

```
pragma solidity 0.4.15;
```

```
contract FiveMedium {
```

```
    // owner  
    address private owner;
```

```
    // fees  
    uint256 public feeNewThread;  
    uint256 public feeReplyThread;
```

# Lab 08:

## Inline Assembly

```
    // the threads  
    struct thread {  
        string text;  
        string imageUrl;
```

**Nick Zoghb**

```
        uint256 indexLastReply;  
        uint256 indexFirstReply;
```

```
        uint256 timestamp;
```

```
    }
```

```
    mapping (uint256 => thread) public threads;
```



**BLOCKCHAIN**  
AT BERKELEY



# LAB OUTLINE

2

1



**STACK REFRESHER**

2

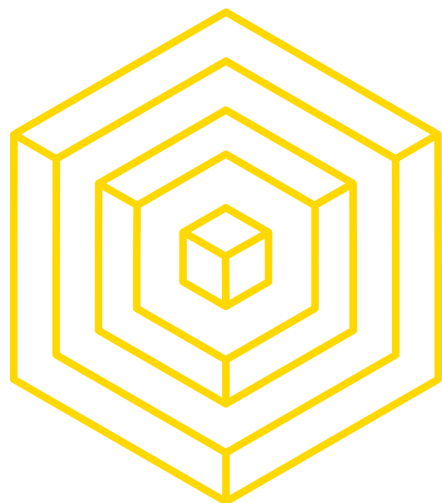


**SOLIDITY ASSEMBLY REFRESHER**

3



**ASSIGNMENT**



1

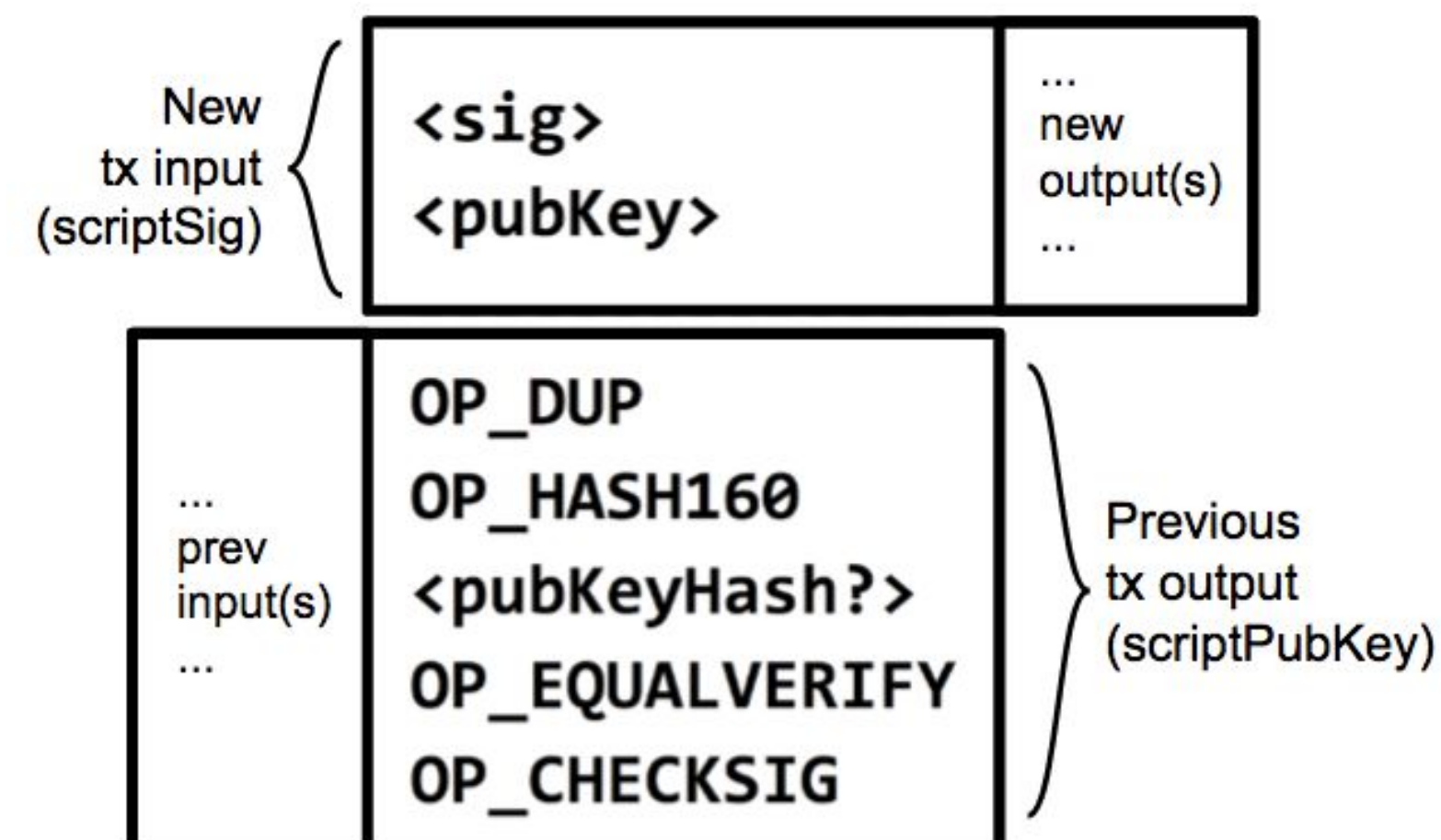
# STACK REFRESHER



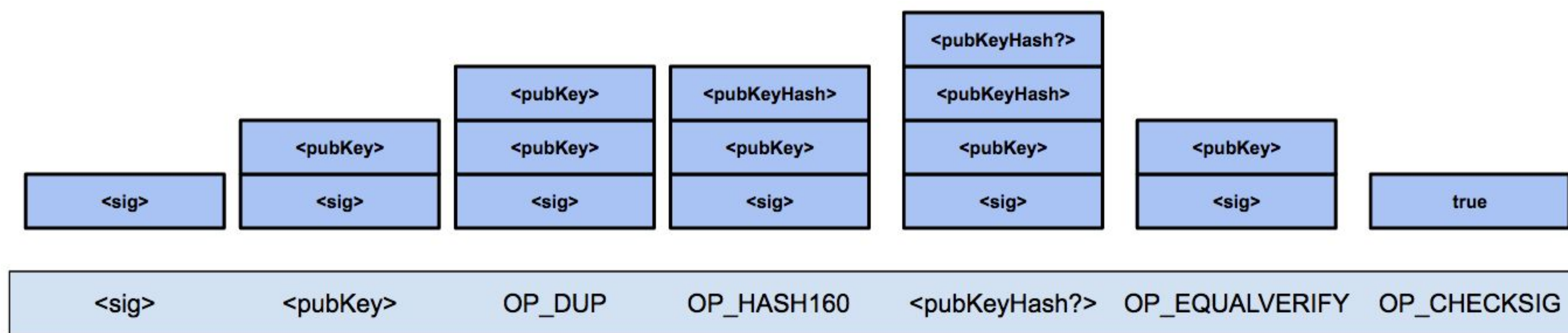
# BITCOIN SCRIPT

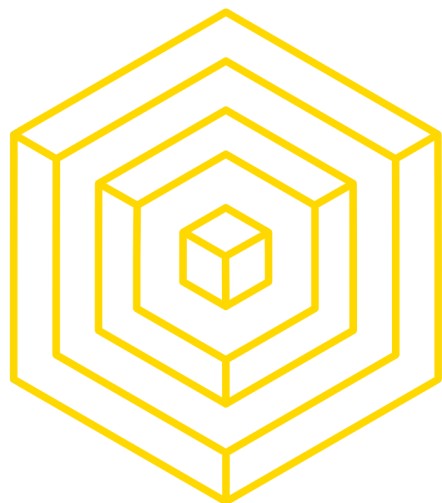
## A REFRESHER

- Output says: "This amount can be redeemed by"
- 1) the **<pubKey>** that hashes to address **<pubKeyHash?>**
- 2) plus a **<sig>** from the owner of that **<pubKey>**
- ...that will make this script evaluate to **true**."



