

# Lab: Understanding Mappings and Structs

## Prerequisites

1. Chrome or Firefox browser.
2. An Internet connection

**The code in this Lab has been Updated to reflect Solidity 0.6 Changes**

3. Open Remix with the following Smart Contract:

```
pragma solidity >=0.5.11 <0.7.0;

contract MappingsStructExample {

    function getBalance() public view returns(uint) {
        return address(this).balance;
    }

    function sendMoney() public payable {

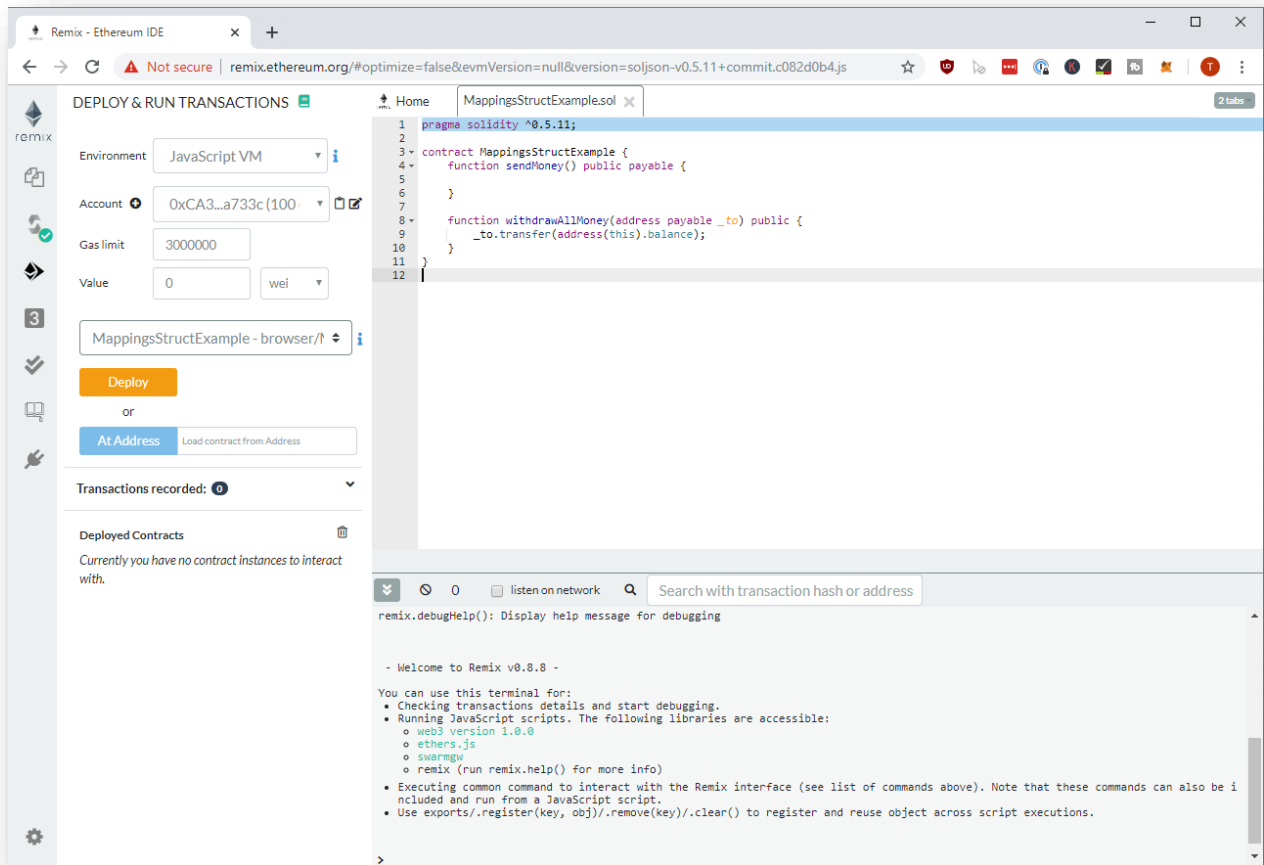
    }

    function withdrawAllMoney(address payable _to) public {
        _to.transfer(address(this).balance);
    }
}
```

