



Remix Hybrid Modules

Remix Hybrid Modules

Looking to quickly draft a DApp or to test your contract?

Remix can help at different phases of DApp development, even if you are using other tools/frameworks:

- Development
- Compilation
- Static Analysis
- Unit Testing
- Deployment



Smart Contract development



Smart Contract development

**Remixd connects the browser based Remix IDE to...
a folder on your computer's file system**

- **Remixd:** An NPM module that connects a project from a local file system to the browser based Remix IDE
- Create files or folders on the shared directory and they'll appear in Remix - or the other way around.



Remixd

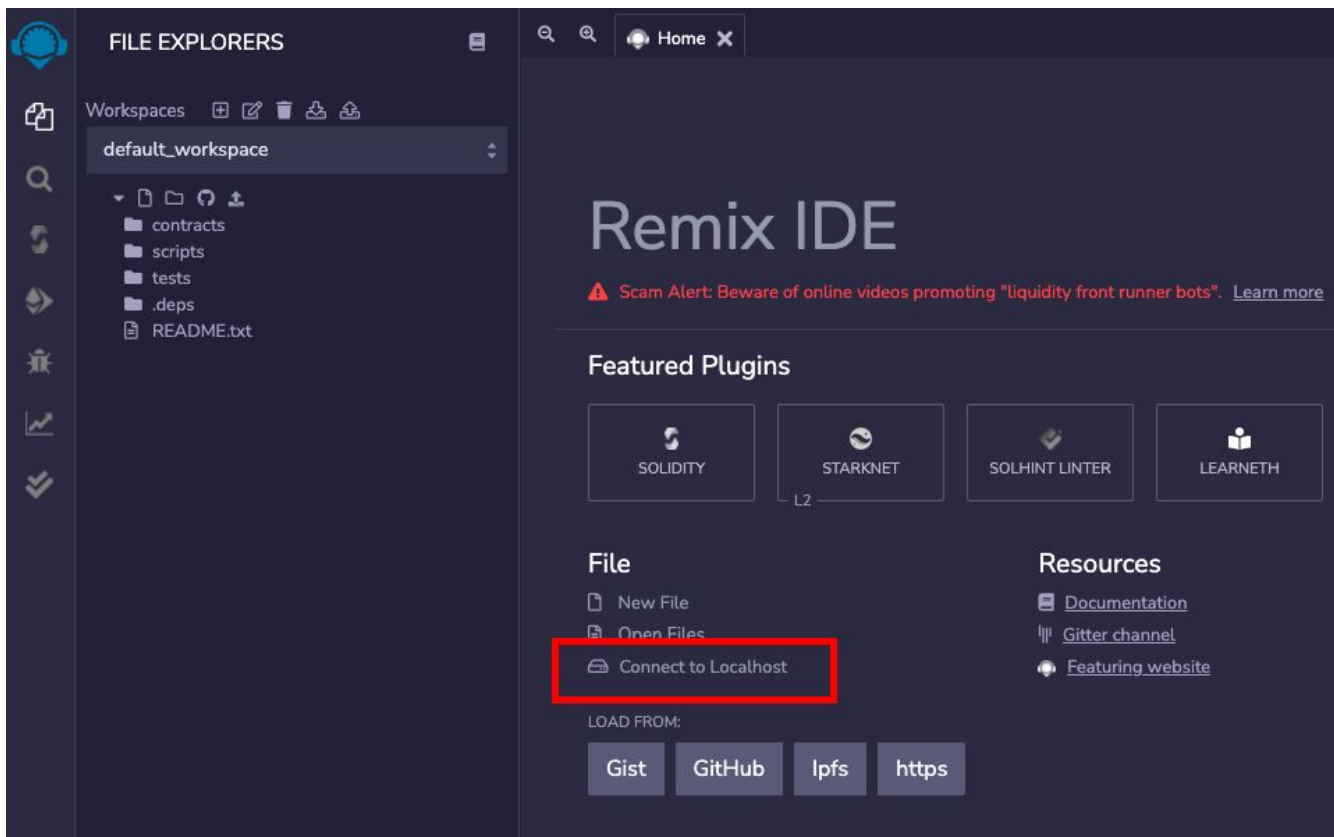
- Install: `npm install @remix-project/remixd -g`
- Run: `remixd -s <shared-folder-path> -u <remix-ide-instance-URL>`
- Start a websocket listener on a specific port for back-and-forth data synchronization

```
Anikets-Air-2:projects aniket$ remixd -s ./remix-project/  
[INFO] you are using the latest version 0.6.0  
[WARN] You can only connect to remixd from one of the supported origins.  
[WARN] Any application that runs on your computer can potentially read from and write to all files in the directory.  
[WARN] Symbolic links are not forwarded to Remix IDE  
[INFO] Fri Apr 15 2022 23:46:36 GMT+0530 (India Standard Time) remixd is listening on 127.0.0.1:65520  
[INFO] Fri Apr 15 2022 23:46:36 GMT+0530 (India Standard Time) slither is listening on 127.0.0.1:65522
```



