Solidity

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Solidity

A high level object oriented language used to develop smart contracts on the Ethereum blockchain.

Influenced by C++, Python, Javascript

Turing complete language similar to the syntax of Javascript.

Inventor: Gavin Wood → Developed by Christian Reitwiessner

Runs on the Ethereum Virtual Machine (EVM)

Supports several other blockchain platforms such as Tendermint, Counterparty, Ethereum Classic, and ErisDB

Ethereum

Second largest cryptocurrency and the largest smart contract blockchain in the world.

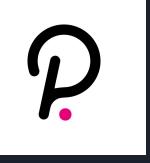
Decentralized open-source platform

Cryptocurrency = Ether



ethereum





Ethereum (pt2)

A platform using utilitzing blockchain technology offering the functionality of smart contracts through the Ethereum Virtual Machine.

Smart contracts are written in high-level languages such as LLL, Serpent, Viper, and Solidity, but then compiled to the EVM.

Blockchain

A Blockchain is a technology combination of cryptography, networking, and incentive mechanism supporting the verification process of the incoming transactions.

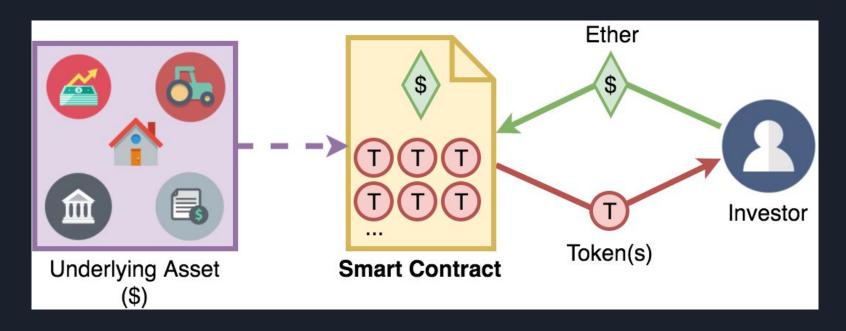
A decentralized and immutable ledger of all transactions that occur on a

network.



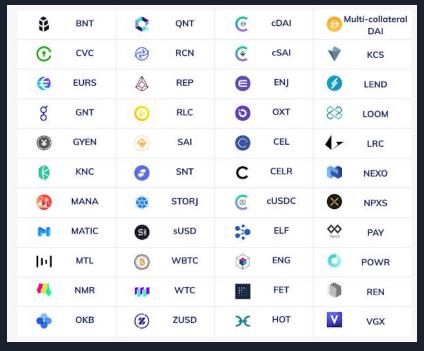
Smart Contract

Code that can be self executed on a blockchain typically used to create an asset or facilitate the transfer of assets



ERC-20

The technical standard that a smart contract must meet to be considered a token



SafeMath

```
contract SafeMath {
   function safeAdd(uint a, uint b) public pure returns (uint c) {
       c = a + b;
       require(c >= a);
   function safeSub(uint a, uint b) public pure returns (uint c) {
       require(b <= a);
       c = a - b;
   function safeMul(uint a, uint b) public pure returns (uint c) {
       c = a * b;
       require(a == 0 | c / a == b);
   function safeDiv(uint a, uint b) public pure returns (uint c) {
       require(b > 0);
       c = a / b;
```

ERC-20 Interface

```
abstract contract ERC20Interface {
   function totalSupply() virtual public view returns (uint);
   function balanceOf(address tokenOwner) virtual public view returns (uint balance);
   function allowance(address tokenOwner, address spender) virtual public view returns (uint remaining);
   function transfer(address to, uint tokens) virtual public returns (bool success);
   function approve(address spender, uint tokens) virtual public returns (bool success);
   function transferFrom(address from, address to, uint tokens) virtual public returns (bool success);
   event Transfer(address indexed from, address indexed to, uint tokens);
   event Approval(address indexed tokenOwner, address indexed spender, uint tokens);
}
```

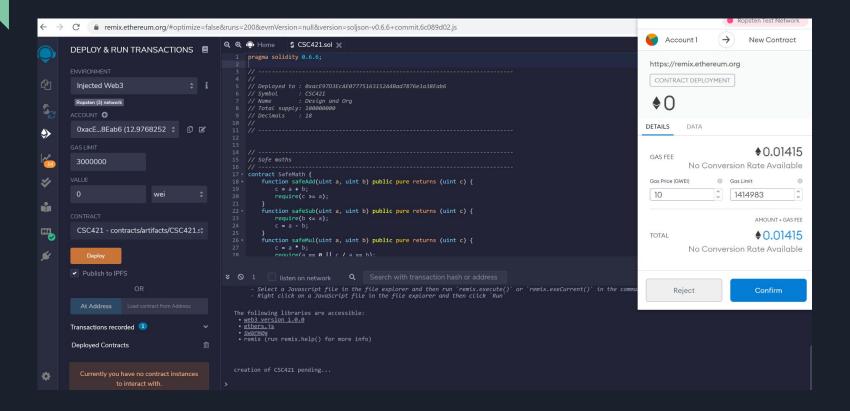
CSC-421 Token

```
contract CSC421 is ERC20Interface, Owned, SafeMath {
    string public symbol;
    string public name;
    uint8 public decimals;
    uint public totalSupply;
   mapping(address => uint) balances;
   mapping(address => mapping(address => uint)) allowed;
```