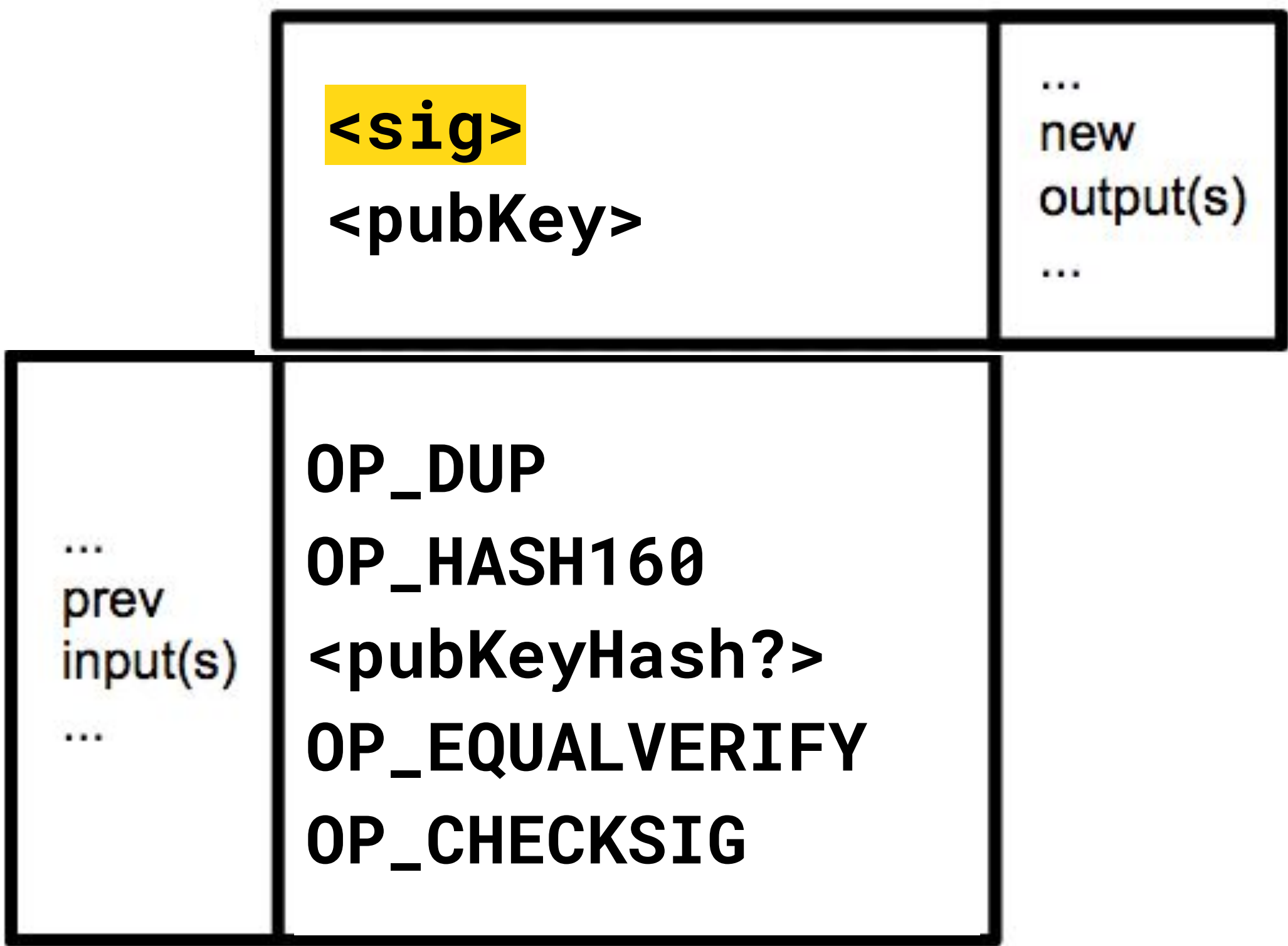
Read the [Princeton's Bitcoin and Cryptocurrency Technologies](#) for more information.



