**Introduction to Foundry Chisel**

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Chisel is one of the 4 components of Foundry alongside forge, cast and anvil. It's a tool that allows users to quickly test the behavior of Solidity code on a local (anvil) or forked network.

Usually, when you want to test a small Solidity code snippet you go to Remix. But why do that when you have what you need right in the terminal of your Foundry project.

Type chisel in your terminal and press Enter.

This opens up a shell that awaits your next command. Call !help to find out more about what commands are available.

Basically, you can simply write solidity in the shell then play around and see how it behaves.

For example:

1. Type uint256 cat = 1;
2. Type cat;

➜ cat

Type: uint256

├ Hex: 0x0000000000000000000000000000000000000000000000000000000000000001

├ Hex (full word): 0x0000000000000000000000000000000000000000000000000000000000000001

└ Decimal: 1

➜

1. Type uint256 dog = 2;
2. Type cat + dog

Type: uint256

├ Hex: 0x0000000000000000000000000000000000000000000000000000000000000003

├ Hex (full word): 0x0000000000000000000000000000000000000000000000000000000000000003

└ Decimal: 3

➜

1. Type uint256 frog = 10;
2. Type require(frog > cat); - If nothing happens it means it passed, now try it the other way
3. Type require(cat > frog);

➜ require(frog > cat);

➜ require(cat > frog);

Traces:

[197] 0xBd770416a3345F91E4B34576cb804a576fa48EB1::run()

└─ ← [Revert] EvmError: Revert

⚒️ Chisel Error: Failed to execute REPL contract!

➜

It reverts!

Press Ctrl + C twice to exit and return to your normal terminal.

To find more about other Chisel functionality, please click [here](https://book.getfoundry.sh/reference/chisel/).