## Step by Step Instruction

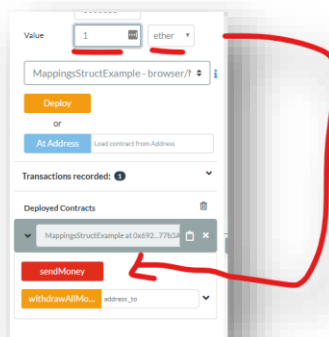
*Deploy the Smart Contract in the JavaScript VM*

Open the “Deploy and Run Transactions” view in Remix with the smart contract

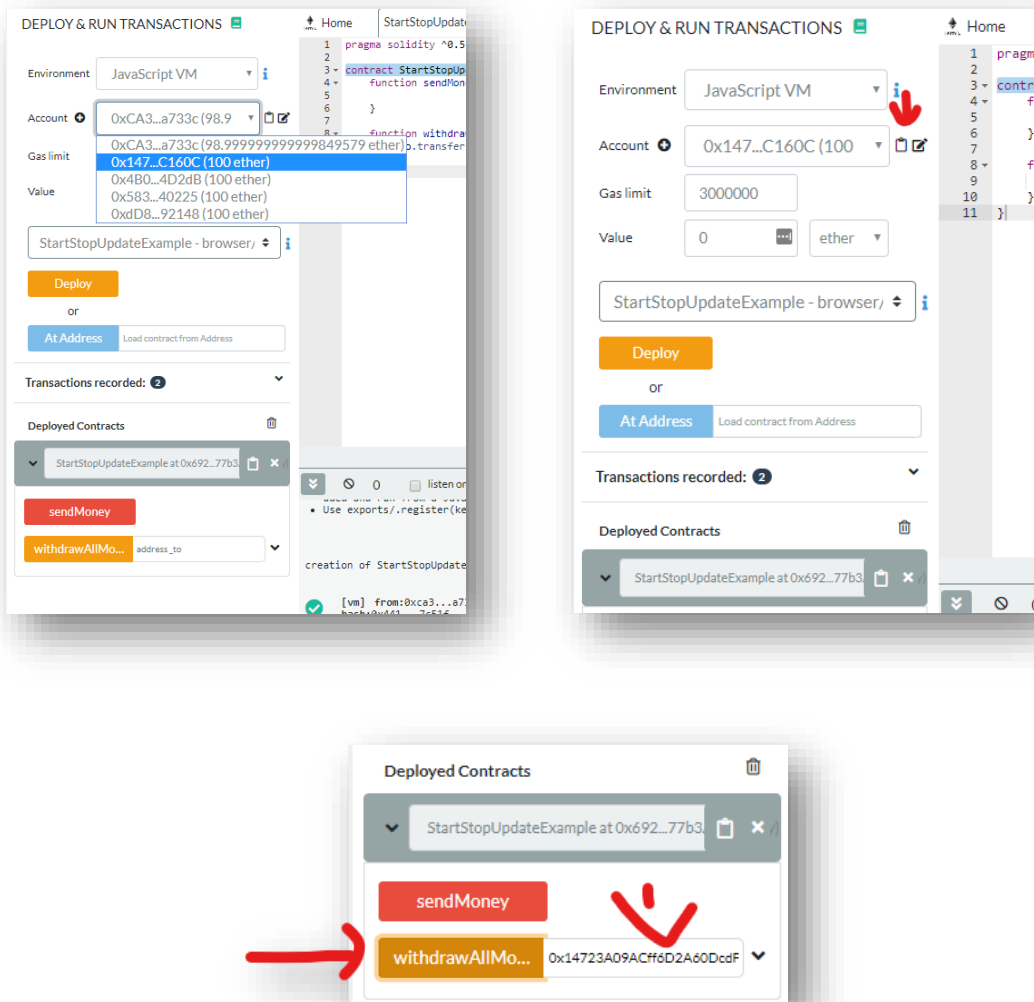


### *Send some money to the Smart Contract*

1. Deploy the Smart Contract and
2. send some money to the smart contract



## Withdraw the money from/to any account



There are some options to make this more secure, like an “owner” or something similar. But we can also make this *inherently* secure, by just letting people withdraw how much they spent!