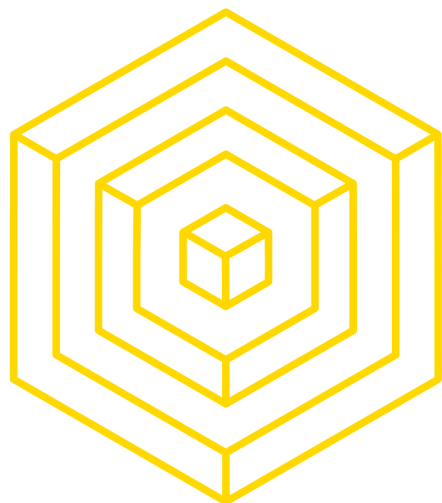


# BITCOIN SCRIPT

## P2PKH EXAMPLE EXECUTION

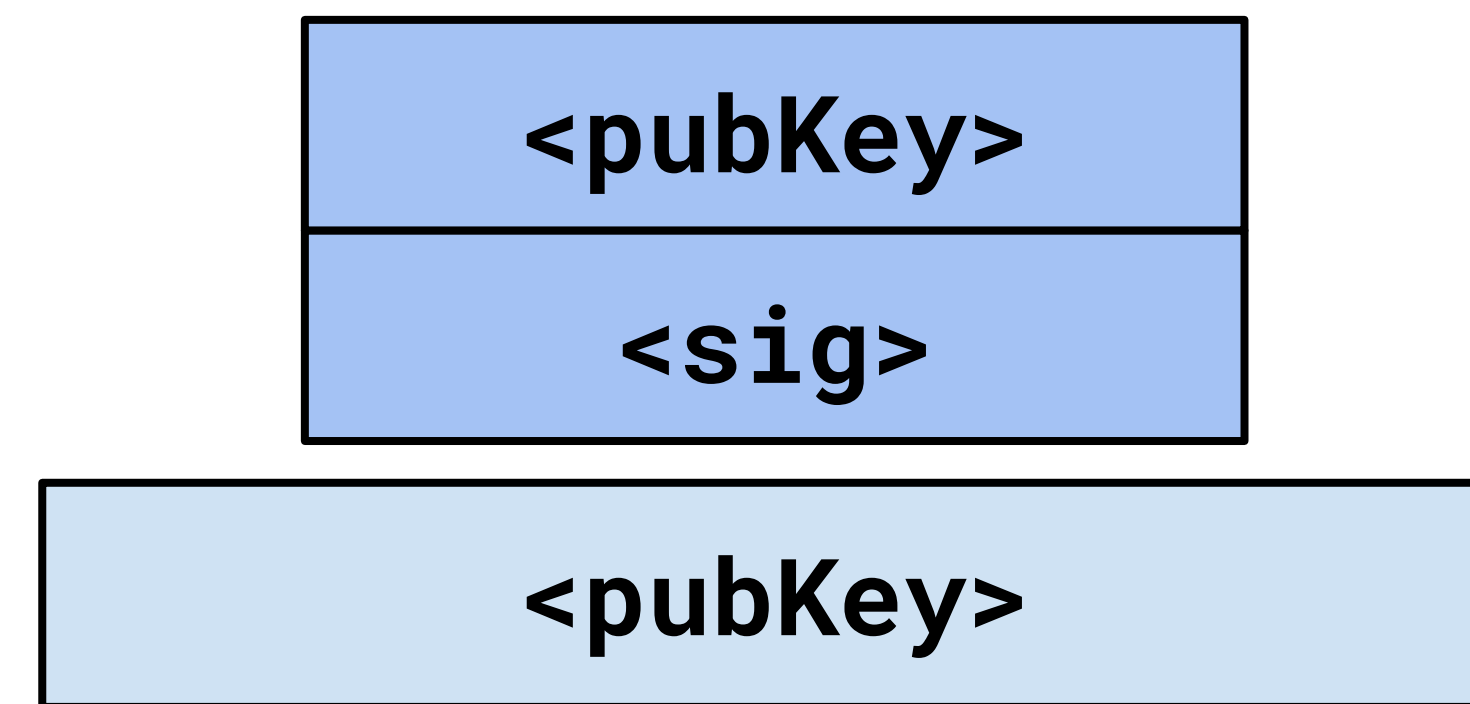
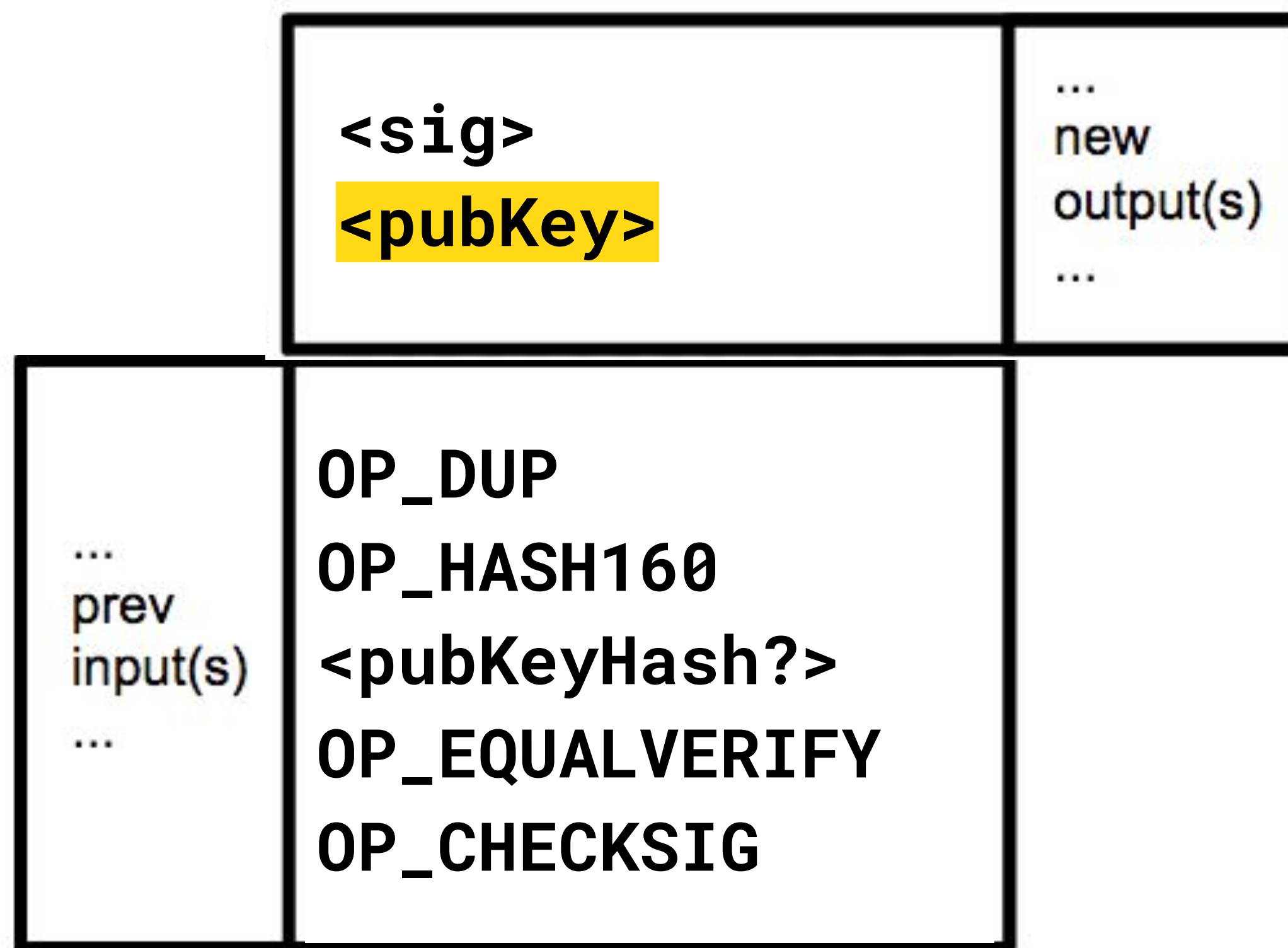


