



Bingen Eguzkitza 🤾 🕕 @bingentxu · 6h

After so long I finally got my hands dirty with @BrownieEth ... and my first impression is that I love it! Everything feels so natural and clean, and the documentation is so good!

All I had read about it seems to be true, so far it's even surpassing my expectations.



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 \triangle



Sam Werner @samwern

Replying to @bingentxu and @BrownieEth

Having gotten used to Brownie and everything about it, reading this makes me appreciate everything once more Best thing about it: you don't have to go back to something else.

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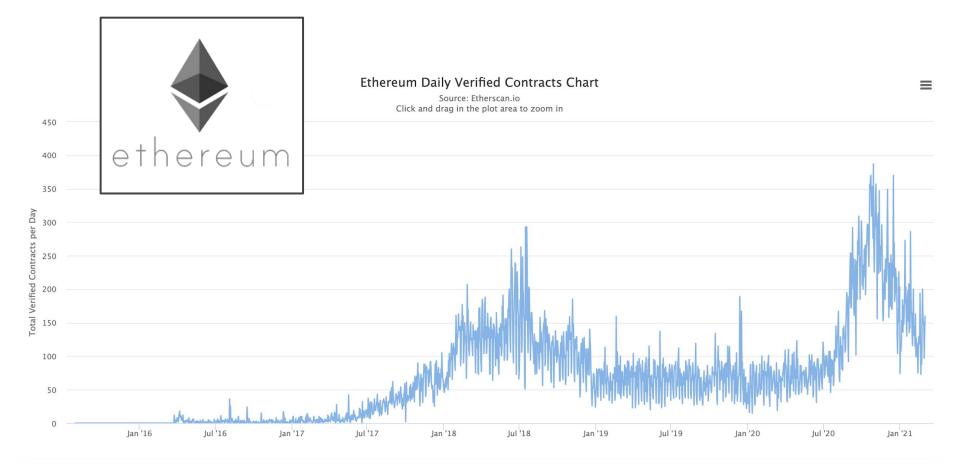
















Solidity

Vyper

2018

Launched

2014

Python

Inspiration
Turing-Complete

Yes

Java

No

Remix

```
Q Q PHome
                                                          BusStation.sol
                                   8
FILE EXPLORERS
                                               bragma solidity 0.5.17;
-browser 🖺 🗀 🗘 🏖
 github
                                               contract BusStation {
 artifacts
                                                   /* ==== Variables ==== */
 tests
 1_Storage.sol
                                                   mapping(address => uint256) public _seats;
 2_Owner.sol
                                                   bool _bus_has_left;
 3_Ballot.sol
                                                   uint256 _ticketTotal:
 P ArcadeTokenSale_stu_v1.sol
                                                   uint256 _min_value;
                                                   address payable _destination;
 P ArcadeTokenMintable_stu_v2.sol
 Fi Erc721ArtToken.sol
                                                   /* ==== Events ===== */
 CryptoFax.sol
                                                   event TicketPurchased(address indexed _from, uint _value);
 [] ICryptoRight.sol
                                                   event BusDeparts(uint _value);
 CryptoRight.sol
                                                   /* ==== Constructor ===== */
 P MartianAuction.sol
                                                   constructor(
 P MartianMarket.sol
                                                       address payable destination,
 MultiReward.sol
                                                       uint256 min_value
                                                   ) public {
                                                        _bus_has_left = false;
                                                        _min_value = min_value;
                                                        _destination = destination;
                                                   /* ==== Views ===== */
                                                   function ticketTotal() public view returns(uint256) {
                                                       return _ticketTotal;
                                                   function hasBusLeft() public view returns(bool) {
                                                      return _bus_has_left;
```





Brownie

Smart Contract Development Framework

- Deployment
- Interaction
- Debugging
- Testing





Deployment

Local, live, or forked

```
brownie networks list
Brownie v1.13.0 - Python development framework for Ethereum
The following networks are declared:
Ethereum
   -Mainnet (Infura): mainnet
   Ropsten (Infura): ropsten
   -Rinkeby (Infura): rinkeby
   -Goerli (Infura): goerli
   -Kovan (Infura): kovan
Ethereum Classic
   -Mainnet: etc
   -Kotti: kotti
Development
    -Ganache-CLI: development
   Ganache-CLI (Mainnet Fork): mainnet-fork
   forkedmain: forkedmain
        life/poolparty/git/bus-station 6 P master ?7
```