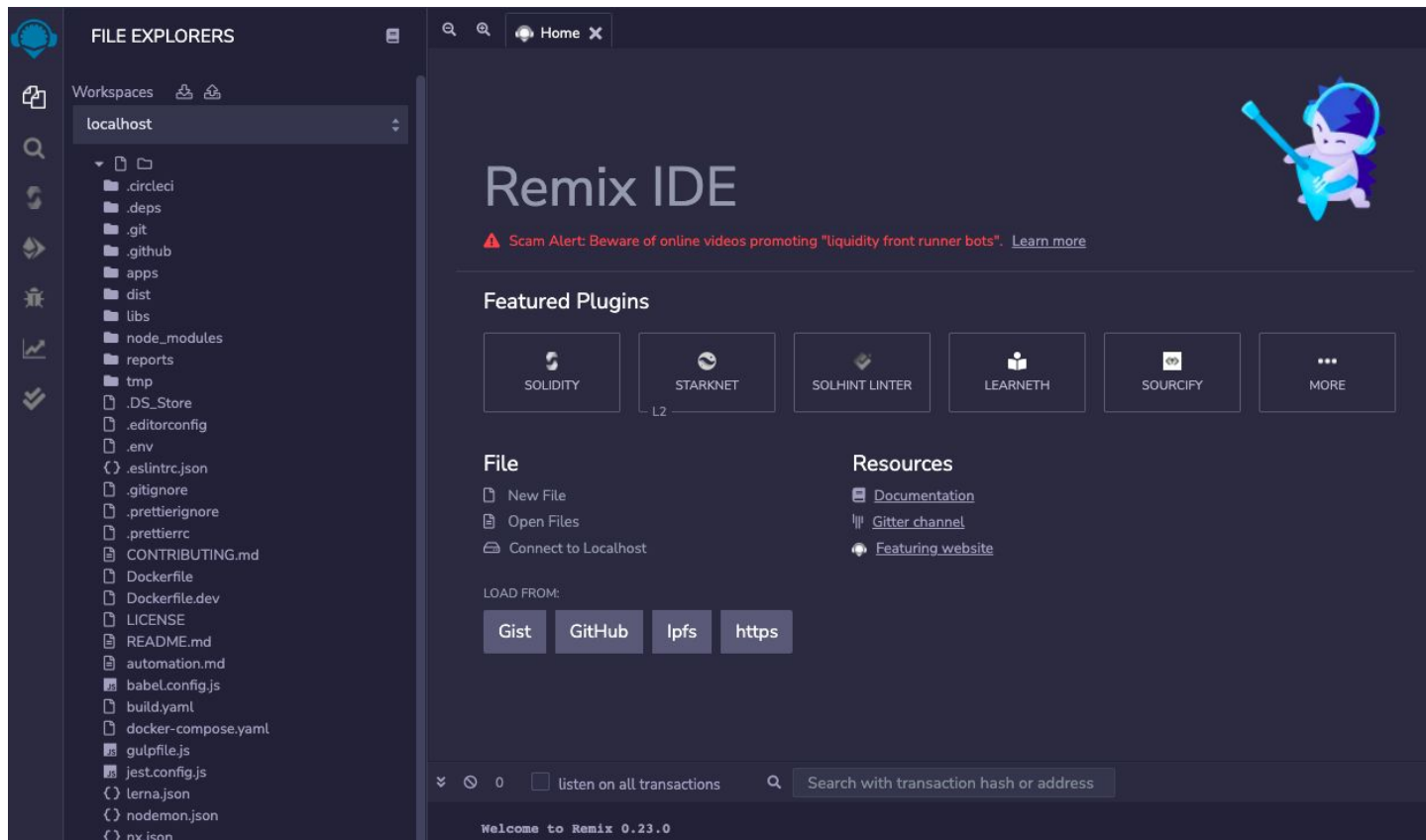
Remixd

- Once remixd is up, go to Remix IDE, click on 'Connect to Localhost' from home tab



Remixd

- Shared project will be loaded under 'localhost' workspace



Smart Contract Compilation



Smart Contract Compilation

Remix connects to Frameworks!

- **Remix's Solidity Compiler:** enables compilation for other frameworks along with Remix
- The supported frameworks are **Truffle & Hardhat**



Smart Contract Compilation

- When a Truffle project is shared using Remixd
- Starts a Truffle specific action listener a different port
- Truffle should be installed locally on the system along with it its dependencies

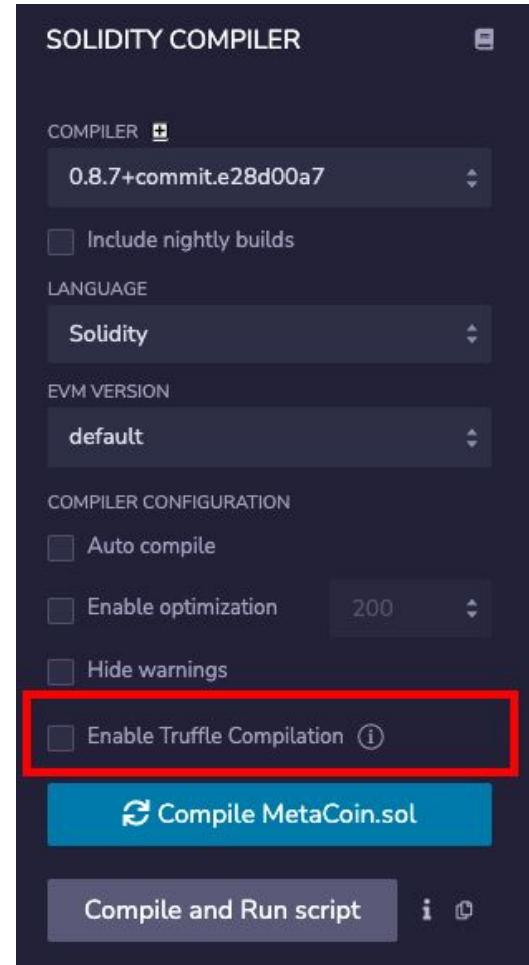
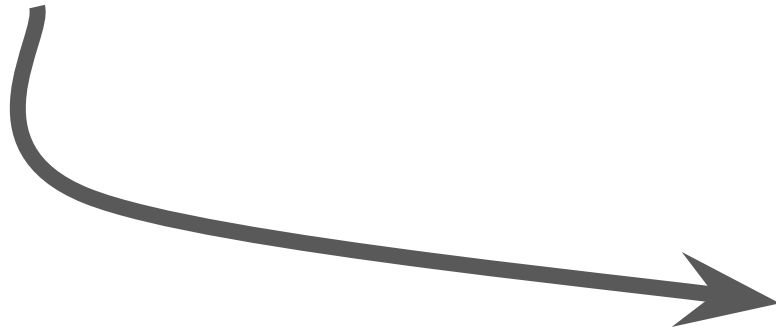
```
[INFO] you are using the latest version 0.6.0
[WARN] You can only connect to remixd from one of the supported origins.
[WARN] Any application that runs on your computer can potentially read from and write to all files in the directory.
[WARN] Symbolic links are not forwarded to Remix IDE

[INFO] Sat Apr 16 2022 17:59:45 GMT+0530 (India Standard Time) remixd is listening on 127.0.0.1:65520
[INFO] Sat Apr 16 2022 17:59:45 GMT+0530 (India Standard Time) remixd is listening on 127.0.0.1:65520
[INFO] Sat Apr 16 2022 17:59:45 GMT+0530 (India Standard Time) truffle is listening on 127.0.0.1:65524
```