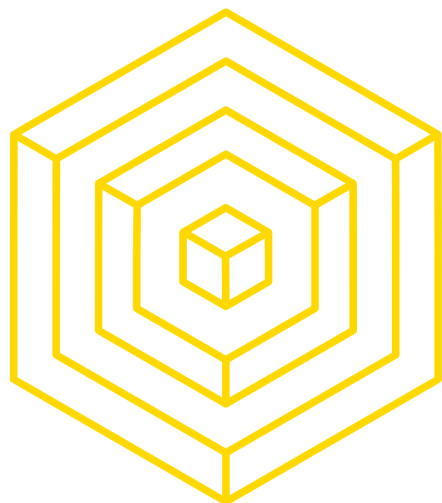




# BITCOIN SCRIPT

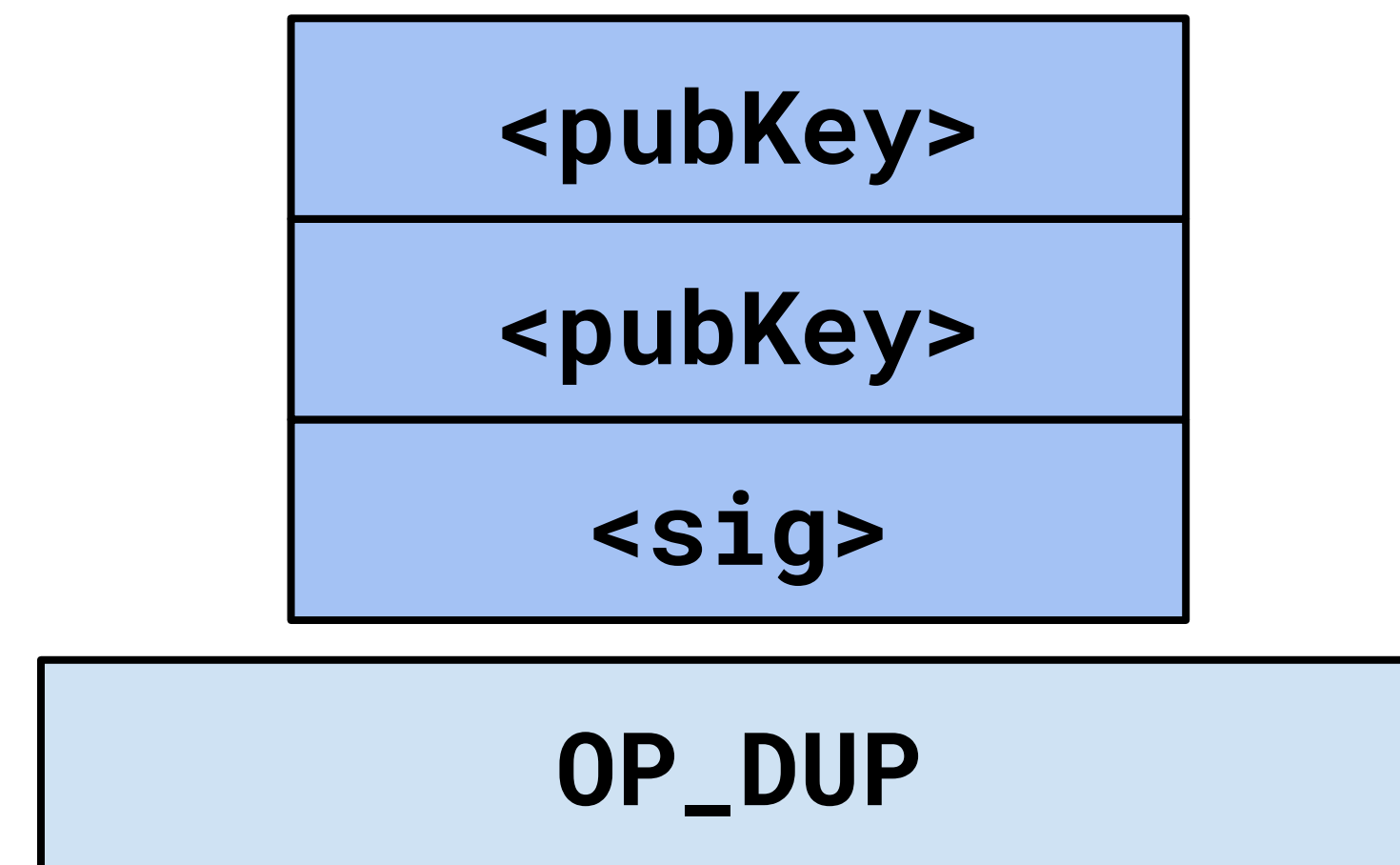
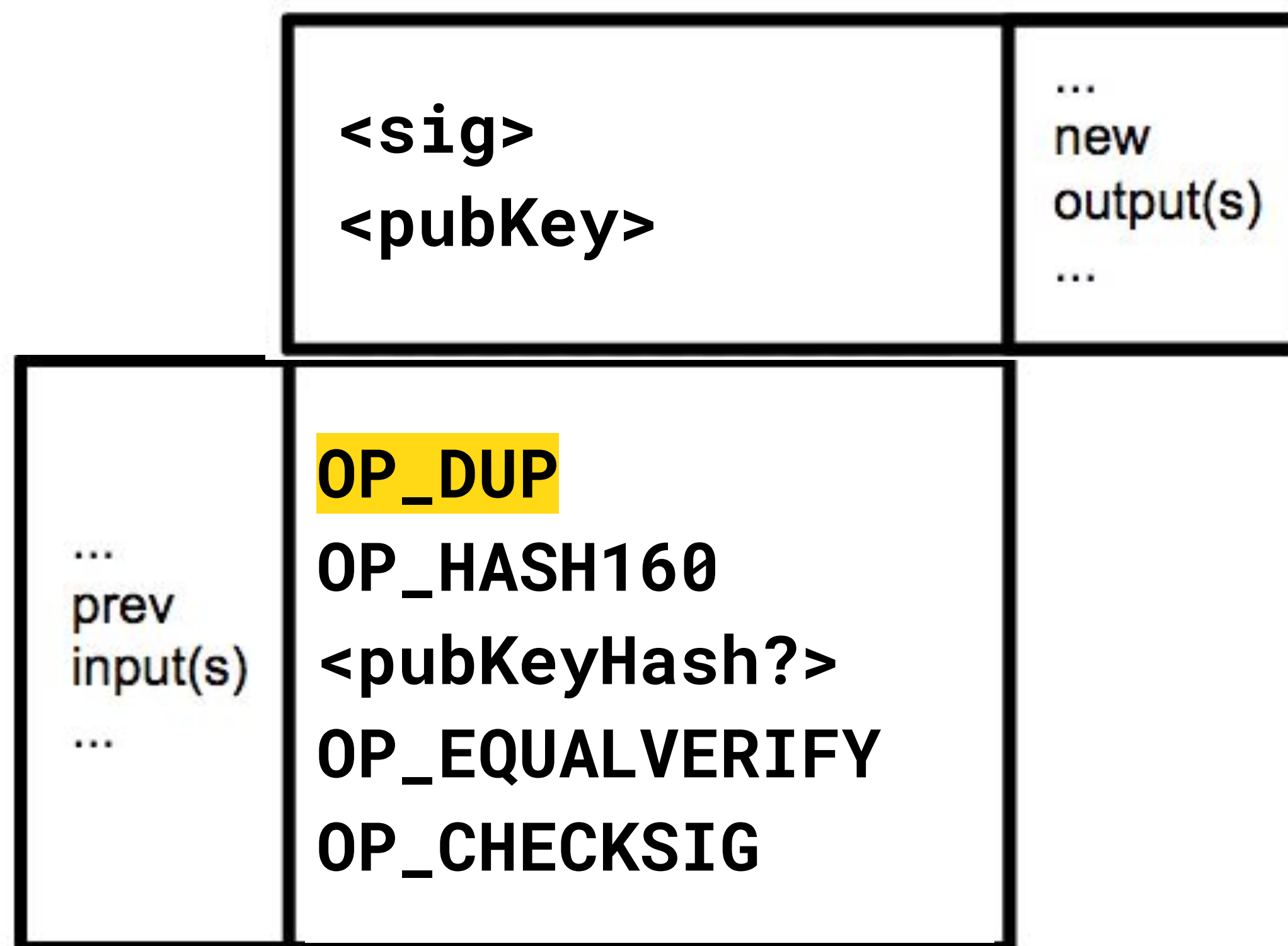
## P2PKH EXAMPLE EXECUTION

