

# Lesson 11 - Lottery

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## Coding the contract

- Implementing the relatively unsafe randomness source from block information
- Implementing the time lock using block number
- Block time estimation
- Implementing the fee
  - (Review) Dealing with decimals
- Withdrawing from pool and redeeming eth

## Incrementing the contract: update token address

- Setting the payment token as variable
- Updating the payment token and safeguards

## Incrementing the contract: canceling the lottery

- Canceling the lottery and enabling refunds
- (Review) Pull over push pattern

## Clean code and documentation

- (Review) Readability and standardization
- The Style guide
- Using the Linter
- Function order
- Layout
- Naming conventions
- Documentation
- NatSpec Format

## References

<https://docs.soliditylang.org/en/latest/style-guide.html>

<https://docs.soliditylang.org/en/latest/natspec-format.html#natspec>

## Homework

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- Read the references
- Complete the NatSpec documenting of Lottery.sol
- (Optional) Implement [Radspec](#)