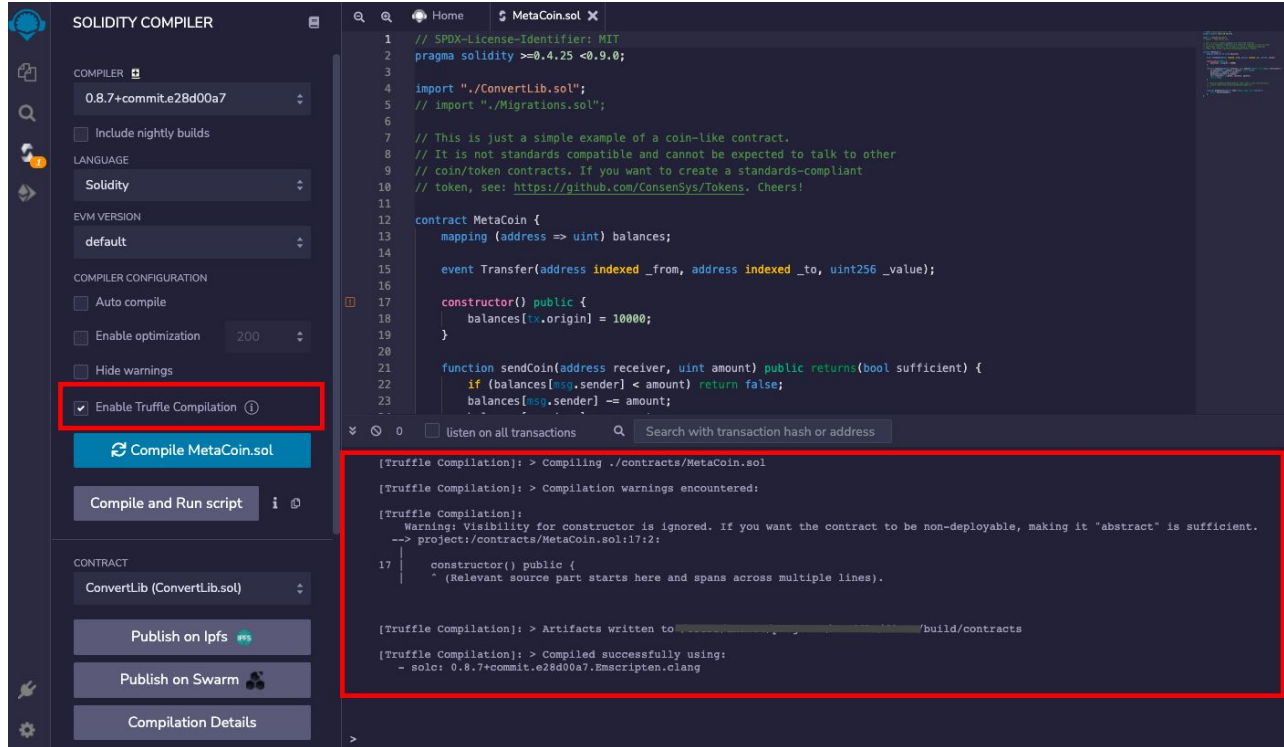
Smart Contract Compilation

- Solidity Compiler plugin will show an additional checkbox labelled as **'Enable Truffle Compilation'**
- Check the box and click the Compile button



Smart Contract Compilation

- Performs compilation for both Remix and Truffle
- Shows progress, result, warning or errors on Remix Terminal



The screenshot displays the Remix IDE interface. On the left, the 'SOLIDITY COMPILER' sidebar is visible. The 'COMPILER' dropdown is set to '0.8.7+commit.e28d00a7'. The 'LANGUAGE' is 'Solidity' and the 'EVM VERSION' is 'default'. Under 'COMPILER CONFIGURATION', the 'Enable Truffle Compilation' checkbox is checked and highlighted with a red box. Below this, the 'Compile MetaCoin.sol' button is visible. The main editor shows the 'MetaCoin.sol' file with Solidity code. The bottom terminal window, also highlighted with a red box, displays the output of the Truffle compilation process:

```
[Truffle Compilation]: > Compiling ./contracts/MetaCoin.sol
[Truffle Compilation]: > Compilation warnings encountered:
[Truffle Compilation]:
Warning: Visibility for constructor is ignored. If you want the contract to be non-deployable, making it "abstract" is sufficient.
--> project:/contracts/MetaCoin.sol:17:2:
17 |     constructor() public {
    |     ^ (Relevant source part starts here and spans across multiple lines).

[Truffle Compilation]: > Artifacts written to /build/contracts
[Truffle Compilation]: > Compiled successfully using:
- solc: 0.8.7+commit.e28d00a7.Emscripten.clang
```



Smart Contract Compilation

- Similarly, when a Hardhat project is shared using Remixd
- Remixd starts a Hardhat specific action listener
- Hardhat should be installed along with its dependencies

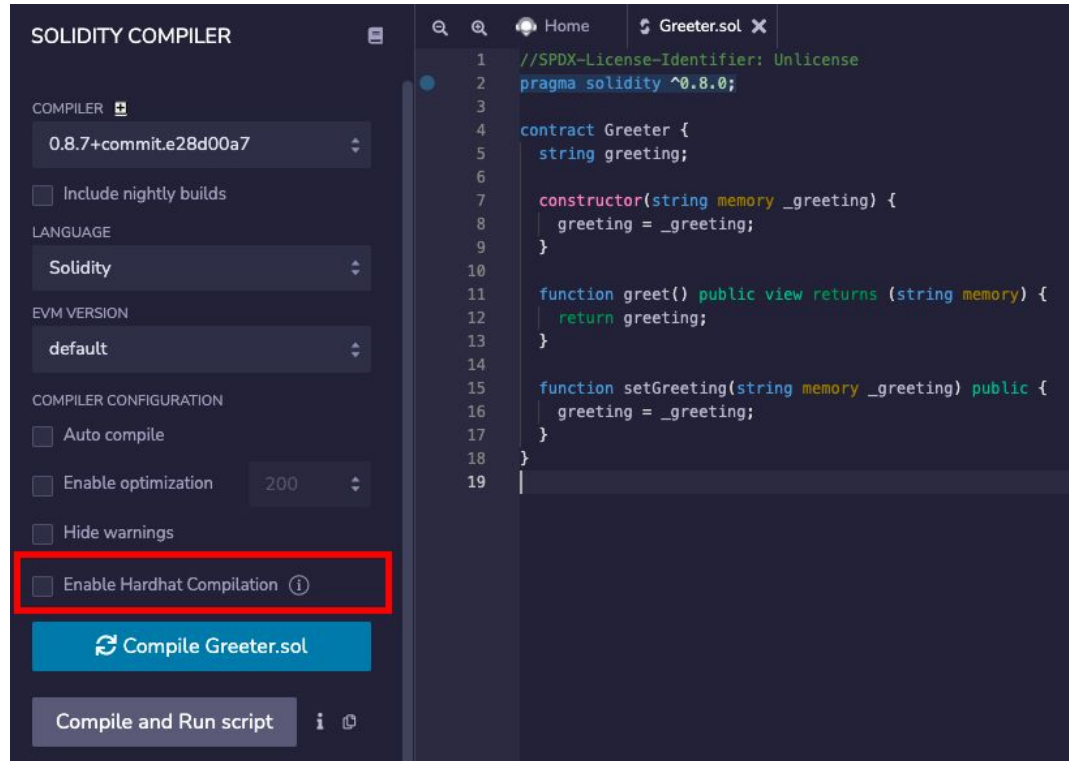
```
[INFO] you are using the latest version 0.6.0
[WARN] You can only connect to remixd from one of the supported origins.
[WARN] Any application that runs on your computer can potentially read from and write to all files in the directory.
[WARN] Symbolic links are not forwarded to Remix IDE

[INFO] Sat Apr 16 2022 18:50:14 GMT+0530 (India Standard Time) remixd is listening on 127.0.0.1:65520
[INFO] Sat Apr 16 2022 18:50:14 GMT+0530 (India Standard Time) whicher is listening on 127.0.0.1:65520
[INFO] Sat Apr 16 2022 18:50:14 GMT+0530 (India Standard Time) hardhat is listening on 127.0.0.1:65522
```





Smart Contract Compilation

- 'Solidity Compiler' plugin will show a checkbox labelled as '**Enable Hardhat Compilation**'
- Check the box and click on Compile button




SOLIDITY COMPILER

COMPILER 


0.8.7+commit.e28d00a7 

☐ Include nightly builds

LANGUAGE


Solidity 

EVM VERSION


default 


COMPILER CONFIGURATION



☐ Auto compile

☐ Enable optimization 200 

☐ Hide warnings

☒ Enable Hardhat Compilation 

 Compile Greeter.sol

Compile and Run script  

```
1 //SPDX-License-Identifier: Unlicense
2 pragma solidity ^0.8.0;
3
4 contract Greeter {
5     string greeting;
6
7     constructor(string memory _greeting) {
8         greeting = _greeting;
9     }
10
11     function greet() public view returns (string memory) {
12         return greeting;
13     }
14
15     function setGreeting(string memory _greeting) public {
16         greeting = _greeting;
17     }
18 }
19
```