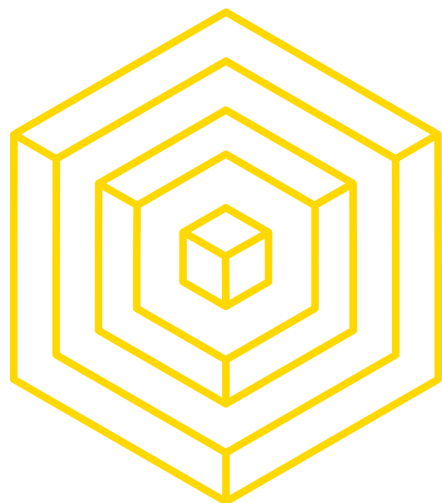




# BITCOIN SCRIPT

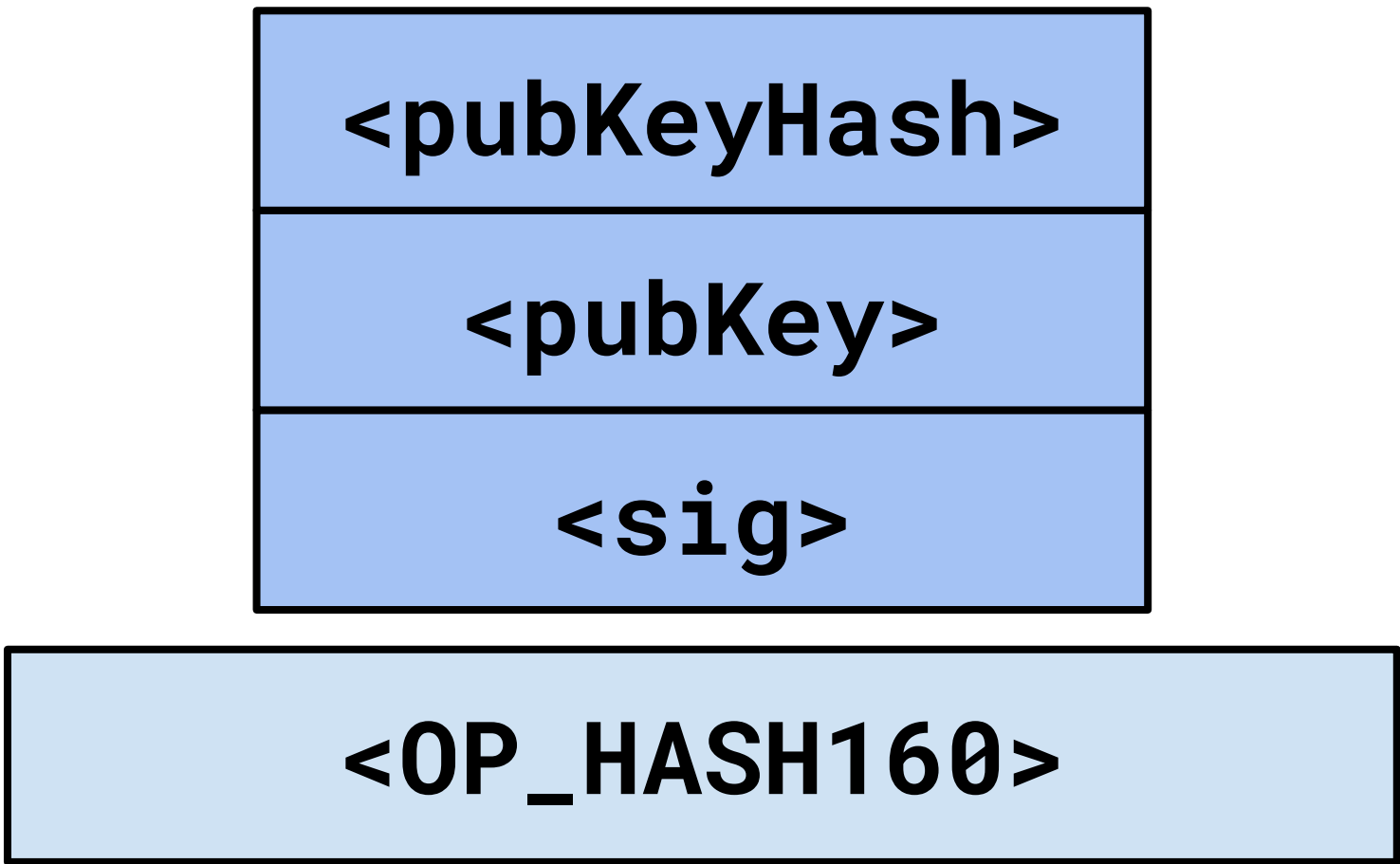
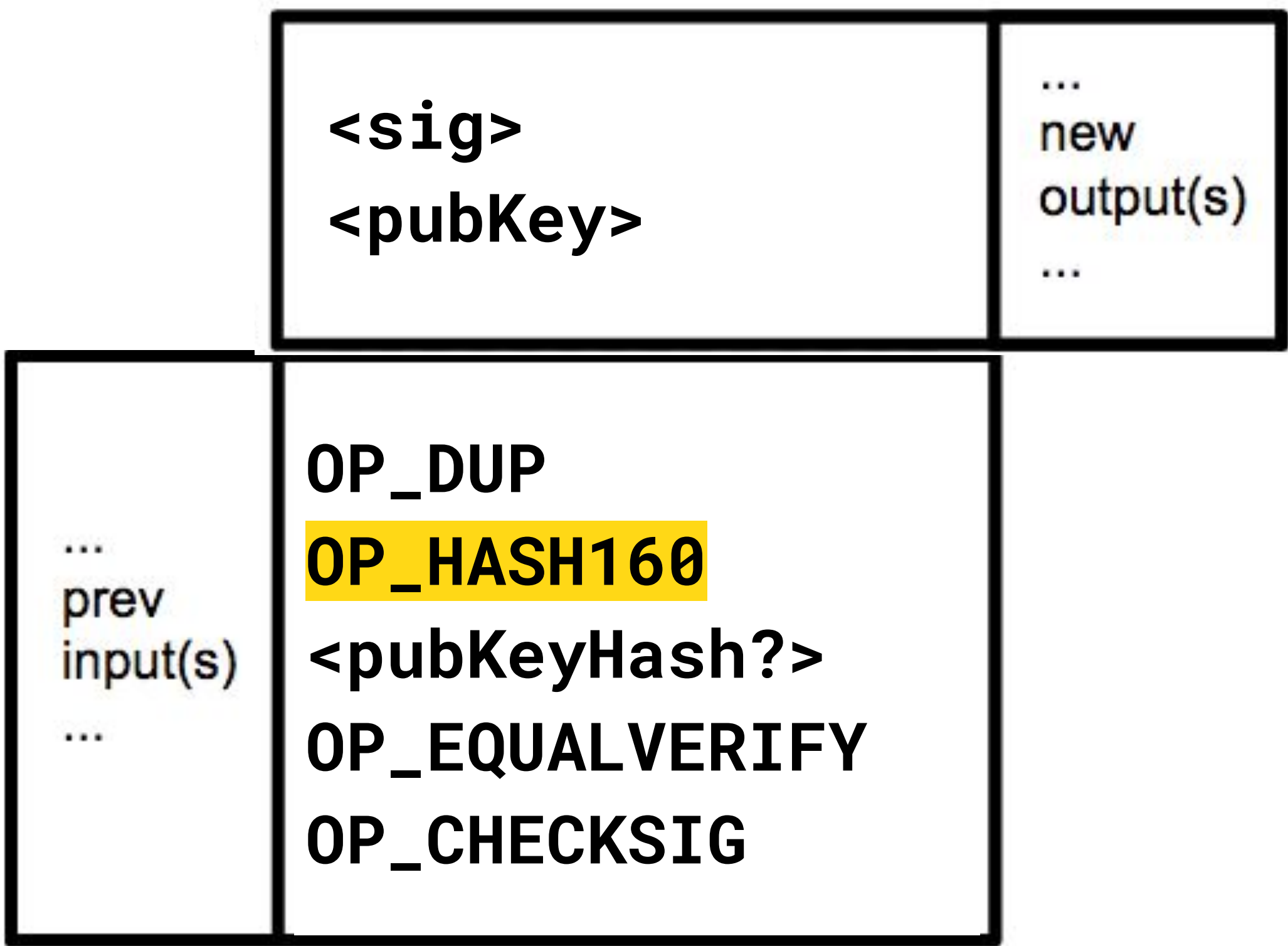
## P2PKH EXAMPLE EXECUTION