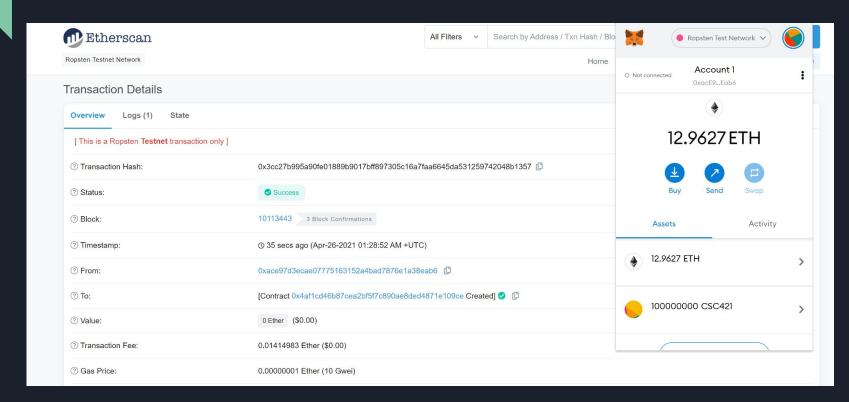
Approve and Transfer

```
function approve(address spender, uint tokens) public override returns (bool success) {
    allowed[msg.sender][spender] = tokens;
    emit Approval(msg.sender, spender, tokens);
   return true;
function transfer(address to, uint tokens) public override returns (bool success) {
    balances[msg.sender] = safeSub(balances[msg.sender], tokens);
    balances[to] = safeAdd(balances[to], tokens);
    emit Transfer(msg.sender, to, tokens);
    return true;
```

Remix IDE



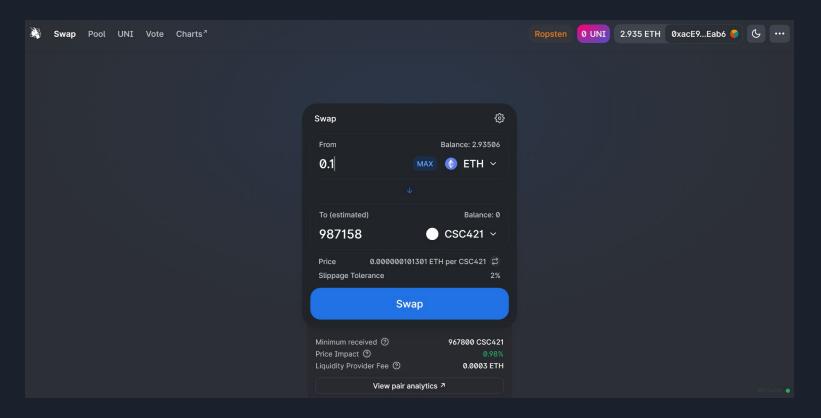
Etherscan



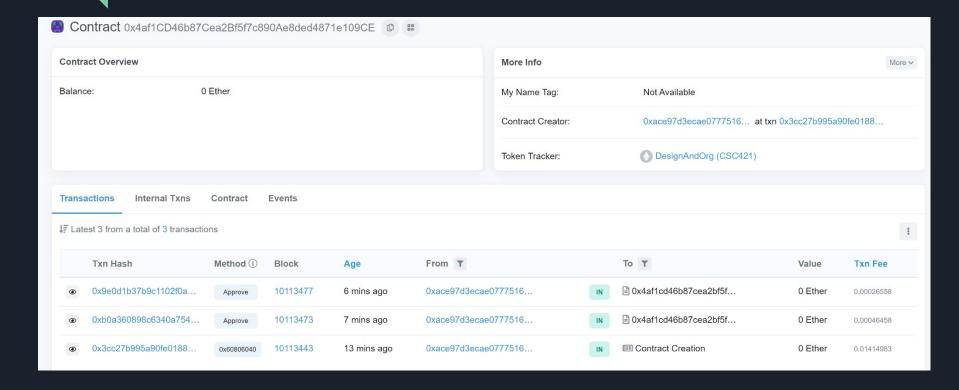
Decentralized Exchange (DEX)



app.uniswap.org



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Questions?