We can track this in a mapping!

### *Add a Mapping*

Let's add a simple mapping to our contract to track how much was deposited by whom.

The additional steps in "withdrawAllMoney" might look confusing at first but stick with it. It follows a so-called "checks-effects-interactions" pattern, you will hear later about more!

```
pragma solidity >=0.5.11 <0.7.0;

contract MappingsStructExample {

    mapping(address => uint) public balanceReceived;

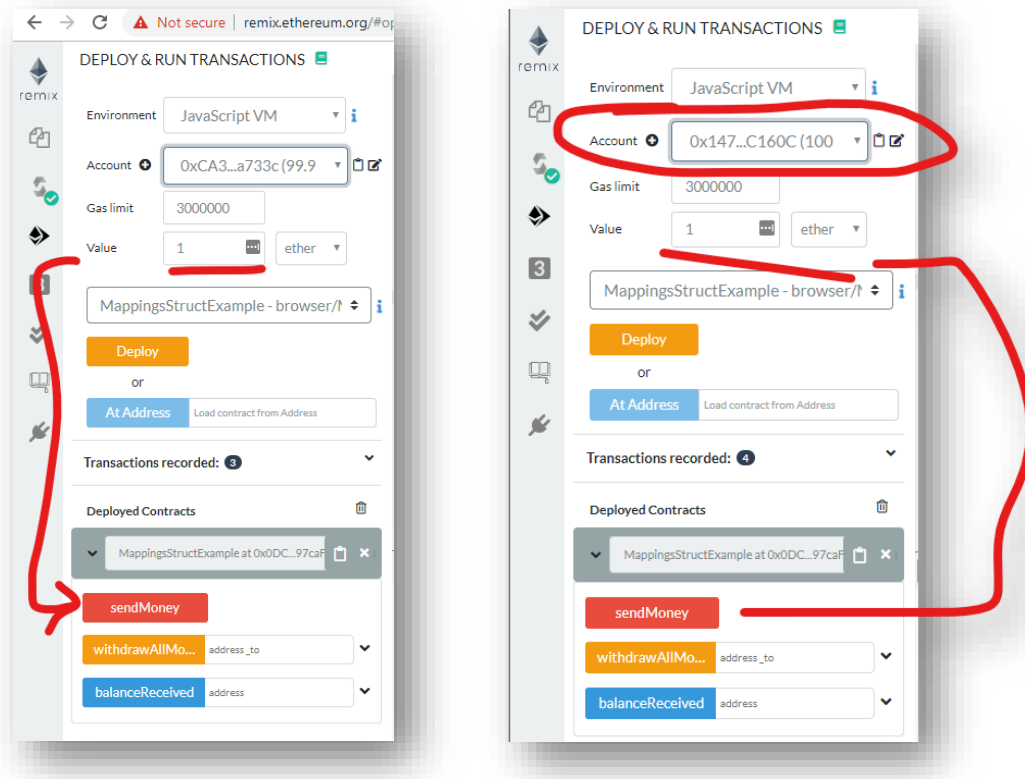
    function getBalance() public view returns(uint) {
        return address(this).balance;
    }

    function sendMoney() public payable {
        balanceReceived[msg.sender] += msg.value;
    }

    function withdrawAllMoney(address payable _to) public {
        uint balanceToSend = balanceReceived[msg.sender];
        balanceReceived[msg.sender] = 0;
        _to.transfer(balanceToSend);
    }
}
```

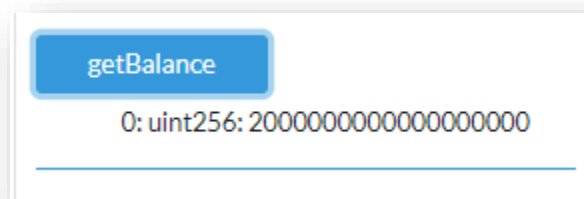
### *Now send 1 Ether from two different Accounts*

Notice: Don't forget to re-deploy the smart contract!