# BITCOIN SCRIPT

## P2PKH EXAMPLE EXECUTION

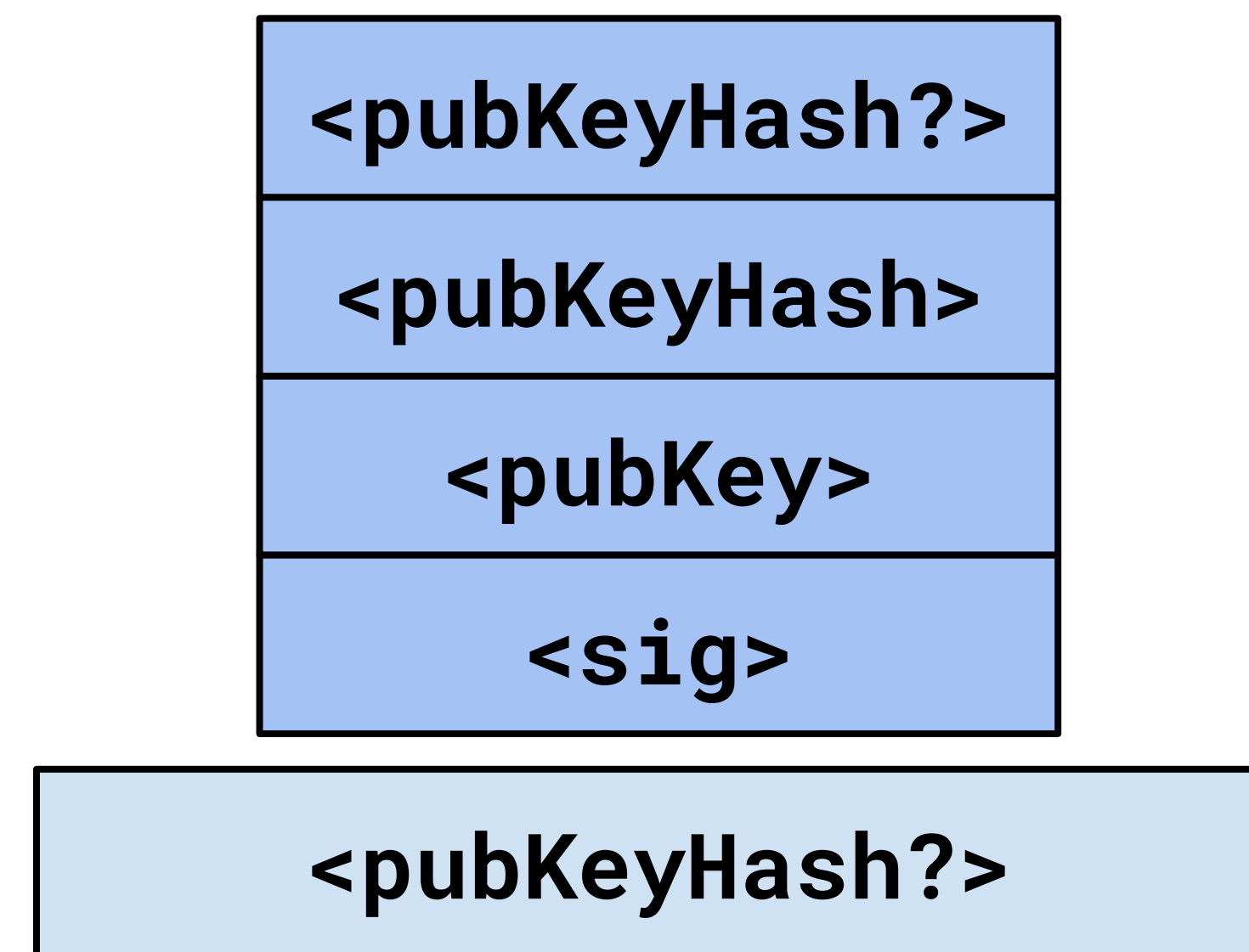
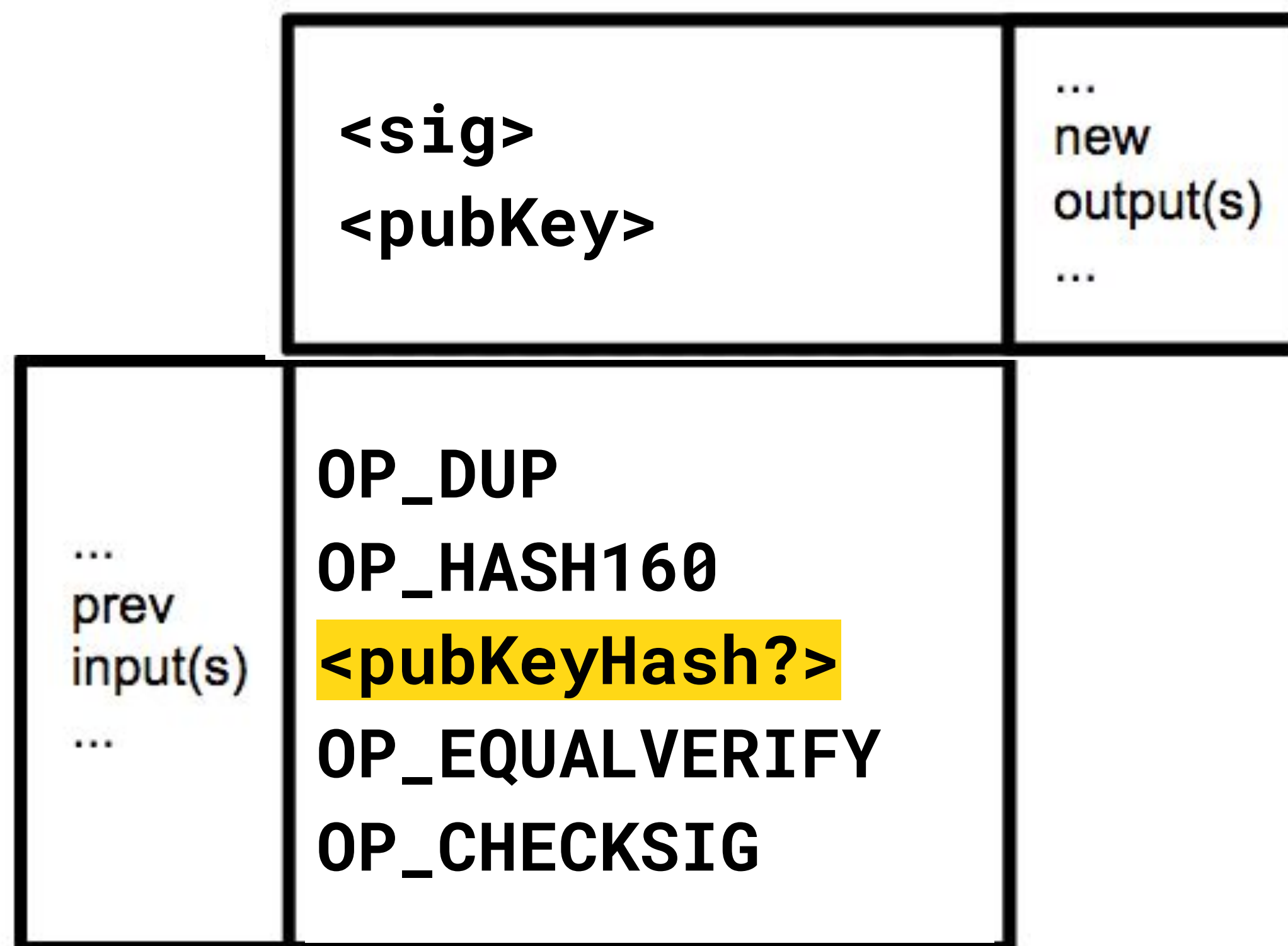


