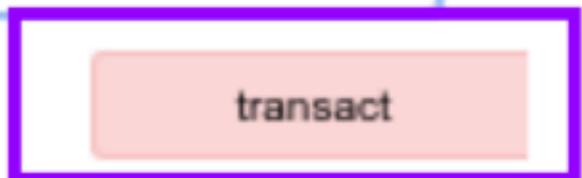
▼ Ballot at 0xbE7...bF3c6 (blockchain)  X

addProposal ^

desc: "I think you could add a new feature to Remix that does..."

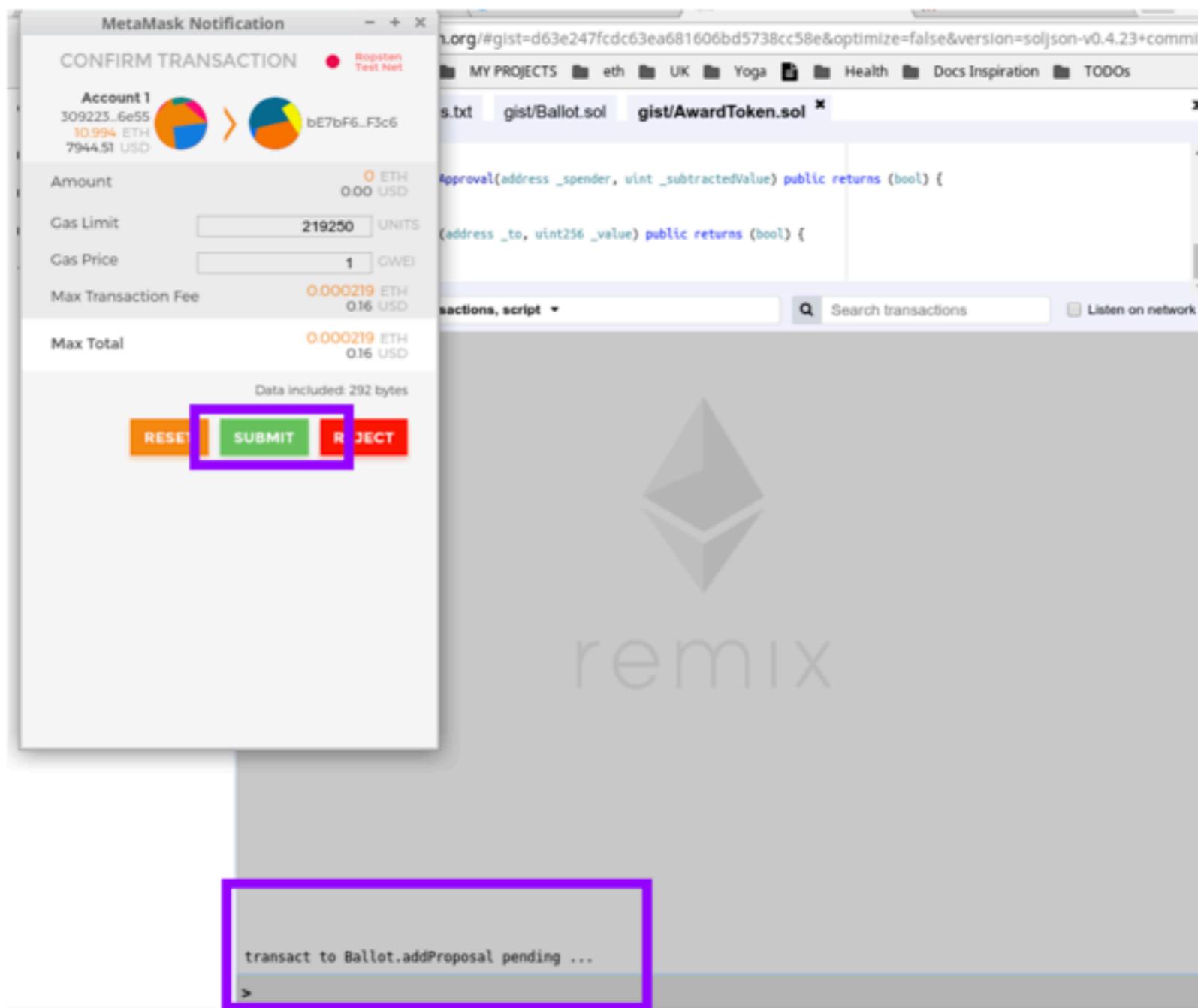
title: "This is my Remix improvements proposal"

targetAddr: "0x3092232fb25e6b359a9fead9ed07ad752ff26e55"