### Check the Balance of the Smart contract

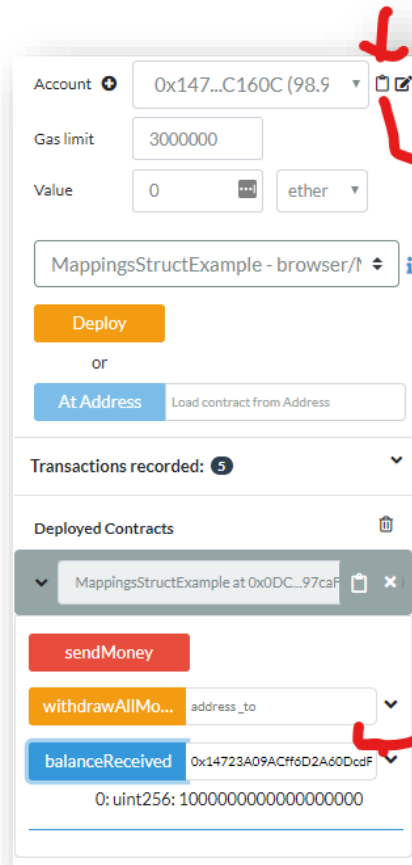
We sent 1 Ether from two accounts, so the total Balance should be 2 Ether:



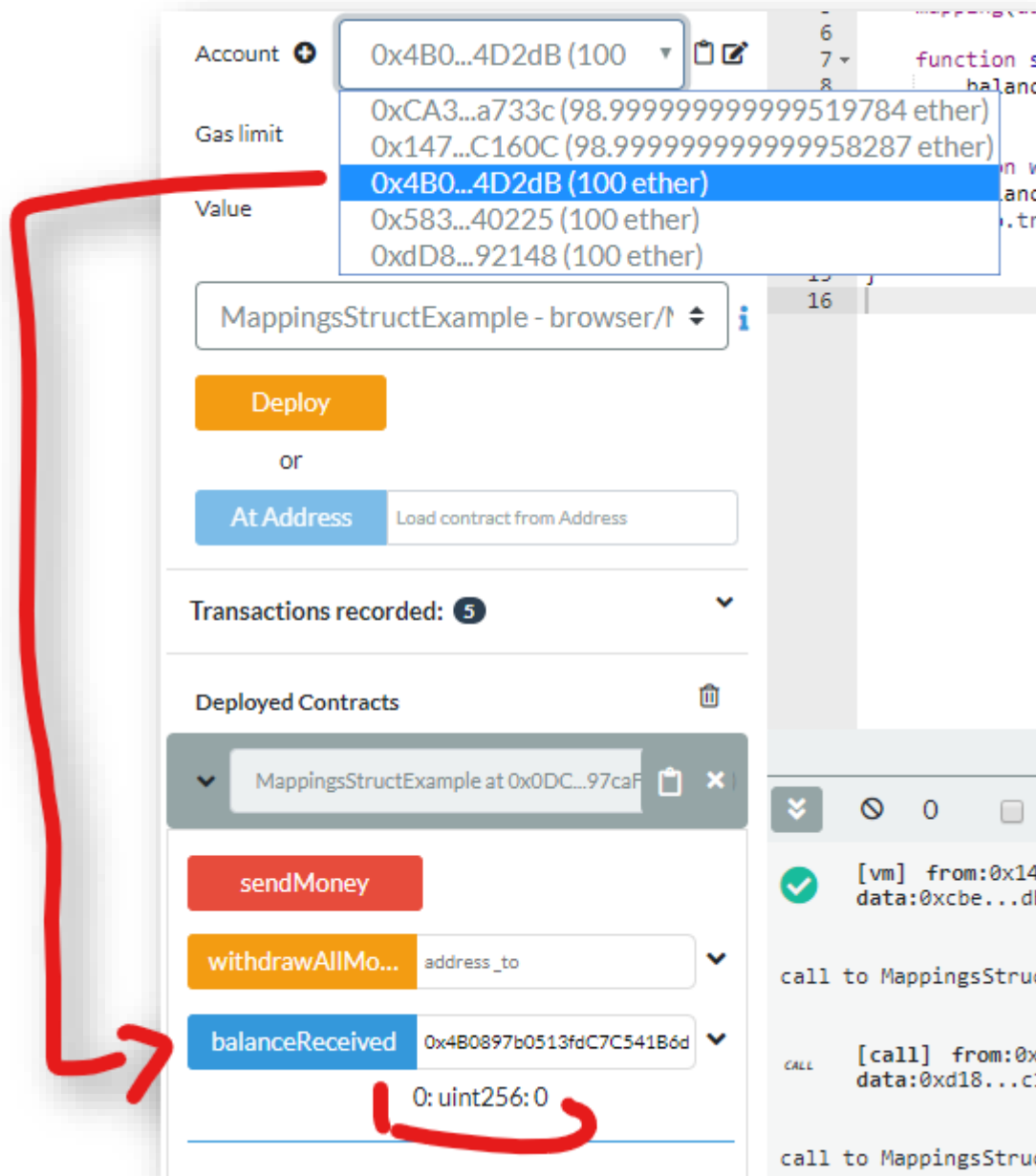
### Check the Balance for Both Accounts

1. Copy the Address of your account#1 and enter it into the "balanceReceived" field
2. Copy the address of your account#2 and enter it into the "balanceReceived" field

You see that both can only withdraw the amount they sent to the smart contract, although the smart contract has 2 Ethers.