Interaction

Built in console

```
brownie console
Brownie v1.13.0 - Python development framework for Ethereum
Compiling contracts...
 Solc version: 0.5.17
 Optimizer: Enabled Runs: 200
 EVM Version: Istanbul
Generating build data...
 Address
 - IERC20
  - Math

    MultiRewards

 - Owned

    Pausable

    ReentrancyGuard

 - SafeERC20
 SafeMath
MultiRewardsProject is the active project.
Launching 'ganache-cli --accounts 10 --hardfork istanbul --gasLimit 12000000 --mnemonic brownie --port 8545'..
Brownie environment is ready.
>>> tx = chain.mine(timedelta=60)
>>> chain revert
           redo
           reset
           sleep
           snapshot
```



Debugging

```
brownie test
Brownie v1.13.0 - Python development framework for Ethereum
Compiling contracts...
 Solc version: 0.8.0
 Optimizer: Enabled Runs: 200
 EVM Version: Istanbul
Generating build data...
- BusStation
     platform darwin -- Python 3.7.7, pytest-6.0.1, py-1.9.0, pluggy-0.13.1
rootdir: /Users/gerrithall/life/poolparty/git/bus-station
plugins: eth-brownie-1.13.0, hypothesis-5.41.3, xdist-1.34.0, web3-5.11.1,
forked-1.3.0
collected 15 items
Launching 'ganache-cli --accounts 10 --hardfork istanbul --gasLimit 1200000
 --mnemonic brownie --port 8545'...
tests/test_BusStation_buyBusTicket.py .....
                                                         [ 40%]
                                                          [ 66%]
tests/test_BusStation_triggerBusRide.py ....
tests/test BusStation withdraw.py .....
                                                         [100%]
 Terminating local RPC client...
```



Testing

Results coverage GUI

```
    opcode Viewer

NFTaggable.sol
                                                                                                     NFTaggable
             Data storage data = t.map[_pointer];
require(data.start <= _start && data.owner == 0x00);
                                                                                                                     opcode
                                                                                                              AND
                                                                                                       480
                                                                                                              PUSH1
             if (data.start < _start) {
    /* new range does not touch start of old range */</pre>
                                                                                                       483
                                                                                                             CALLDATALOAD
                                                                                                             PUSH2
             } else if ( start > 1) {
                                                                                                              JUMP
                  /* new range touches , same owner */
                                                                                                             JUMPDEST
                                                                                                              CALLVALUE
                  start = remove[1].start;
                                                                                                       490
                                                                                                              DUP1
                                                                                                             ISZERO
                                                                                                       491
             if (data.stop > _stop) {
                                                                                                       492
                                                                                                              PUSH<sub>2</sub>
                 _addTagPointers(_tag, _stop, data.stop, 0);
                                                                                                              JUMPI
             } else if (_stop + 1 != 0) {
    _remove[2] = t.map[t.range[_stop]];
                                                                                                       496
                                                                                                              PUSH1
                                                                                                              DUP1
             _addTagPointers(_tag, _start, _stop, 1);
                                                                                                              IUMPDEST
             if (_start < t.start) {
                                                                                                             POP
                 t.start = _start;
                                                                                                       502
                                                                                                              PUSH2
                                                                                                       505
                                                                                                              PUSH2
                                                                                                              JUMP
                  t.stop = _stop;
                                                                                                              JUMPDEST
                                                                                                       510
                                                                                                              PUSH1
             for (uint256 i = 0; i < 3; i++) {
                  if (_remove[i].start == 0) continue;
                                                                                                              DUP1
                                                                                                              MLOAD
                  if (t.map[_pointer].owner != _remove[i].owner) continue;
                                                                                                              SWAP2
                                                                                                       514
                  delete t.map[_pointer];
                                                                                                              DUP3
                                                                                                       516
                                                                                                             MSTORE
                                                                                                             MLOAD
                                                                                                             SWAP1
                                                                                                       518
                                                                                                       519
                                                                                                              DUP2
```