Confirm the transaction

Submit button

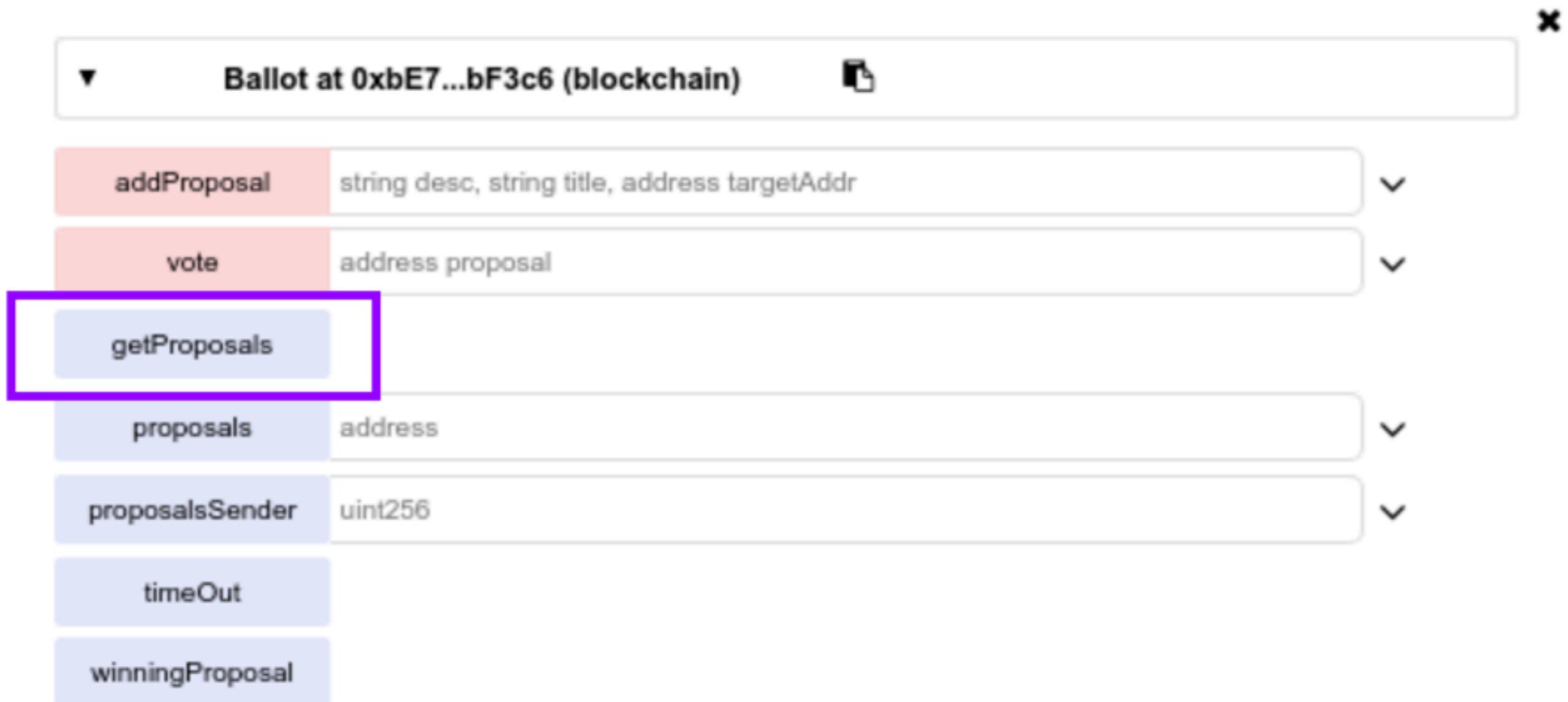


Check if tx succeeded

Terminal logs in Remix

Execute getProposals

getProposals call



The screenshot shows a blockchain ballot interface with the title "Ballot at 0xbE7...bF3c6 (blockchain)". The interface lists several methods:

- addProposal: string desc, string title, address targetAddr
- vote: address proposal
- getProposals: (highlighted with a purple box)
- proposals: address
- proposalsSender: uint256
- timeOut
- winningProposal

try it live!