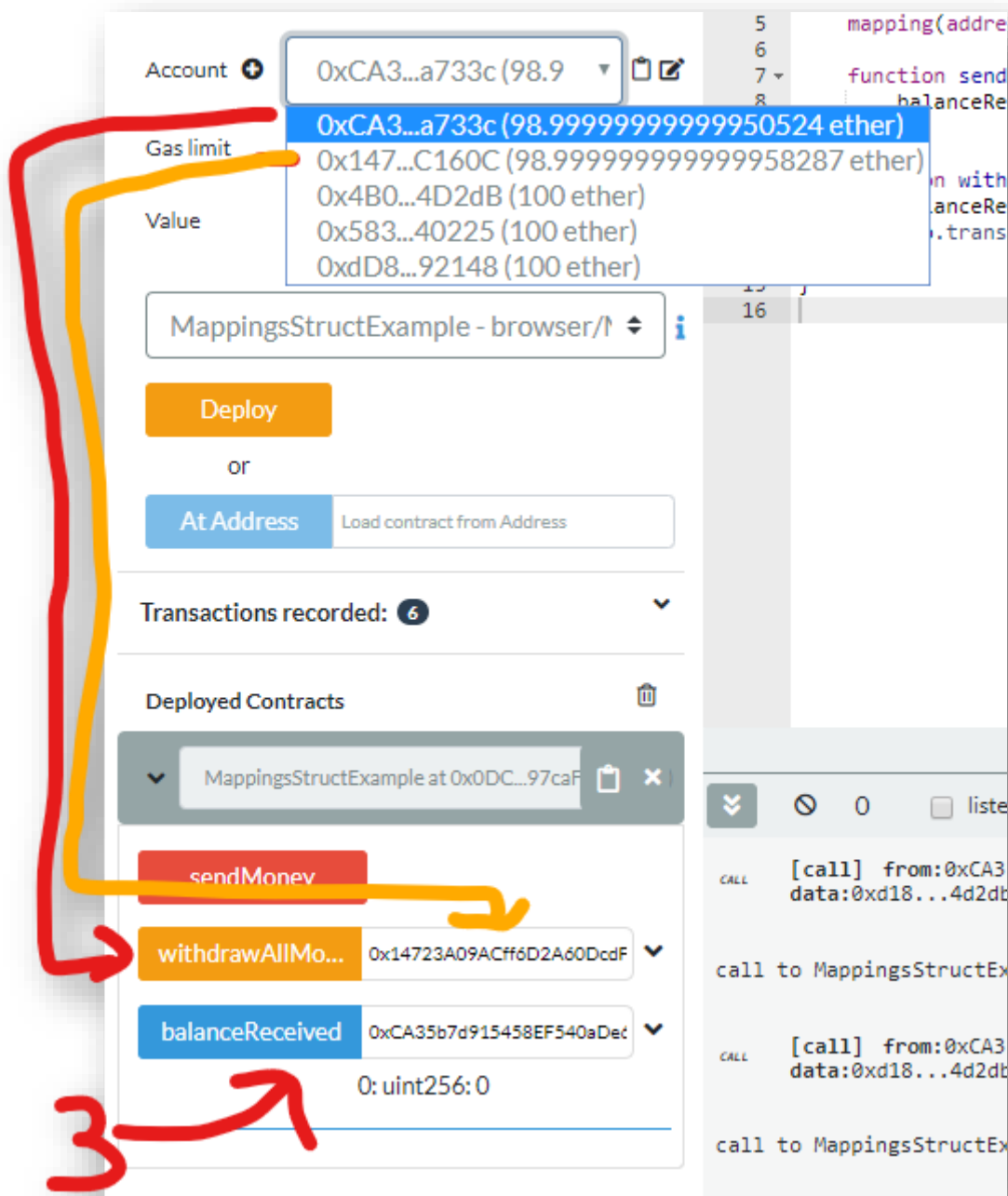


If we use account#3 and check the balance, the balance is 0:



*Withdraw all the money from Account 1 to Account 2*

1. Copy the Address of account #2
2. Switch to Account #1
3. Paste the address of account#2 in the “withdrawAllMoney” field





*Withdraw the Money from Account#2*

Now Account#2 still has the funds. Can we withdraw those as well?

1. Copy the address of any of your accounts you want to send the money to
2. Select account#2 from the Dropdown
3. Withdraw all the money to that account

