Cheatsheet

Order of Precedence of Operators

The following is the order of precedence for operators, listed in order of evaluation.

Precedence	Description	Operator
1	Postfix increment and decrement	`++`, `--`
	New expression	`new <typename>`
	Array subscripting	`<array>[<index>]`
	Member access	`<object>.<member>`
	Function-like call	`<func>(<args...>)`
	Parentheses	`(<statement>)`
2	Prefix increment and decrement	`++`, `--`
	Unary minus	`-`
	Unary operations	`delete`
	Logical NOT	`!`
	Bitwise NOT	`~`
3	Exponentiation	`**`
4	Multiplication, division and modulo	`*`, `/`, `%`
5	Addition and subtraction	`+`, `-`
6	Bitwise shift operators	`<<`, `>>`
7	Bitwise AND	`&`
8	Bitwise XOR	`^`
9	Bitwise OR	`|`
10	Inequality operators	`<`, `>`, `<=`, `>=`
11	Equality operators	`==`, `!=`
12	Logical AND	`&&`
13	Logical OR	`||`
14	Ternary operator	`<conditional> ? <if-true> : <if-false>`
	Assignment operators	`=`, `|=`, `^=`, `&=`, `<<=`, `>>=`, `+=`, `-=`, `*=`, `/=`, `%=`
15	Comma operator	`,`

Global Variables

- `abi.decode(bytes memory encodedData, (...)) returns (...)`: ABI-decodes the provided data. The types are given in parentheses as second argument. Example: `(uint a, uint[2] memory b, bytes memory c) = abi.decode(data, (uint, uint[2], bytes))`
- `abi.encode(...) returns (bytes memory)`: ABI-encodes the given arguments
- `abi.encodePacked(...) returns (bytes memory)`: Performs packed encoding of the given arguments. Note that this encoding can be ambiguous!
- `abi.encodeWithSelector(bytes4 selector, ...) returns (bytes memory)`: ABI-encodes the given arguments starting from the second and prepends the given four-byte selector
- `abi.encodeCall(function functionPointer, (...)) returns (bytes memory)`: ABI-encodes a call to `functionPointer` with the arguments found in the tuple. Performs a full type-check, ensuring the types match the function signature. Result equals `abi.encodeWithSelector(functionPointer.selector, (...))`
- `abi.encodeWithSignature(string memory signature, ...) returns (bytes memory)`: Equivalent to `abi.encodeWithSelector(bytes4(keccak256(bytes(signature)), ...)`

- `bytes.concat(...) returns (bytes memory)`: Concatenates variable number of arguments to one byte array
- `string.concat(...) returns (string memory)`: Concatenates variable number of arguments to one string array
- `block.basefee` (`uint`): current block's base fee (EIP-3198 and EIP-1559)
- `block.chainid` (`uint`): current chain id
- `block.coinbase` (`address payable`): current block miner's address
- `block.difficulty` (`uint`): current block difficulty
- `block.gaslimit` (`uint`): current block gaslimit
- `block.number` (`uint`): current block number
- `block.timestamp` (`uint`): current block timestamp in seconds since Unix epoch
- `gasleft() returns (uint256)`: remaining gas
- `msg.data` (`bytes`): complete calldata
- `msg.sender` (`address`): sender of the message (current call)
- `msg.sig` (`bytes4`): first four bytes of the calldata (i.e. function identifier)
- `msg.value` (`uint`): number of wei sent with the message
- `tx.gasprice` (`uint`): gas price of the transaction
- `tx.origin` (`address`): sender of the transaction (full call chain)
- `assert(bool condition)`: abort execution and revert state changes if condition is `false` (use for internal error)
- `require(bool condition)`: abort execution and revert state changes if condition is `false` (use for malformed input or error in external component)
- `require(bool condition, string memory message)`: abort execution and revert state changes if condition is `false` (use for malformed input or error in external component). Also provide error message.
- `revert()`: abort execution and revert state changes
- `revert(string memory message)`: abort execution and revert state changes providing an explanatory string
- `blockhash(uint blockNumber) returns (bytes32)`: hash of the given block - only works for 256 most recent blocks
- `keccak256(bytes memory) returns (bytes32)`: compute the Keccak-256 hash of the input
- `sha256(bytes memory) returns (bytes32)`: compute the SHA-256 hash of the input
- `ripemd160(bytes memory) returns (bytes20)`: compute the RIPEMD-160 hash of the input
- `ecrecover(bytes32 hash, uint8 v, bytes32 r, bytes32 s) returns (address)`: recover address associated with the public key from elliptic curve signature, return zero on error
- `addmod(uint x, uint y, uint k) returns (uint)`: compute `(x + y) % k` where the addition is performed with arbitrary precision and does not wrap around at `2**256`. Assert that `k != 0` starting from version 0.5.0.
- `mulmod(uint x, uint y, uint k) returns (uint)`: compute `(x * y) % k` where the multiplication is performed with arbitrary precision and does not wrap around at `2**256`. Assert that `k != 0` starting from version 0.5.0.
- `this` (current contract's type): the current contract, explicitly convertible to `address` or `address payable`
- `super`: the contract one level higher in the inheritance hierarchy
- `selfdestruct(address payable recipient)`: destroy the current contract, sending its funds to the given address
- `<address>.balance` (`uint256`): balance of the Address in Wei
- `<address>.code` (`bytes memory`): code at the Address (can be empty)
- `<address>.codehash` (`bytes32`): the codehash of the Address
- `<address payable>.send(uint256 amount) returns (bool)`: send given amount of Wei to Address, returns `false` on failure
- `<address payable>.transfer(uint256 amount)`: send given amount of Wei to Address, throws on failure
- `type(C).name` (`string`): the name of the contract
- `type(C).creationCode` (`bytes memory`): creation bytecode of the given contract, see Type Information.
- `type(C).runtimeCode` (`bytes memory`): runtime bytecode of the given contract, see Type Information.
- `type(I).interfaceId` (`bytes4`): value containing the EIP-165 interface identifier of the given interface, see Type Information.
- `type(T).min` (`T`): the minimum value representable by the integer type `T`, see Type Information.
- `type(T).max` (`T`): the maximum value representable by the integer type `T`, see Type Information.

Function Visibility Specifiers

```
function myFunction() <visibility specifier> returns (bool) {
    return true;
}
```

- `public`: visible externally and internally (creates a getter function for storage/state variables)
- `private`: only visible in the current contract
- `external`: only visible externally (only for functions) - i.e. can only be message-called (via `this.func`)
- `internal`: only visible internally

Modifiers

- `pure` for functions: Disallows modification or access of state.
- `view` for functions: Disallows modification of state.
- `payable` for functions: Allows them to receive Ether together with a call.
- `constant` for state variables: Disallows assignment (except initialisation), does not occupy storage slot.
- `immutable` for state variables: Allows exactly one assignment at construction time and is constant afterwards. Is stored in code.
- `anonymous` for events: Does not store event signature as topic.
- `indexed` for event parameters: Stores the parameter as topic.
- `virtual` for functions and modifiers: Allows the function's or modifier's behaviour to be changed in derived contracts.
- `override`: States that this function, modifier or public state variable changes the behaviour of a function or modifier in a base contract.