See Proposals Addresses

well in so far there will only be 1 address

call to Ballot.getProposals

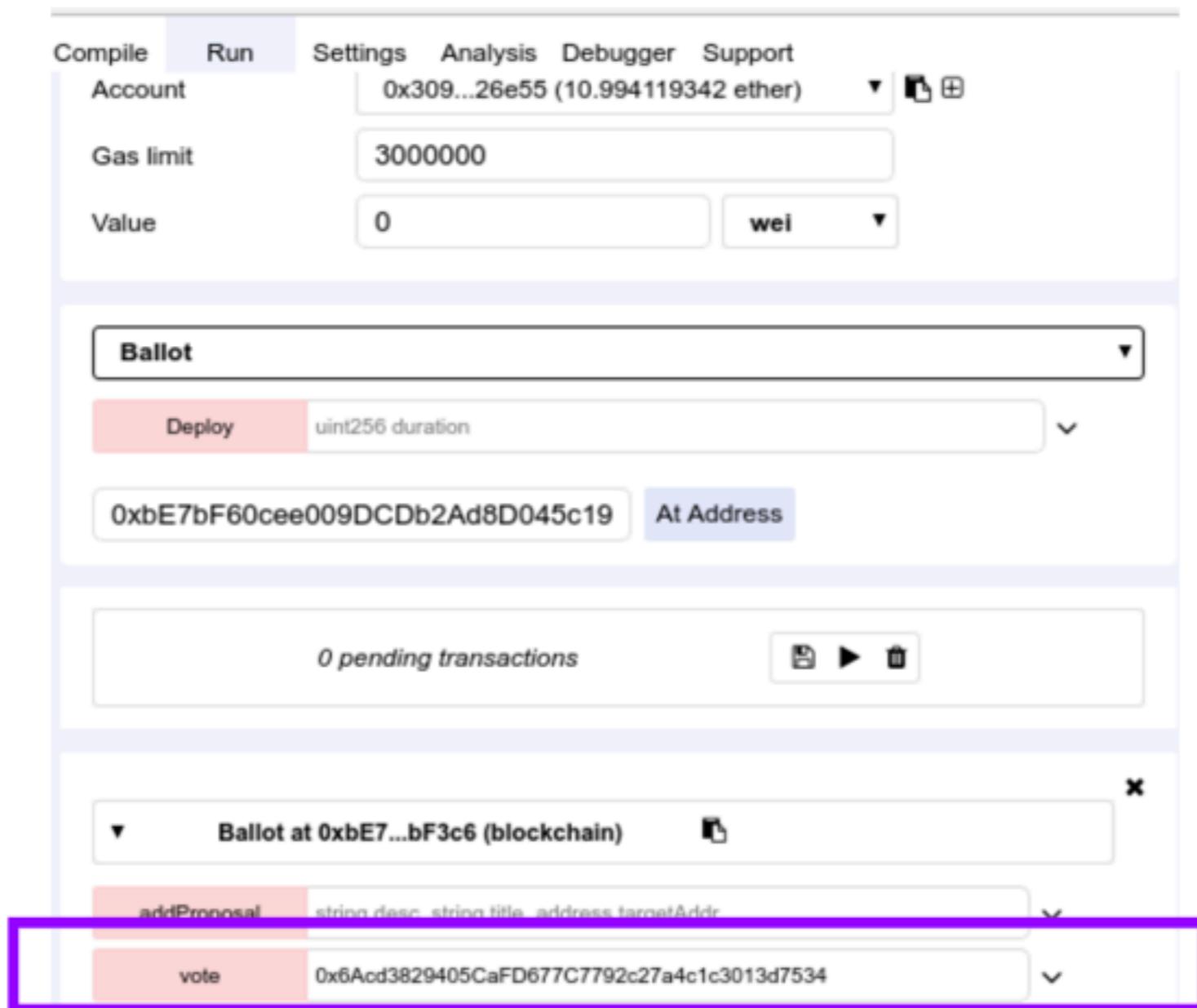
▼ [call] from:0x3092232fb25e6b359a9fead9ed07ad752ff26e55 to:Ballot.getProposals()
data:0x625...64c48