Smart Contract Compilation

- Compilation will be performed for both Remix and Hardhat
- Compilation for Hardhat will be done **with the configuration set in 'Solidity Compiler' Plugin**
- Remix terminal will show the progress and result

The screenshot displays the Solidity Compiler interface in the Remix IDE. On the left, the 'SOLIDITY COMPILER' sidebar shows the compiler version set to '0.8.7+commit.e28d00a7'. Under 'COMPILER CONFIGURATION', the 'Enable Hardhat Compilation' checkbox is checked and highlighted with a red box. Below this, the 'Compile Greeter.sol' button is visible. The main editor area shows the Solidity code for a 'Greeter' contract. At the bottom, the terminal window shows the output of the compilation process, which is also highlighted with a red box. The output includes a warning about Solidity 0.8.7 not being fully supported yet, followed by the successful compilation message.

```
//SPDX-License-Identifier: Unlicense
pragma solidity ^0.8.0;

contract Greeter {
    string greeting;

    constructor(string memory _greeting) {
        greeting = _greeting;
    }

    function greet() public view returns (string memory) {
        return greeting;
    }

    function setGreeting(string memory _greeting) public {
        greeting = _greeting;
    }
}
```

remix

Type the library name to see available commands.

[Hardhat Compilation]: Solidity 0.8.7 is not fully supported yet. You can still use Hardhat, but some features, like stack traces, might not work correctly.

Learn more at <https://hardhat.org/reference/solidity-support>

[Hardhat Compilation]: Compiling 1 file with 0.8.7

[Hardhat Compilation]: Compilation finished successfully



Smart Contract Static Analysis

Remix connects to Slither



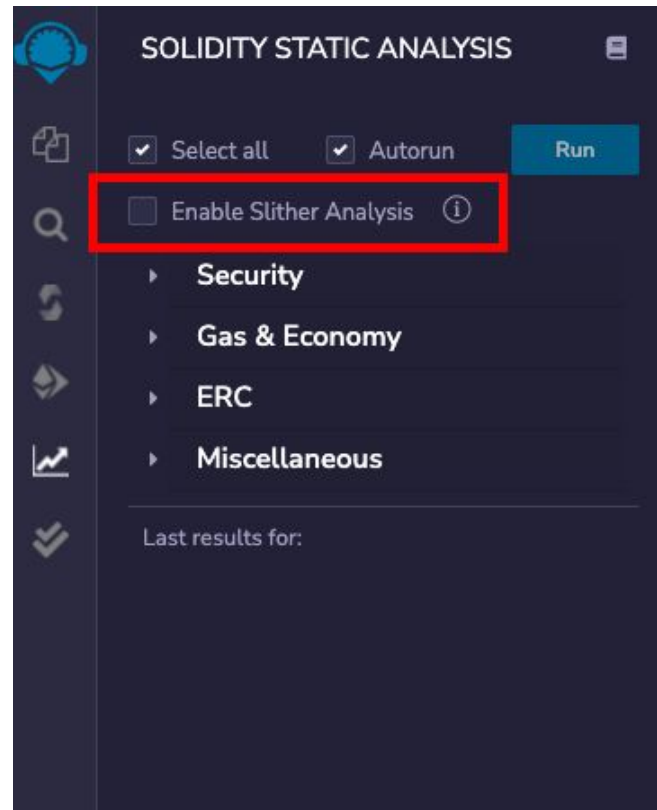
Smart Contract Static Analysis

- **Solidity Static Analysis:** Remix IDE's plugin performs smart contract static analysis for Remix and...
- **Slither**
- Remixd starts a Slither specific action listener for each project
- Slither should be installed along with its dependencies

```
[INFO] you are using the latest version 0.6.0
[WARN] You can only connect to remixd from one of the supported origins.
[WARN] Any application that runs on your computer can potentially read from and write to all files in the directory.
[WARN] Symbolic links are not forwarded to Remix IDE
[INFO] Sat Apr 16 2022 20:43:57 GMT+0530 (India Standard Time) remixd is listening on 127.0.0.1:85523
[INFO] Sat Apr 16 2022 20:43:57 GMT+0530 (India Standard Time) slither is listening on 127.0.0.1:65523
[INFO] Sat Apr 16 2022 20:43:57 GMT+0530 (India Standard Time) hardhat is listening on 127.0.0.1:45523
```

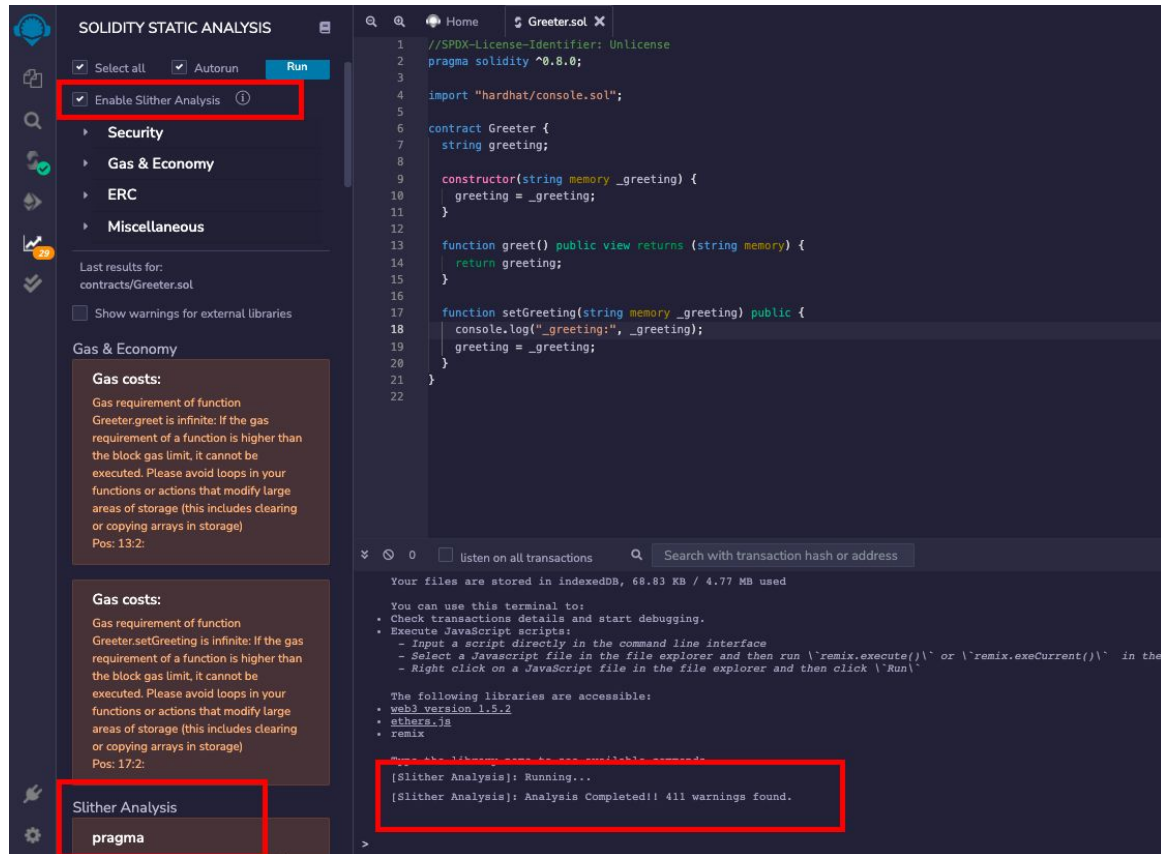
Smart Contract Static Analysis

- Solidity Static Analysis plugin will show an additional checkbox labelled as 'Enable Slither Analysis'
- Check this box to run the analysis for Slither along with Remix's static analysis.