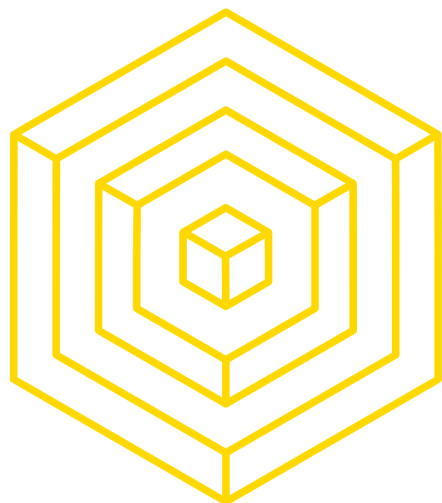




# BITCOIN SCRIPT

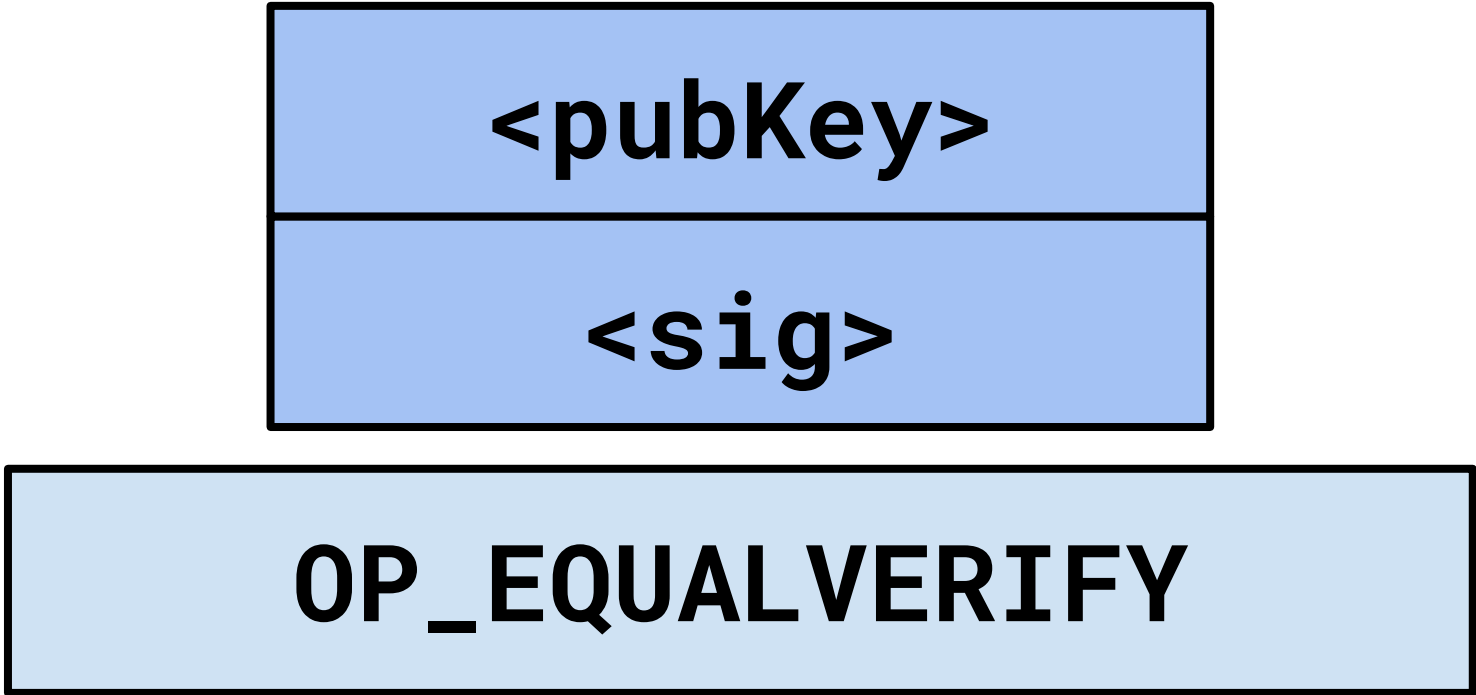
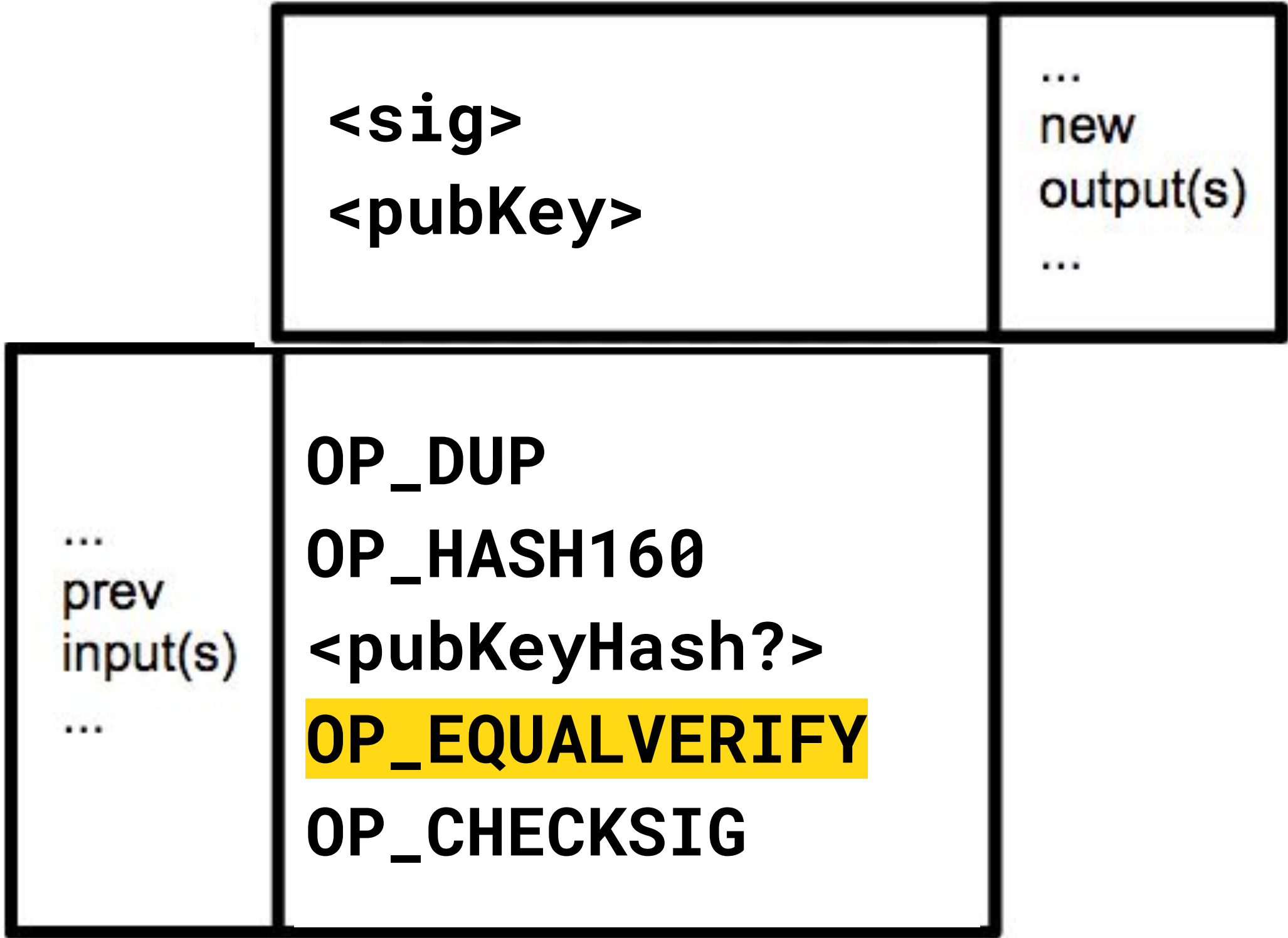
## P2PKH EXAMPLE EXECUTION