Debug

from	0x3092232fb25e6b359a9fead9ed07ad752ff26e55
to	Ballot.getProposals() 0xbE7bF60cee009DCDb2Ad8D045c19e76597bbF3c6
input	0x62564c48
decoded input	{}
decoded output	{ "0": "address[]: 0x3092232FB25e6b359a9fEad9eD07Ad752Ff26e55,0xFd0f51afb6 85Cd8735AfE7685D21355589602b8c,0x6Acd3829405CaFD677C7792c27a4c1c3013d7534" }
logs	[]

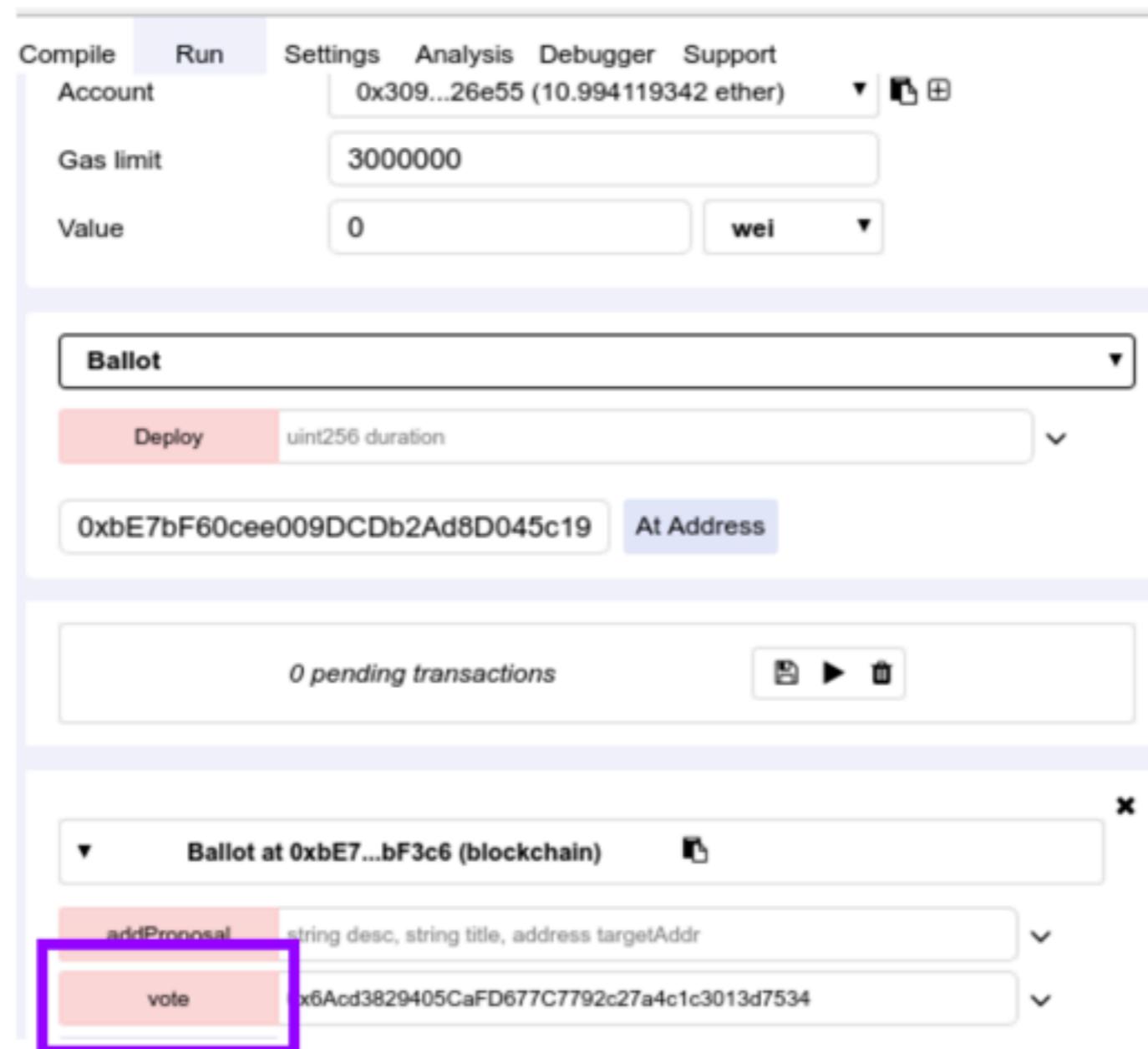
Vote for one Proposal

Paste Proposal Address you want to vote for



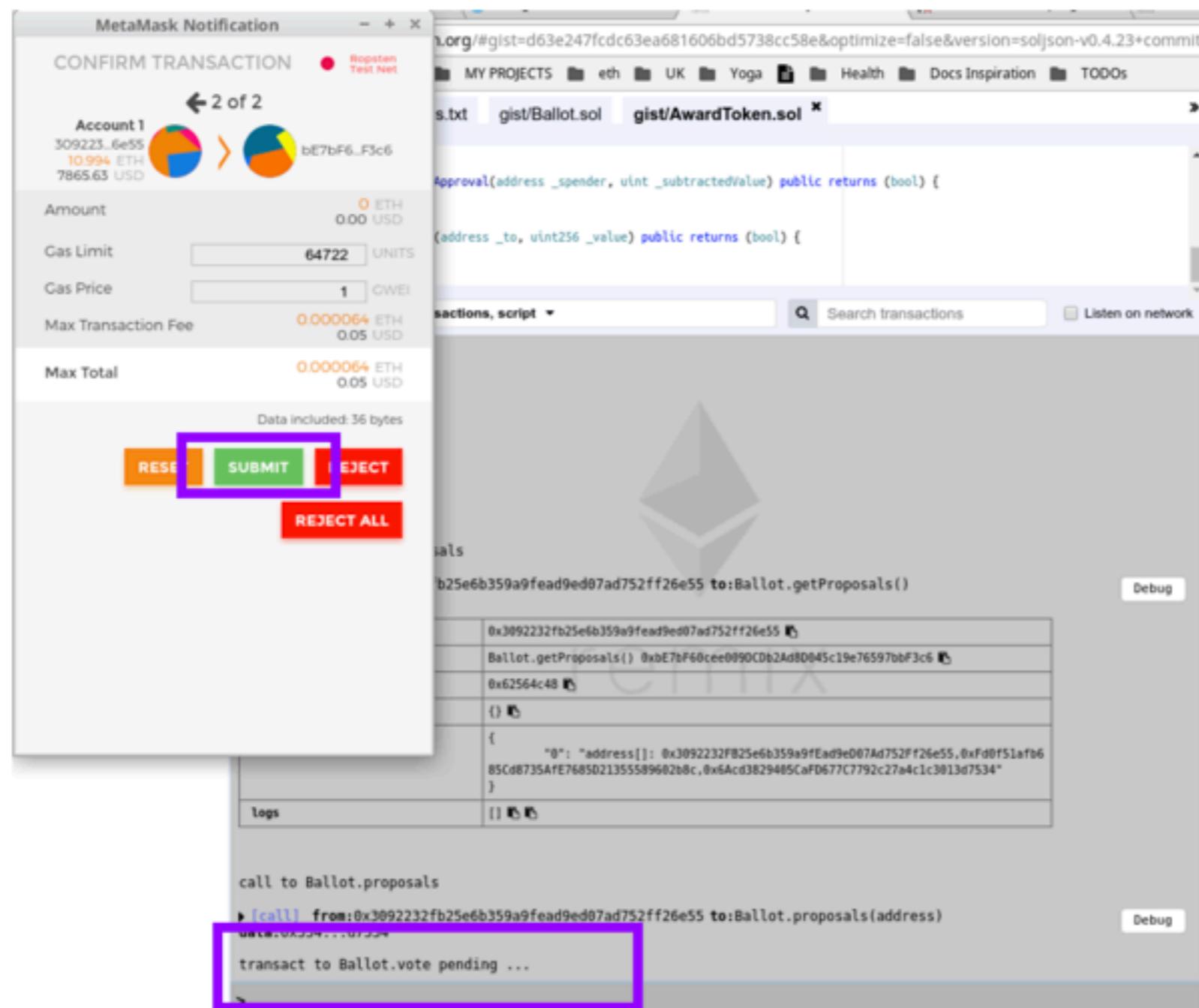
Execute vote transaction

vote button



Confirm the transaction

Submit button



Check if tx succeeded

Terminal logs in Remix

The screenshot shows the Ethereum Remix IDE interface. The left sidebar displays project files: browser, config, github, and