Smart Contract Static Analysis

- Performs analysis by both Remix and Slither
- Shows the progress in Remix terminal
- Uses compiler configuration from 'Solidity Compiler' plugin
- Saves Slither analysis report



Smart Contract Static Analysis

- Uncheck `Select all` checkbox to see only the Slither results

The screenshot shows the 'SOLIDITY STATIC ANALYSIS' interface. On the left sidebar, the 'Select all' checkbox is unchecked (highlighted with a red box), and the 'Slither Analysis' section is expanded (also highlighted with a red box). The 'Slither Analysis' results show a warning about different versions of Solidity being used. The main editor displays the code for 'Greeter.sol', and the bottom console shows the output of the Slither analysis.

SOLIDITY STATIC ANALYSIS

☐ Select all ☒ Autorun **Run**

☒ Enable Slither Analysis ⓘ

- Security
- Gas & Economy
- ERC
- Miscellaneous

Last results for:
contracts/Greeter.sol

☐ Show warnings for external libraries

Slither Analysis

pragma

Different versions of Solidity is used: -
Version used: ['>=0.4.22<0.9.0', '^0.8.0']
- ^0.8.0
(.deps/hpm/@openzeppelin/contracts/token/ERC
- ^0.8.0
(.deps/hpm/@openzeppelin/contracts/token/ERC
- ^0.8.0
(.deps/hpm/@openzeppelin/contracts/token/ERC
- ^0.8.0
(.deps/hpm/@openzeppelin/contracts/Utils/Cont
- >=0.4.22<0.9.0
(node_modules/hardhat/console.sol#2) -
^0.8.0 (contracts/Greeter.sol#2) - ^0.8.0
(contracts/Greeter2.sol#2)
Pos: not available

```
//SPDX-License-Identifier: Unlicense
pragma solidity ^0.8.0;

import "hardhat/console.sol";

contract Greeter {
    string greeting;

    constructor(string memory _greeting) {
        greeting = _greeting;
    }

    function greet() public view returns (string memory) {
        return greeting;
    }

    function setGreeting(string memory _greeting) public {
        console.log("_greeting:", _greeting);
        greeting = _greeting;
    }
}
```

0 ☐ listen on all transactions Search with transaction hash or address

remix

Type the library name to see available commands.

[Slither Analysis]: Running...

[Slither Analysis]: Analysis Completed!! 411 warnings found.

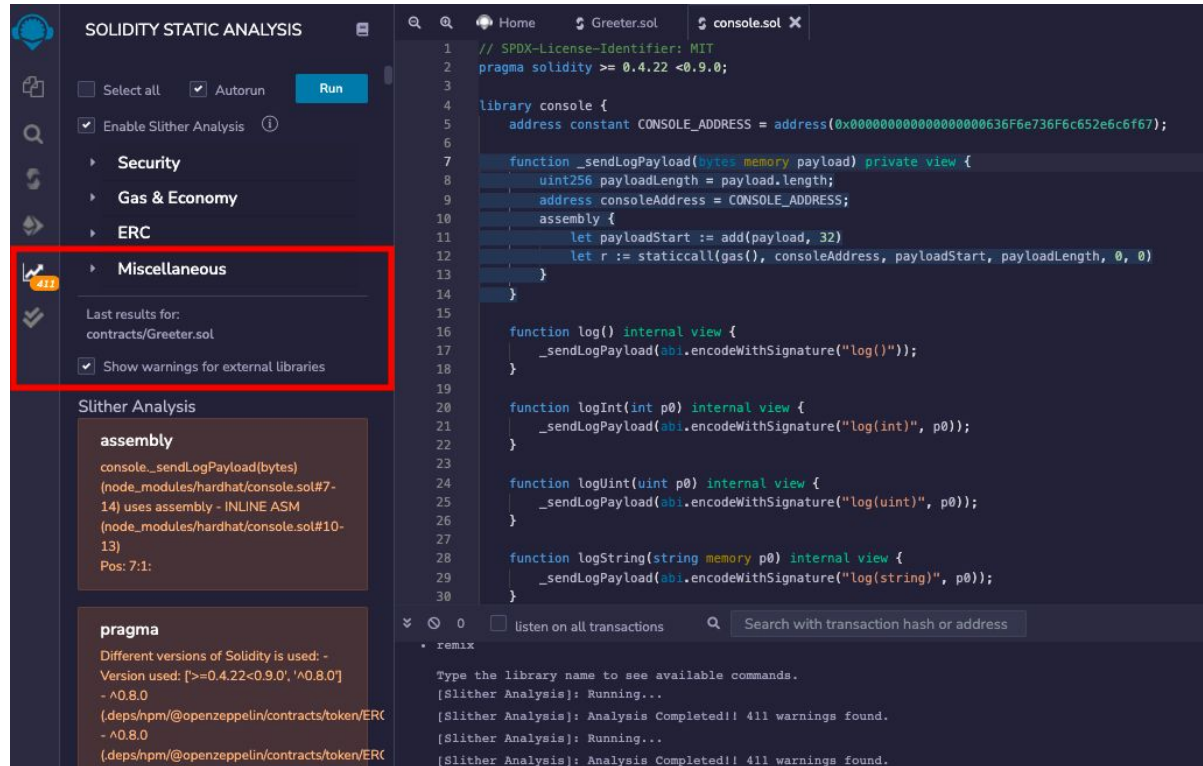
[Slither Analysis]: Running...

[Slither Analysis]: Analysis Completed!! 411 warnings found.



Smart Contract Static Analysis

- By default, it doesn't show warnings for externally imported libraries
- Select the checkbox labelled as 'Show warnings for external libraries' to see them
- Click on a warning to see its related source code position, if available



The screenshot displays the Solidity Static Analysis tool interface. On the left, the 'SOLIDITY STATIC ANALYSIS' sidebar shows a list of categories: Security, Gas & Economy, ERC, and Miscellaneous. The 'Miscellaneous' category is selected, and the checkbox 'Show warnings for external libraries' is checked. Below this, the 'Slither Analysis' section shows results for the 'assembly' and 'pragma' sections. The 'assembly' section indicates that the code uses assembly - INLINE ASM and provides a warning at position 7:1. The 'pragma' section indicates that different versions of Solidity are used and provides a warning at position 7:1. On the right, the source code of the 'console.sol' file is displayed, showing the SPDX license identifier, the Solidity version pragma, and the library definition for 'console'.

```
// SPDX-License-Identifier: MIT
pragma solidity >= 0.4.22 <0.9.0;

library console {
    address constant CONSOLE_ADDRESS = address(0x0000000000000000000000000000000000000000000000000000000000000000);

    function _sendLogPayload(bytes memory payload) private view {
        uint256 payloadLength = payload.length;
        address consoleAddress = CONSOLE_ADDRESS;
        assembly {
            let payloadStart := add(payload, 32)
            let r := staticcall(gas(), consoleAddress, payloadStart, payloadLength, 0, 0)
        }
    }

    function log() internal view {
        _sendLogPayload(abi.encodeWithSignature("log()"));
    }

    function logInt(int p0) internal view {
        _sendLogPayload(abi.encodeWithSignature("log(int)", p0));
    }

    function logUint(uint p0) internal view {
        _sendLogPayload(abi.encodeWithSignature("log(uint)", p0));
    }

    function logString(string memory p0) internal view {
        _sendLogPayload(abi.encodeWithSignature("log(string)", p0));
    }
}
```



Smart Contract Unit Testing

Test with Solidity or JS



Smart Contract Unit Testing

- Remix allows execution of unit tests in both Solidity and JS
- **Solidity Unit Testing:** A Remix IDE plugin which allows to run unit tests written in Solidity

SOLIDITY UNIT TESTING

Test your smart contract in Solidity.

