1. Name two value types that are known in Solidity Programming?

There are two types of variables: value types and reference types.

B.  Name two reference types that are known in Solidity Programming?

Struct: Structs are custom data types that allow you to group together related variables. Structs can contain variables of any type, including other structs. Address: The address type represents a 20-byte Ethereum address. It has a number of built-in functions that allow you to interact with the Ethereum blockchain and other contracts.

C.  What are globally available variables in this scope?

● block

○ blockhash, coinbase, difficulty, gaslimit, number, timestamp

● gasLeft()

● msg

○ data, sender, sig, value

● tx

○ gasprice, origin

● abi

○ encode, encodePacked, encodeWithSelector, encodeWithSignature

● keccak256

● ecrecover

● require, assert

D.  Name two types of `block` variables.

block.difficulty (uint)

block.number (uint)

E.  Name one form of visibility in Solidity that is NOT AVAILABLE in C++.

Internal

F.  Provide me one example of using the SafeMath with Inheritance.

Contract A is B , B as SafeMath.

G.  Provide me one example of using the SafeMath with the builtIn Library.

○ using SafeMath for uint256

○ uint256 a = b.safeAdd(c)