gist. Under gist, there are three files: AwardToken.sol, Ballot.sol, and TUTORIAL.md, with dependencies.txt. The right pane shows the Solidity code for AwardToken.sol:

```
63     }
64     ...
65     function decreaseApproval(address _spender, uint _subtractedValue) public returns (bool) {
66         revert();
67     }
68     ...
69     function transfer(address _to, uint256 _value) public returns (bool) {
70         revert();
71     }
72 }
```

The code editor has a cursor at line 73. Below the editor, a dropdown menu shows "[2] only remix transactions, script". A search bar and a "Listen on network" checkbox are also present.

The terminal logs section shows two transactions:

call to Ballot.getProposals

▶ [call] from:0x3092232fb25e6b359a9fead9ed07ad752ff26e55 to:Ballot.getProposals()
data:0x625...64c48

from	0x3092232fb25e6b359a9fead9ed07ad752ff26e55
to	Ballot.getProposals() 0xbE7bF60cee009DC0b2Ad80045c19e76597bbF3c6
input	0x62564c48
decoded input	{}
decoded output	{ "0": "address[]: 0x3092232FB25e6b359a9fEad9eD07Ad752Ff26e55,0xFd0f51afb6 85Cd8735AfE7685D21355589602b8c,0x6Acd3829405CaFD677C7792c27a4c1c3013d7534" }
logs	[]

Debug button

call to Ballot.proposals

▶ [call] from:0x3092232fb25e6b359a9fead9ed07ad752ff26e55 to:Ballot.proposals(address)
data:0x334...d7534

transact to Ballot.vote pending ...

▶ [block:3159861 txIndex:27] from:0x309...26e55 to:Ballot.vote(address) 0xbe7...bf3c6 value:0 wei
data:0x6dd...d7534 logs:0 hash:0xe0d...6c6eb