Select directory to load and generate test files.

Test directory:

tests Create

Generate How to use...

Run Stop

☒ Select all

☒ tests/Ballot_test.sol

PASS BallotTest (tests/Ballot_test.sol)

✓ Check winning proposal

✓ Check winnin proposal with return value

Result for tests/Ballot_test.sol

Passed: 2

Failed: 0

Time Taken: 0.64s

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.7.0 <0.9.0;
4 import "remix_tests.sol"; // this import is automatically injected by Remix.
5 import "hardhat/console.sol";
6 import "../contracts/3_Ballot.sol";
7
8 contract BallotTest {
9
10     bytes32[] proposalNames;
11
12     Ballot ballotToTest;
13     function beforeAll () public {
14         proposalNames.push(bytes32("candidate1"));
15         ballotToTest = new Ballot(proposalNames);
16     }
17
18     function checkWinningProposal () public {
19         console.log("Running checkWinningProposal");
20         ballotToTest.vote(0);
21         Assert.equal(ballotToTest.winningProposal(), uint(0), "proposal at index 0 should be the winning proposal");
22         Assert.equal(ballotToTest.winnerName(), bytes32("candidate1"), "candidate1 should be the winner name");
23     }
24
25     function checkWinninProposalWithReturnValue () public view returns (bool) {
26         return ballotToTest.winningProposal() == 0;
27     }
28 }
29
```

0 ☐ listen on all transactions Search with transaction hash or address

Type the library name to see available commands.

check winning proposal:

Running checkWinningProposal



Smart Contract Unit Testing

- **JS Unit Testing:** Remix supports tests written with **Chai** & executed by **Mocha**
- Put the js tests in a normal js file and run the script
- **Tests from a Hardhat project can be also run** with Remix as it supports hardhat-ethers

