



Dan-Nolan init

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116 lines (83 loc) · 2.42 KB

Preview

Code

Blame

Raw



marp

true

# Calldata (how to target functions!)

- its helpful to remember that Solidity's job is to compile contracts to bytecode
- Solidity doesnt know about the chain its deployed on
- if you tell solidity to call an address with calldata, it will do that
- you do this with both the high-level and low-level syntax

## High Level Syntax

First off, the high level syntax for message calls targetting functions:

```
contract A {  
    uint sum;  
    function storeSum(address b) external {  
        sum = B(b).add(5, 10);  
    }  
}  
  
contract B {  
    function add(uint x, uint y) external returns(uint) {  
        return x + y;  
    }  
}
```



## Same thing

---

The argument is an address either way:

```
function storeSum(B b) external {  
    sum = b.add(5, 10);  
}
```



Or:

```
function storeSum(address b) external {  
    sum = B(b).add(5, 10);  
}
```



## Also, interfaces

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The argument is an address either way:

```
contract A {  
    uint sum;  
    function storeSum(B b) external {  
        sum = b.add(5, 10);  
    }  
}  
  
interface B {  
    function add(uint, uint) external returns(uint);  
}
```



👉 this is a message call, you are defining calldata

## Low Level Syntax

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Ok, so how about the low-level way?

```
contract A {  
    uint sum;  
    function storeSum(address b) external {  
        (bool success, bytes memory returnData) =  
            b.call(abi.encodeWithSignature("add(uint256,uint256)", 5, 10));  
    }  
}
```



```

        sum = abi.decode(returnData, (uint));
        require(success);
    }
}

contract B {
    function add(uint x, uint y) external pure returns(uint) {
        return x + y;
    }
}

```

## EncodeWithSignature Breakdown

What is `abi.encodeWithSignature` doing? It is combining:

- first 4 bytes of the keccak256 of the `add` method - `0x771602f7`
- the first argument as a uint256 -  
`0x0005`
- the second argument as a uint256 -  
`0x000a`

Final calldata:

```

0x771602f7000000000000000000000000000000000000000000000000000000050
000000000000000000000000000000000000000000000000000000000000000a

```

## Sending Calldata

Regardless of which syntax you use, solidity is compiling a contract to send some calldata

```

0x771602f7000000000000000000000000000000000000000000000000000000050
000000000000000000000000000000000000000000000000000000000000000a

```

to some address.



It's up to you, as a developer, to make sure that contract responds to that calldata.