Debug button

Now let's try it out connecting a frontend

<http://bit.ly/remix-voting>

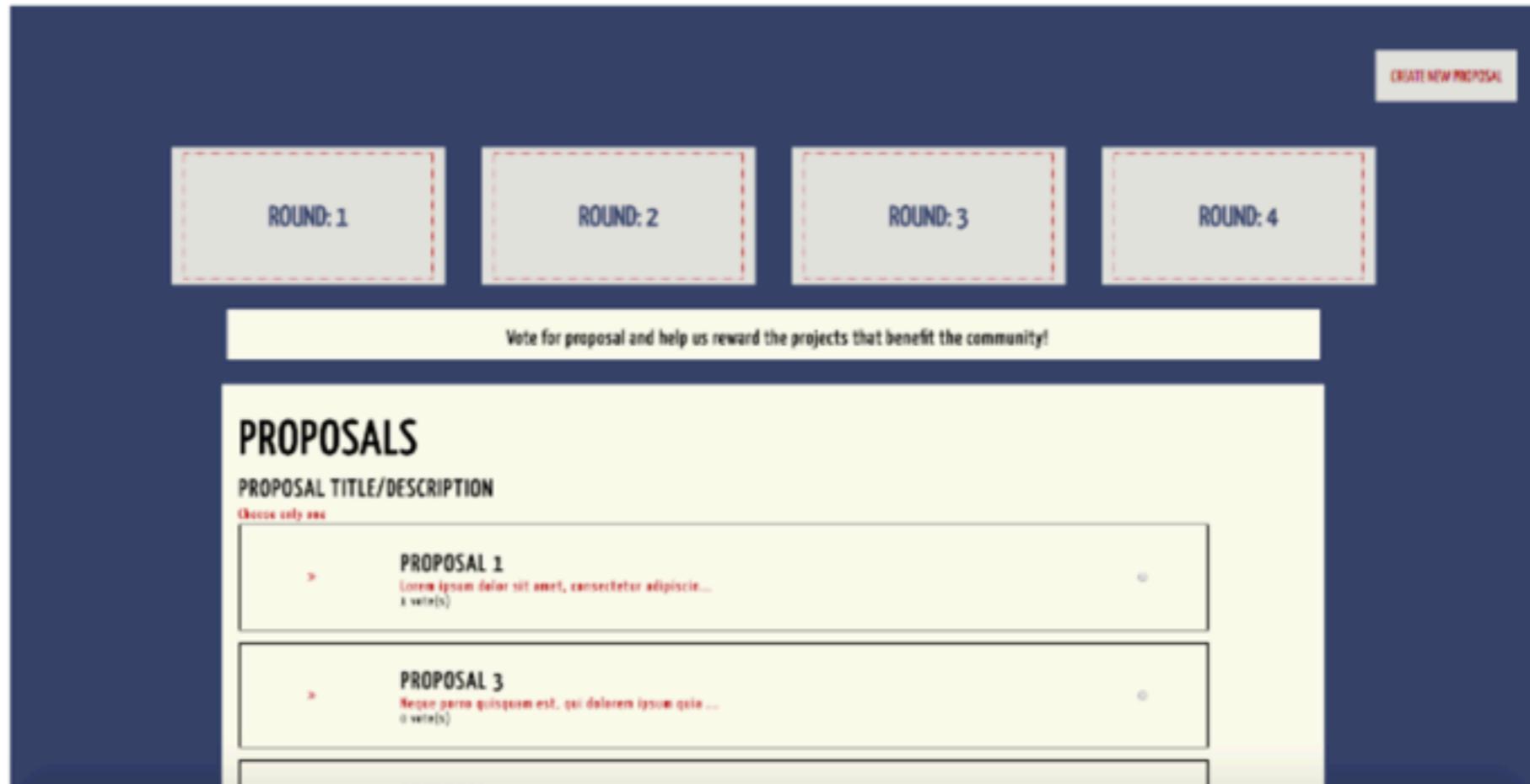
To access our Award Token from this frontend -
you need the address of the Award Token.

Go to [ethereum/remix-workshop](#) to access the award token I just deployed

```
contract Ballot {  
  
    uint _duration;  
    uint _startTime;  
    struct Proposal {  
        string description;  
        string title;  
        uint voteCount;  
    }  
}
```



```
contract AwardToken is MintableToken {  
    uint quantity;  
    uint ballotPeriod = 7 hours;  
    Ballot public currBallot;  
    address[] public prevWinners;
```



CREATE NEW PROPOSAL

ROUND:1 ROUND:2 ROUND:3 ROUND:4

Vote for proposal and help us reward the projects that benefit the community!

PROPOSALS

PROPOSAL TITLE/DESCRIPTION

Choose only one

PROPOSAL 1
Lorem ipsum dolor sit amet, consectetur adipiscing...
0 vote(s)

PROPOSAL 3
Necesse per se quisquam est, qui dolorem ipsum qui...
0 vote(s)

Let's check results

<http://bit.ly/remix-voting>

Check the state of the contract

The screenshot shows a blockchain interface with a header "Ballot at 0x712...0Aa64 (blockchain)". Below the header, there are four buttons: "addProposal", "finish", "vote", and "getProposals". The "addProposal" button is highlighted in pink. To its right is a text input field containing "string desc, string title, address targetAddr". The "vote" button is also highlighted in pink, with a text input field to its right containing "address proposal". The "getProposals" button is in a light blue box. Below these buttons, the text "0: address[]:" is followed by two addresses:
0x9Ae59aF2E33480cAa48f2DC6F6CeDe7FFAb06Ff6,0xdc7b1AaC1D13d58C
EcEEc58434C1E32Fe2A1297f

2 proposals have been added

@ninabreznik @ryestew @yann300 @serapath @iurimatias

<http://bit.ly/remix-workshop-repository>