```
1 // Right-click on the script above and hit "Run" to execute
2 const { expect } = require("chai");
3 const { ethers } = require("hardhat");
4
5 describe("Storage", function () {
6   it("test initial value", async function () {
7     const Storage = await ethers.getContractFactory("Storage");
8     const storage = await Storage.deploy();
9     await storage.deployed();
10    console.log('storage deployed at:' + storage.address)
11    expect((await storage.retrieve()).toNumber()).to.equal(0);
12  });
13   it("test updating and retrieving updated value", async function () {
14     const Storage = await ethers.getContractFactory("Storage");
15     const storage = await Storage.deploy();
16     await storage.deployed();
17     const storage2 = await ethers.getContractAt("Storage", storage.address);
18     const setValue = await storage2.store(56);
19     await setValue.wait();
20     expect((await storage2.retrieve()).toNumber()).to.equal(56);
21   });
22 });
```

running tests/storage.test.js ...
Running tests....
Storage
storage deployed at:0xd9145CCE52D386f254917e481eB44e9943F39138
✓ test initial value (560 ms)
✓ test updating and retrieving updated value (512 ms)
2 passing, 0 failing (1081 ms)

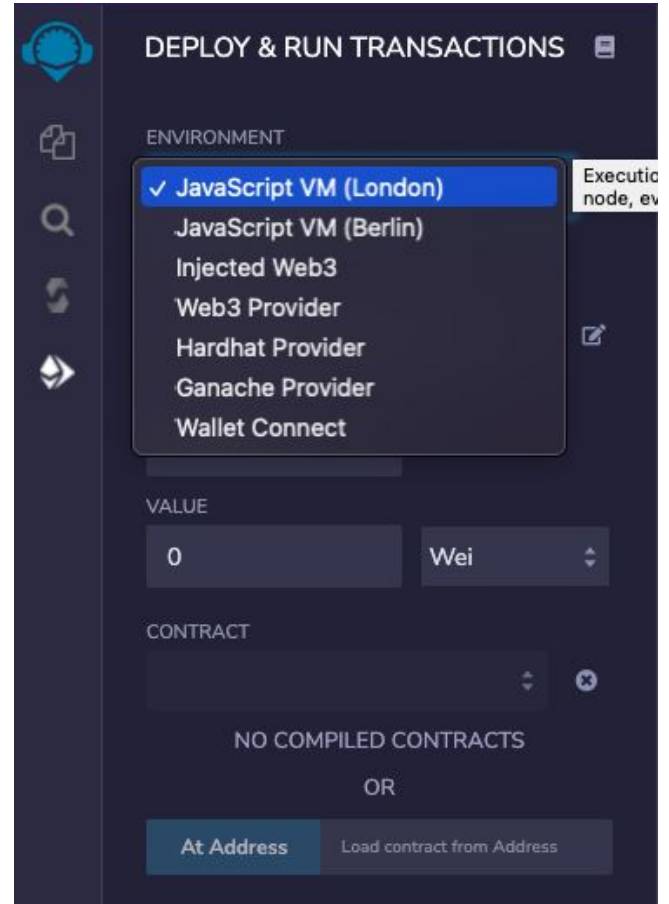
Smart Contract Deployment

Deploy where you like



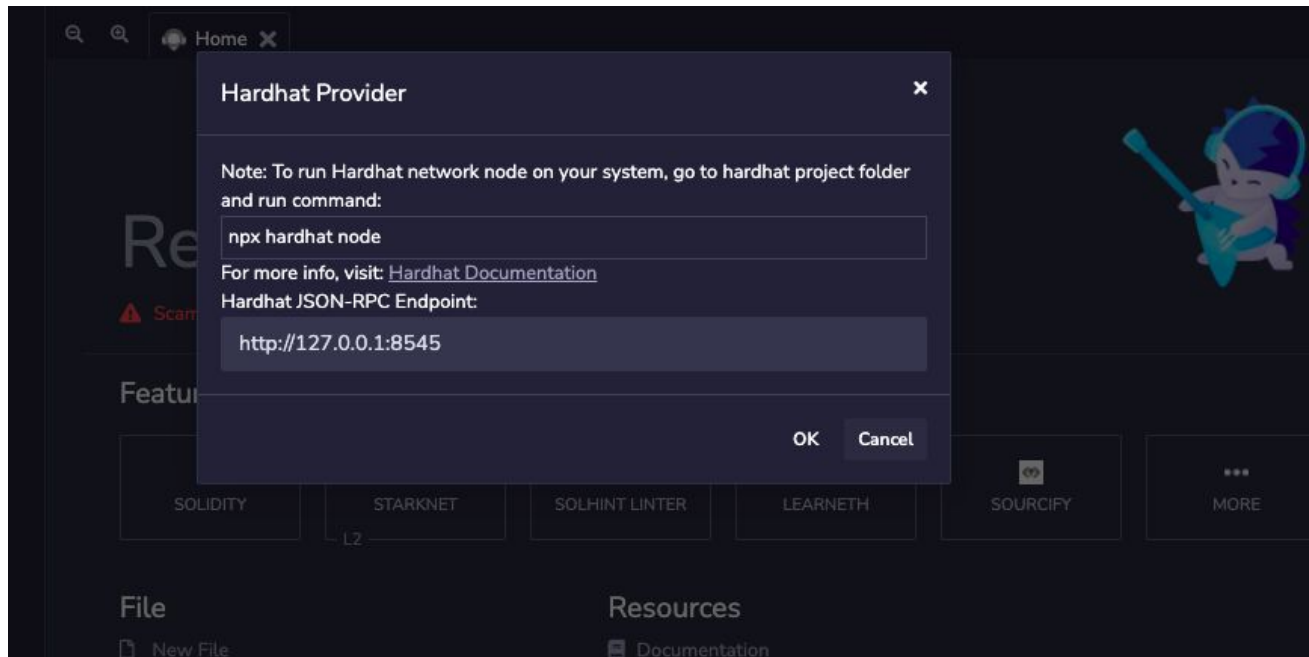
Smart Contract Deployment

- **Deploy & Run Transactions:** A Remix IDE plugin which allows to deploy a smart contract on different environments



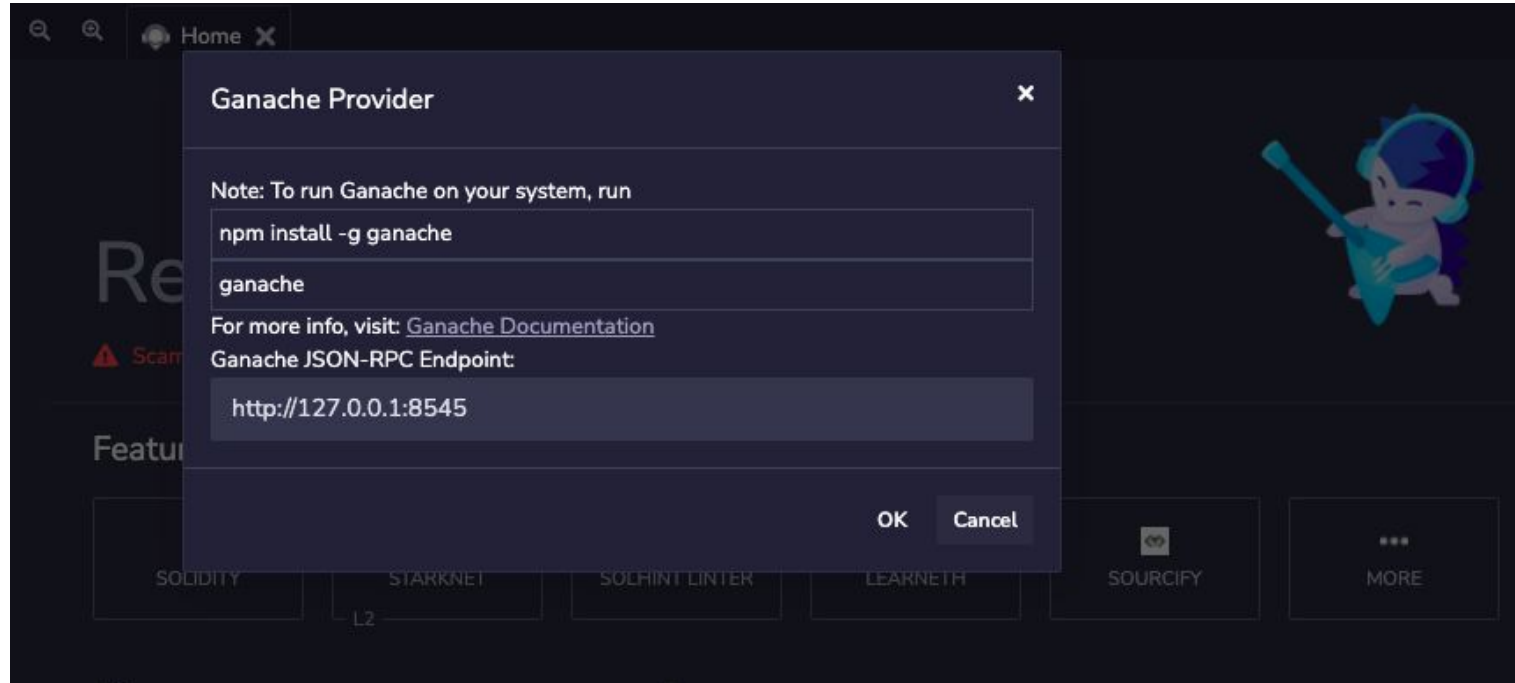
Smart Contract Deployment

- For a Hardhat project, select `Hardhat provider` as environment.
- Connect your local Hardhat node & Deploy contract
- Interact with the deployed contract through Remix Interface



Smart Contract Deployment

- Similarly, for a Truffle project, select `Ganache provider` to connect the Ganache
- Deploy & Interact with the contract through Remix Interface



Make it a DApp...

(quick draft of a DApp)





One Click DApp

- Once a contract is deployed, it can be quickly shared with others as a DApp by using the 'One Click DApp' plugin

The screenshot displays the 'ONE CLICK DAPP' interface. On the left sidebar, under 'Let's make it Persistent', there are sections for 'Available Contracts' (with 'Owner' and 'console' selected), 'Name' (set to 'Owner'), and 'Deployed Address' (0xd9145CCE52D386f254917e481eB44e9). A 'Generate Dapp' button is present. Below, 'Your Dapps:' shows a list with 'Owner' (4 Functions) and a link 'oneclickdapp.com/join-cola', which is highlighted with a red box. The main area shows a Solidity code editor for '2_Owner.sol' with the following code:



```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.7.0 <0.9.0;
4
5 import "hardhat/console.sol";
6
7 /**
8  * @title Owner
9  * @dev Set & change owner
10  */
11 contract Owner {
12
13     address private owner;
14
15     // event for EVM logging
16     event OwnerSet(address indexed oldOwner, address indexed newOwner);
17
18     // modifier to check if caller is owner
19     modifier isOwner() {
20         // If the first argument of 'require' evaluates to 'false', execution terminates and all
21         // changes to the state and to Ether balances are reverted.
22         // This used to consume all gas in old EVM versions, but not anymore.
23         // It is often a good idea to use 'require' to check if functions are called correctly.
24         // As a second argument, you can also provide an explanation about what went wrong.
25         require(msg.sender == owner, "Caller is not owner");
26     }
27
28     /**
29     * @dev Set contract deployer as owner
30     */
31 }
```

One Click DApp



Version 2 is here! This is an alpha release - please be careful.

Owner

 unknown  Created 19 April 2022

Contract	0xd9145CCE52D386f254917e481eB44e9943F39138
ABI	changeOwner, getOwner, ...


Read


Write


getOwner

getOwner

Choose your wallet

 Connect Metamask

 Connect Coinbase Wallet

 Connect Mobile Wallet

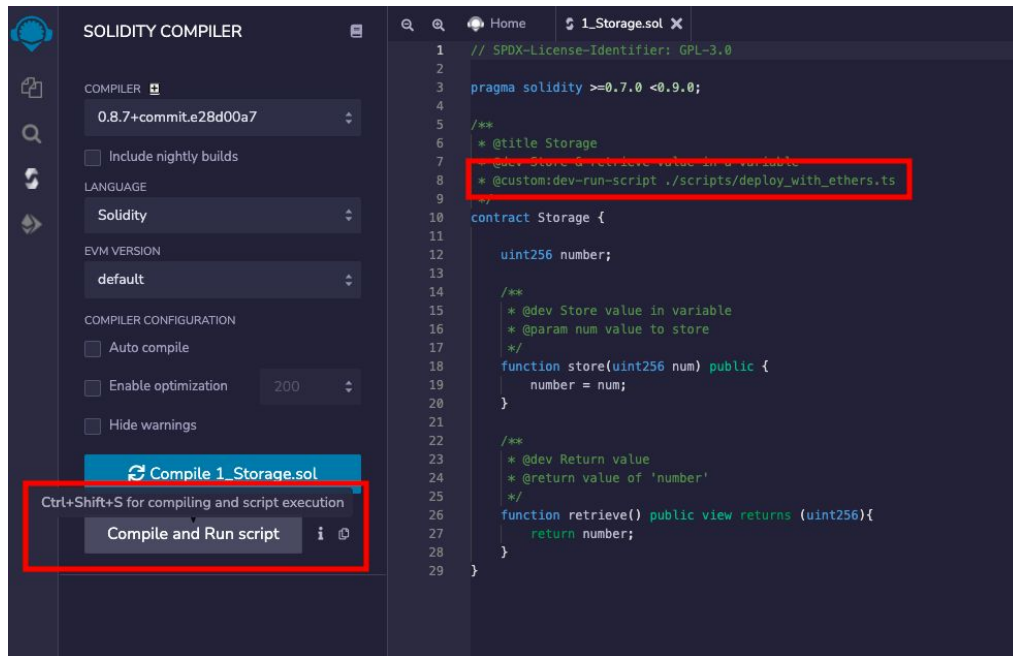
Let's mix it...

Bind a custom script to contract compilation



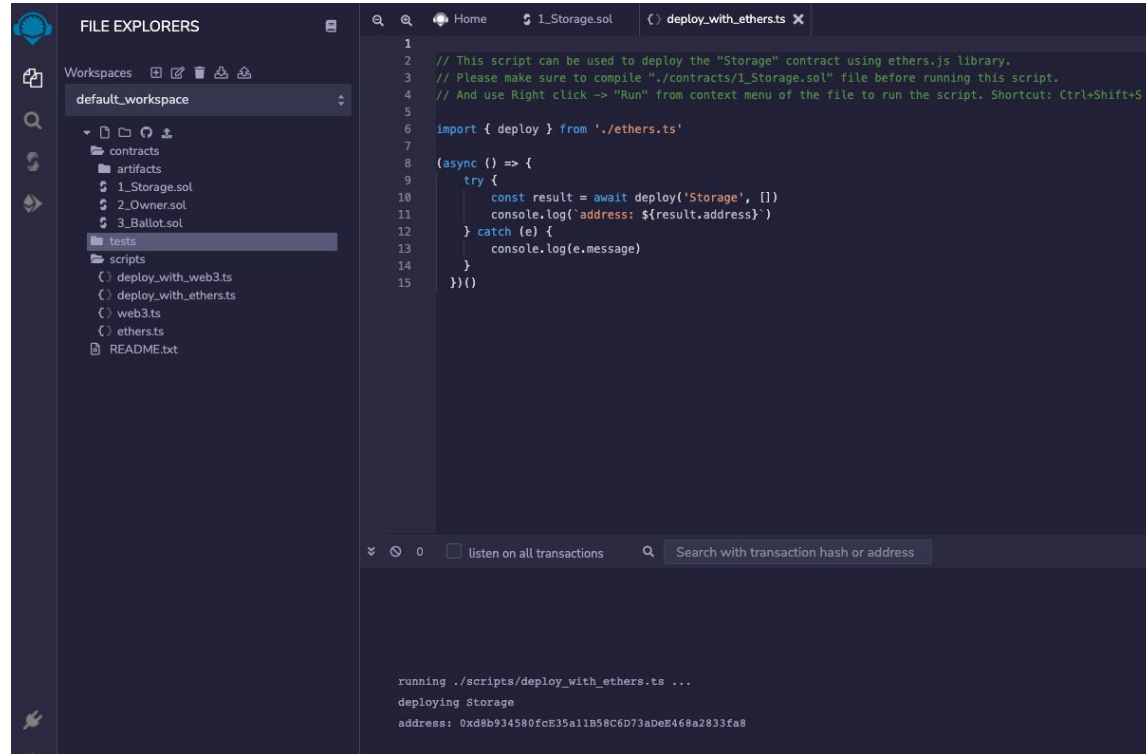
In one shot, compile then run a script

- In the contract, the script is specified using the Natspec tag i.e. **@custom:dev-run-script** with the script's location
- Click the 'Compile and Run script' button or just use keyboard shortcut: **CTRL + SHIFT + S**



Compile & Run Script

- A script contains actions:
 - e.g. deploy a contract, run the js unit tests or anything else



The screenshot shows the Visual Studio Code editor interface. On the left, the 'FILE EXPLORERS' sidebar displays a project structure with a 'default_workspace' containing folders for 'contracts', 'artifacts', 'tests', and 'scripts'. The 'scripts' folder is expanded, showing files like 'deploy_with_web3.ts', 'deploy_with_ethers.ts', 'web3.ts', and 'ethers.ts'. The main editor window is open to 'deploy_with_ethers.ts', which contains the following TypeScript code:

```
1
2 // This script can be used to deploy the "Storage" contract using ethers.js library.
3 // Please make sure to compile "./contracts/1.Storage.sol" file before running this script.
4 // And use Right click -> "Run" from context menu of the file to run the script. Shortcut: Ctrl+Shift+S
5
6 import { deploy } from './ethers.ts'
7
8 (async () => {
9   try {
10     const result = await deploy('Storage', [])
11     console.log(`address: ${result.address}`)
12   } catch (e) {
13     console.log(e.message)
14   }
15 })()
```

At the bottom of the editor, a terminal window shows the output of running the script:

```
running ./scripts/deploy_with_ethers.ts ...
deploying Storage
address: 0xd8b934580fcE35a11B58C6D73aDeE468a2833fa8
```



What's next

More integrations from the ecosystem:

- Foundry
- Brownie
- More static analysis tools
-

Any feedback or suggestions are always welcome.





Thanks

Aniket @AniketEngg



Remix Project

Github: [ethereum/remix-project](https://github.com/ethereum/remix-project)

Gitter: [ethereum/remix](https://gitter.im/ethereum/remix)

Twitter: [@EthereumRemix](https://twitter.com/EthereumRemix)

Medium: medium.com/remix-ide