*Add a function for partial withdrawals*

Consider the following source code:

```
pragma solidity >=0.5.11 <0.7.0;

contract MappingsStructExample {

    mapping(address => uint) public balanceReceived;

    function sendMoney() public payable {
        balanceReceived[msg.sender] += msg.value;
    }

    function withdrawAllMoney(address payable _to) public {

        uint balanceToSend = balanceReceived[msg.sender];
        balanceReceived[msg.sender] = 0;
        _to.transfer(balanceToSend);
    }

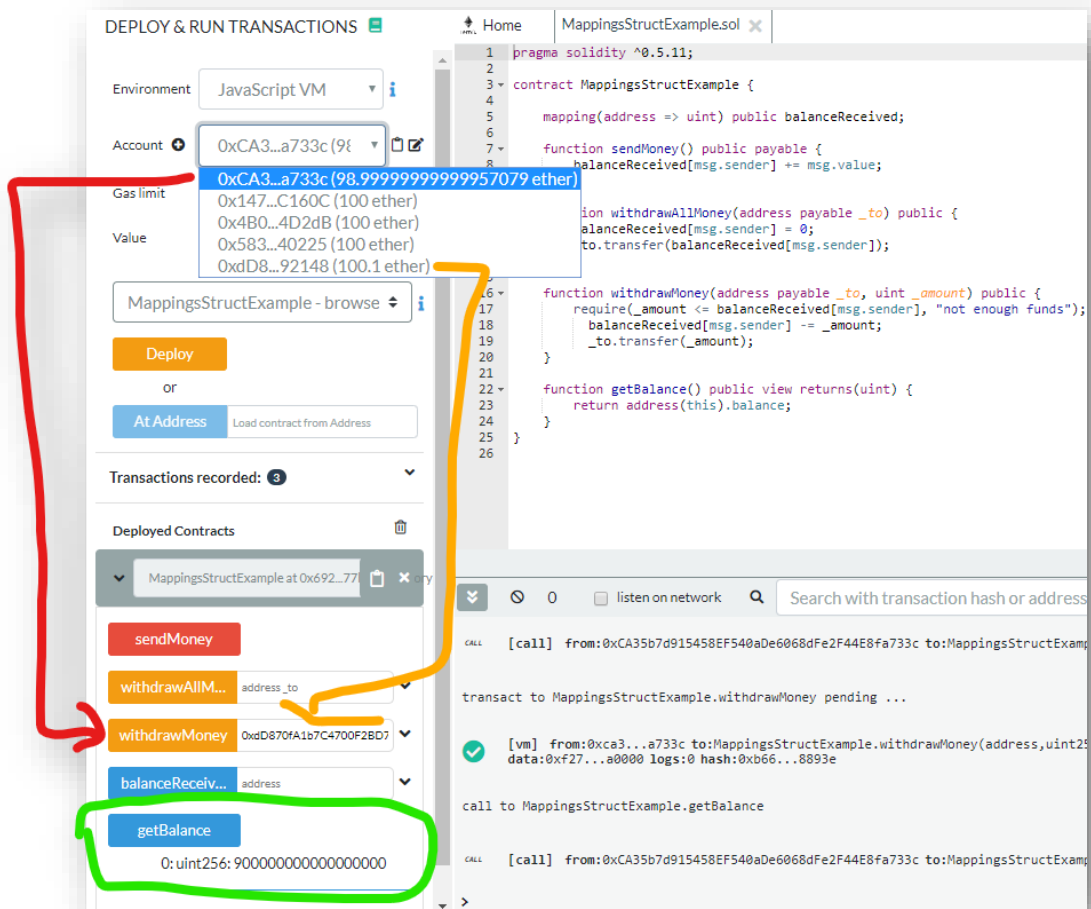
    function withdrawMoney(address payable _to, uint _amount) public {
        require(_amount <= balanceReceived[msg.sender], "not enough funds");
        balanceReceived[msg.sender] -= _amount;
        _to.transfer(_amount);
    }

    function getBalance() public view returns(uint) {
        return address(this).balance;
    }
}
```

*Partially withdraw 0.1 Ether to another Account*

Notice: For sake of better visibility I reloaded my browser window before executing these steps:

1. Redeploy the smart contract with the new code
2. Add 1 Ether from Account #1
3. Copy address of any of the other accounts in your account list
4. Paste it into the “withdrawMoney” field
5. Add a comma (field-separator)
6. Enter 10000000000000000 for 0.1 Ether (in Wei)
7. Confirm the withdrawal in both the Dropdown and the “Balance” function



*Add a Struct*

Structs are a great way to extend simple data-types. It's like having an object, but much cheaper in terms of gas-usage.

Let's add two structs and change our mapping so it uses these structs:

```
struct Payment {
    uint amount;
    uint timestamp;
}

struct Balance {
    uint totalBalance;
    uint numPayments;
    mapping(uint => Payment) payments;
}

mapping(address => Balance) public balanceReceived;
```

We have one struct called "Payment", which stores the amount and the timestamp of the payment. Then we have another struct called "Balance" which stores the total balance and a mapping of all payments done.

Now we also have to update the receiveMoney function:

```
function sendMoney() public payable {
    balanceReceived[msg.sender].totalBalance += msg.value;

    Payment memory payment = Payment(msg.value, now);
    balanceReceived[msg.sender].payments[balanceReceived[msg.sender].numPayments] = payment;
    balanceReceived[msg.sender].numPayments++;
}
```

And we also have to update the withdrawal money function:

```
function withdrawMoney(address payable _to, uint _amount) public {
    require(_amount <= balanceReceived[msg.sender].totalBalance, "not enough funds");
    balanceReceived[msg.sender].totalBalance -= _amount;
    _to.transfer(_amount);
}
```

Now, obviously this doesn't make much sense that we record payments but not withdrawals, but for the sake of this tutorial it is ok. In practice we don't track Payments like this, we would use Events which we did not cover yet.