# BITCOIN SCRIPT

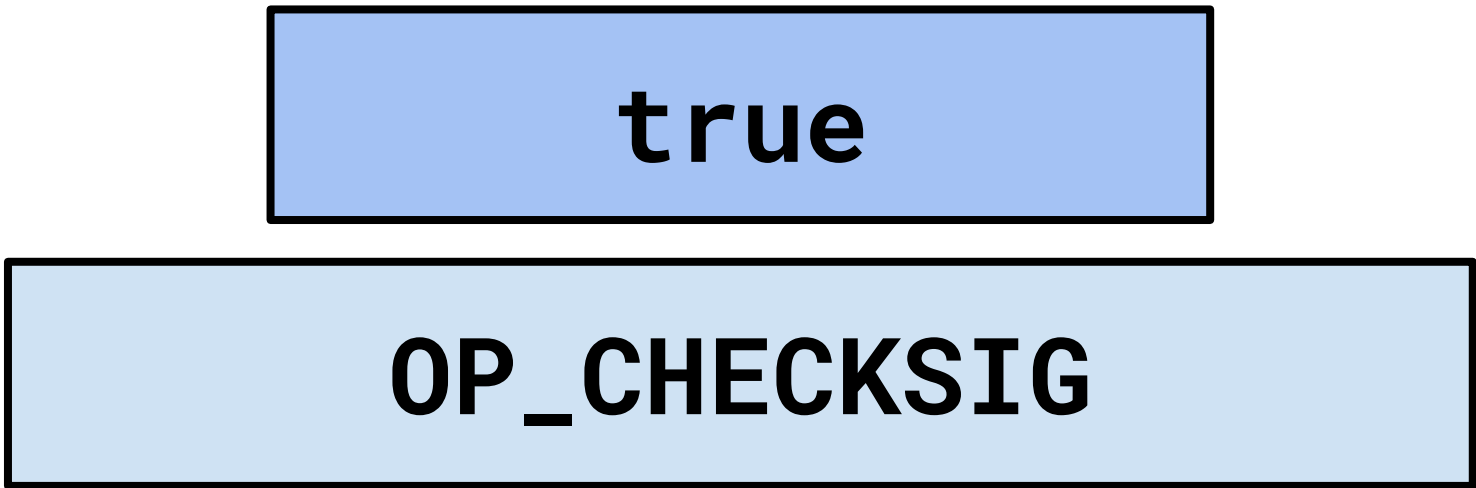
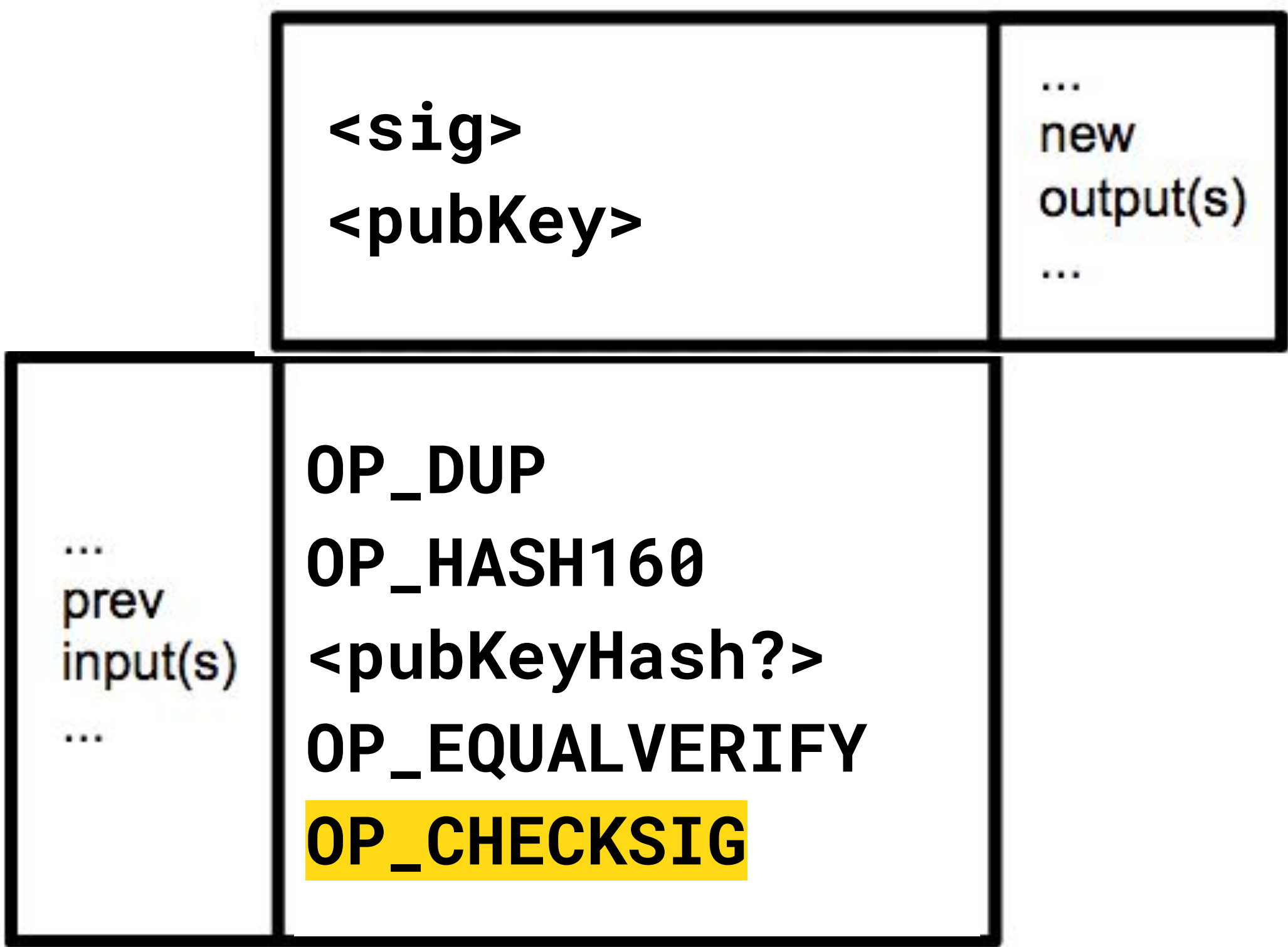
## P2PKH EXAMPLE EXECUTION





# BITCOIN SCRIPT

## P2PKH EXAMPLE EXECUTION





# 2 SOLIDITY ASSEMBLY REFRESHER





# BITCOIN SCRIPT

## P2PKH EXAMPLE EXECUTION

13

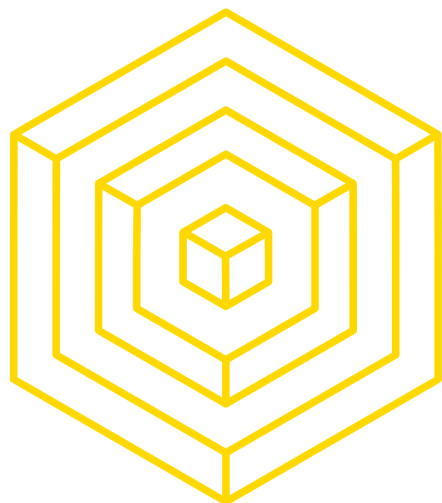
```
function nativeLoops() public returns (uint _r) {  
    for(uint i = 0; i < 10; i++) {  
        _r++;  
    }  
}
```

```
function asmLoops() public returns (uint _r) {  
    assembly {  
        let i := 0  
        loop:  
        i := add(i, 1)  
        _r := add(_r, 1)  
        jumpi(loop, lt(i, 10))  
    }  
}
```



```
function inlineAsmLoops() public returns (uint _r) {
    assembly {
        0 // i
        10 // max
    loop:
        // i := add(i, 1)
        dup2
        1
        add
        swap2
        pop
        ...
    }
```

```
...
    // _r := add(_r, 1)
    dup3
    1
    add
    swap3
    pop
    // lt(i, 10)
    dup1
    dup3
    lt
    // jumpi(loop, lt(i, 10))
    loop
    jumpi
    pop
    pop
}
```



3

# ASSIGNMENT





# ASSIGNMENT: INLINE ASSEMBLY

Explain what's going on in `Mystery.sol`

```
let retval := call(g
    , addr //address
    , 0 //value
    , o_code //mem in
    , calldatasize //mem_insz
    , o_code //reuse mem
    , 32) //We expect no return data
```

# SEE YOU NEXT TIME

Scaling

Sharding

Casper

State Channels

Lightning/Plasma

IPFS (Extra)