

Solidity Events

- Each Ethereum transaction has attached to it a receipt which contains zero or more log entries.
- They are called **events** in Solidity and Web3, and **logs** in EVM and Yellow Pages.
- Events allow **JavaScript callback functions** that listen for them in the user interface to **update the interface accordingly**.
- Generated events are not accessible from within contracts, not even from the one which has created and emitted them. **They can only be accessed by external actors such as JS.**
- Events are inheritable members of contracts so if you declare an event in an interface or a base contract you don't need to declare it in the derived contracts. **You just emit it!**
- An Event is declared using the **event** keyword and by convention its name starts with an uppercase letter.

```
// declare an Event
```

```
event Transfer(address _to, uint _value);
```

- Events are emitted inside setter functions using emit followed by the name of the event.

```
// emit an Event
```

```
emit Transfer(_to, msg.value);
```