From Solidity 0.6 onwards, struct can be declared at file level. It is still a good practice to place the struct inside the contract. Only declare struct at the file level when you have multiple contracts in the file using the same struct.

```
pragma solidity >=0.6.0 <0.7.0;

struct Payment {
    uint amount;
    uint timestamp;
}

contract MappingsStructExample {

    struct Balance {
        uint totalBalance;
        uint numPayments;
        mapping(uint => Payment) payments;
    }

    mapping(address => Balance) public balanceReceived;

    mapping(address => uint) public balanceReceived;

    function sendMoney() public payable {
        balanceReceived[msg.sender] += msg.value;
    }

    function withdrawAllMoney(address payable _to) public {

        uint balanceToSend = balanceReceived[msg.sender];
        balanceReceived[msg.sender] = 0;
        _to.transfer(balanceToSend);
    }

    function withdrawMoney(address payable _to, uint _amount) public {
        require(_amount <= balanceReceived[msg.sender], "not enough funds");
        balanceReceived[msg.sender] -= _amount;
        _to.transfer(_amount);
    }

    function getBalance() public view returns(uint) {
        return address(this).balance;
    }
}
```

}

*Try the new Struct*

1. First, deposit one Ether
2. Then copy the address of your account
3. Then check if the balance adds up correctly

The screenshot shows the Remix IDE interface with the following components:

- DEPLOY & RUN TRANSACTIONS Panel (Left):**
  - Environment: JavaScript VM
  - Account: 0xCA3...a733c (9)
  - Gas limit: 3000000
  - Value: 1 ether (highlighted with a red arrow)
  - Contract: MappingsStructExample - browse
  - Buttons: Deploy, At Address, sendMoney, withdrawAllM..., withdrawMoney, balanceReceiv..., getBalance
  - Deployed Contracts: MappingsStructExample at 0x5E7...26
  - State variables (highlighted with a green box):
    - 0: uint256: totalBalance 1000000000000000000000000
    - 1: uint256: numPayments 1
- Code Editor (Center):**

```

10 struct Balance {
11     uint totalBalance;
12     uint numPayments;
13     mapping(uint => Payment) payments;
14 }
15
16 mapping(address => Balance) public balanceReceived;
17
18
19
20 function sendMoney() public payable {
21     Payment memory payment = Payment(msg.value, now);
22
23     balanceReceived[msg.sender].totalBalance += msg.value;
24     balanceReceived[msg.sender].payments[balanceReceived[msg.sender].numPayments++] = payment;
25 }
26
27
28 function withdrawAllMoney(address payable _to) public {
29     uint balanceToSend = balanceReceived[msg.sender].totalBalance;
30     balanceReceived[msg.sender].totalBalance = 0;
31     _to.transfer(balanceToSend);
32 }
33
34 function withdrawMoney(address payable _to, uint _amount) public {
35     require(_amount <= balanceReceived[msg.sender].totalBalance, "not enough funds");
36     balanceReceived[msg.sender].totalBalance -= _amount;
37     _to.transfer(_amount);
38 }
39
40
41 function getBalance() public view returns(uint) {
42     return address(this).balance;
43 }
44

```
- Console (Right):**
  - [vm] from:0xca3...a733c to:MappingsStructExample.(constructor) value:0 wei data:0x608...b0032 logs:0 hash:0xc97...6e2a0
  - transact to MappingsStructExample.sendMoney pending ...
  - [vm] from:0xca3...a733c to:MappingsStructExample.sendMoney() 0x5e7...26e9f value:1000000000000000000000 wei data:0xcbe...dbf5a logs:0 hash:0x67c...78ddf
  - call to MappingsStructExample.balanceReceived
  - [call] from:0xca35b7d915458ef540aDe6068dFe2f44E8fa733c to:MappingsStructExample.balanceReceived(address) data:0xd18...a733c

# **Congratulations, LAB is completed**

