



# **Smart Contracts and Decentralized Finance**Solidity Basics

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# What is Solidity?

### Solidity is ...

- the most popular language for EVM Smart Contracts.
- influenced by C++, Python and JavaScript.
- statically typed, supports inheritance, libraries and complex user-defined types.
- still under rapid development with regular breaking changes.



#### Cutting edge tech

Use documentation frequently: 갑 https://docs.soliditylang.org

# Solidity Version and the Pragma

#### Version of the Compiler

pragma solidity ^0.8.9;

- The pragma declares the version of the compiler to be used.
- The versioning follows ☑ Semantic Versioning 2.0.0: Major.Minor.Patch
- Breaking changes only come with new minor versions.
  - $\rightarrow$  e.g., changes from 0.8.x to 0.9.0
- The ^ is commonly used and means "including any future version until the next minor release".
  - $\rightarrow$  In our case: Any ver that satisfies ver  $\geq 0.8.9$  & ver < 0.9.0
- Use the same pragma for all files in a project!

## Basic Contract Structure

```
Basic Contract Structure

1  // SPDX-License-Identifier: MIT
2  pragma solidity ^0.8.9;

3  
4  contract HelloWorld {
5    // This is a comment
6    /*
7    This is a multiline comment
8    */
9 }
```

- License identifier: UNLICENSED is ok, but do not omit it.
- Contract: contract <ContractName> {}

# Storing Data On-Chain: State Variables

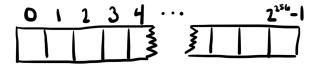


Figure: 
Understanding Ethereum Smart Contract Storage

## Some types use multiple slots:

- Fixed size arrays and structs store their values in multiple subsequent slots, starting with their position.
- Dynamic size arrays store their length at their position and their values in multiple subsequent slots, starting with the hash of their position.
- Mappings store nothing at their position. The values are stored in the slots that correspond to the hash of the respective keys and the position of the mapping.

## Integers

- uint, which is short for uint256, is the native integer.
- It is the most common type and can store a single number up to 32 bytes.
- Non-negative values from  $[0,2^{256}-1]$  can be stored.

## Integers

## You can define both signed and unsigned integers:

- There exist smaller uints, like uint8, uint16, ..., uint248, but under normal circumstances they are all converted to uint256 before use.
- int resp. int256 can store negative numbers in half the range of uint256. Only use int when you explicitly need negative numbers.

## More Elementary Types

### A selection of more types:

- address: Stores a 20 byte Ethereum address.
- bool: Can be true or false and is used for logical operations.
- bytes1,..., bytes32: Stores arbitrary data of a fixed size.
- fixed / ufixed: Fixed point numbers are not fully supported yet. Do not use them!

We will look at more variable types as we use them.

## Let's Build an Auction Platform

- One separate contract for each auction.
- Anyone should be able to participate.
- Start with a simple timed auction and explore other auction types later.

```
Auction Contract
  // SPDX-License-Identifier: MIT
  pragma solidity ^0.8.9;
4
  contract SimpleAuction {
5
    // State of the auction
6
    uint highestBid;
    address highestBidder;
8
    bool hasEnded;
```

## Variable Default Values

#### Each variable has a default value when initialized.

Data Types	Zero Values
Integer types	0
bool	false
address	0x0
bytesX	0x0
array	$[\ ]\ (length=0)$
mapping	empty (no keys)
enum	(first choice)
string	""

E.g. bool hasEnded; is the same as bool hasEnded = false;

### Exercise

#### Exercise 1

Use the HelloWorld contract from the integer section of this slide deck and familiarize yourself with the C Remix IDE.

- 1. Create a new contract file.
- 2. Connect to the JavaScript VM, Goerli and your local Ganache blockchain.
- 3. Compile your contract.
- 4. Deploy your contract.
- 5. Read the answer integer value from the blockchain.