

# Smart Contract

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```
pragma solidity ^0.6.0;

contract SimpleStorage {
    uint storedData;

    function set(uint x) public {
        storedData = x;
    }

    function get() public view returns (uint) {
        return storedData;
    }
}
```

# - 什麼是智能合約？ -

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# 區塊鏈上的智能合約

## ● Bitcoin

- 支援條件判斷
- 不支援迴圈
- 不保存狀態
- 無法做複雜的計算設計

## ● Ethereum

- 支援條件判斷
- 支援迴圈
- 狀態儲存
- 可模擬任何程式執行
- 如何避免無窮迴圈？

# 以太坊狀態儲存

## ● EOA (External Owned Account)

- Address 20 Bytes
- Balance
- Nonce

Address

+

Nonce

→ RLP-encode → SHA3 → 後40

## ● 合約帳戶 (Contract Account)

- Address 20 Bytes
- Balance
- Nonce
- Storage (empty by default)
- Code

# Gas的設計

- 每種運算都有其相對應的成本

- Gas Price

- 每個單位 Gas 的價格
- $1 \text{ Gwei} = 0.000000001 \text{ ETH}$

- Gas Limit

- 單筆交易所願意支付 Gas 單位的最大數量

- Tx Fee

- 最多為  $\text{Gas Limit} * \text{Gas Price}$

1. 礦工的選擇

2. 超鉅額手續費

## 合約的部署

- 1 寫好合約
- 2 編譯合約
  - Bytecode
  - ABI
- 3 透過線上 IDE 部署 or 其他

## 呼叫合約

- 1 Function 的識別碼
- 2 放上需要的參數

Function : setName(string)



Keccak-256



c47f0027.....



## 優點

- 1 提供可信任應用
- 2 流程自動化
- 3 運行成本降低

## 缺點

- 1 安全性議題
- 2 交易處理速度
- 3 不可篡改的延伸問題

# - 開發環境介紹 -

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- Remix - 線上 IDE

- <http://remix.ethereum.org>


- 安裝本機版 Remix IDE

- `npm install remix-ide -g`

- Solc (Solidity Compiler) - localhost

- <https://www.npmjs.com/package/solc>

# Remix - 線上 IDE



FILE EXPLORERS


▼ browser

1\_Storage.sol

2\_Owner.sol

3\_Ballot.sol

4\_Ballot\_test.sol




Solidity Compiler

Deploy & run tx

Home

1 tabs



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listen on network

Search with transaction hash or address

remix.call(message: {name, key, payload}): Call a registered plugins

remix.getFile(path): Returns the content of the file located at the given path

# Remix - 線上 IDE

The screenshot displays the Remix online IDE interface. On the left, the 'SOLIDITY COMPILER' panel is open, showing various configuration options. The 'Compiler' dropdown is set to '0.6.1+commit.e6f7d5a4'. Below it, the 'Language' is set to 'Solidity' and the 'EVM Version' is set to 'compiler default'. A 'Compile <no file selected>' button is highlighted with an orange border. Under 'Compiler Configuration', there are three unchecked checkboxes: 'Auto compile', 'Enable optimization', and 'Hide warnings'. At the bottom of this panel, an orange button reads 'No Contract Compiled Yet'. The main workspace is empty, showing a single tab labeled '1'. At the bottom of the interface, there is a search bar with the placeholder text 'Search with transaction hash or address' and a 'listen on network' checkbox. Below the search bar, there is a list of registered plugins: 'remix.call(message: {name, key, payload}): Call a registered plugins' and 'remix.getFile(path): Returns the content of the file located at the given path'.

SOLIDITY COMPILER

Compiler 0.6.1+commit.e6f7d5a4

Include nightly builds

Language Solidity

EVM Version compiler default

Compile <no file selected>

Compiler Configuration

☐ Auto compile

☐ Enable optimization

☐ Hide warnings

No Contract Compiled Yet

0 tabs

1

listen on network

Search with transaction hash or address

remix.call(message: {name, key, payload}): Call a registered plugins

remix.getFile(path): Returns the content of the file located at the given path

# Remix - 線上 IDE

DEPLOY & RUN TRANSACTIONS

Environment: JavaScript VM

Account: 0xCA3...a733c (100 eth)

Gas limit: 3000000

Value: 0 wei

No compiled contracts  
or

At Address Load contract from Address

Transactions recorded: 0

Deployed Contracts

Currently you have no contract instances to interact with.

0 listen on network Search with transaction hash or address

remix.call(message: {name, key, payload}): Call a registered plugins

remix.getFile(path): Returns the content of the file located at the given path

# - 智能合約架構簡介 -

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# 基礎架構

- 官方文檔：<https://solidity.readthedocs.io/en/v0.6.0/index.html>

```
pragma solidity ^0.6.0;
```

```
contract SimpleStorage {
```

```
    uint256 storedData; ← 變數宣告
```

```
    function set(uint256 x) public { ← 很多函數
        storedData = x;
    }
```

```
    function get() public view returns (uint256) { ← 很多函數
        return storedData;
    }
```

```
}
```



# 變數宣告

## ● 變數型態

- ☐ bool
- ☐ int / uint
- ☐ bytes
- ☐ address
- ☐ string
- ☐ array
- ☐ mapping

+

## ● 能見度

- ☐ public
- ☐ private
- ☐ internal

+

## ● 變數名稱

```
int8 public age;  
bool private isOwner;  
string name;
```

# 變數宣告

## ● address

```
address payable public bank;
```

## ● mapping

```
mapping(address => uint256) public balances;  
balances[address] = 10;  
uint256 balance = balances[address];
```

## ● array

○ push

○ pop

○ length

```
uint256[4] fixArr;  
uint256[] dynamicArr;
```

# 特殊變數

## ● Coin

- ☐ wei
- ☐ gwei
- ☐ finney
- ☐ ether

## ● Time

- ☐ now
- ☐ seconds
- ☐ minutes
- ☐ hours
- ☐ days
- ☐ weeks
- ☐ years

## ● Tx

- ☐ tx.origin
- ☐ tx.gasPrice

## ● msg

- ☐ msg.sender
- ☐ msg.value
- ☐ msg.data

User → Contract A → Contract B

# 特殊變數

## ● Address

- address.balance
- address.tranfser
- address.send
- address.call

## ● Block

- block.number
- block.timestamp
- block.difficulty
- blockhash ( uint )

# 函數宣告

Storage ↔ Memory ↔ Calldata

● 函數名稱(參數) + ● 能見度 + ● 回傳值

○ public

○ private

○ internal

○ external ← **this.funtion()**

```
function funName() private {...}  
function funName2(uint num) external returns(uint8) {...}  
function deposit() public payable {...}
```

# 函數宣告

## ● View function

## ● Pure function

- 不改變合約狀態
- 函數執行不消耗 gas
- 不需經過礦工驗證

```
function viewFun(uint256 a, uint256 b) public view returns (uint256) {  
    return a * (b + 42) + now;  
}  
  
function pureFun(uint256 a, uint256 b) public pure returns (uint256) {  
    return a * (b + 42);  
}
```

# Error Handling

## ● Assert

- 燒掉所有 gas
- 常用於處理非變量
- 常用於處理溢位
- 驗證改變後的狀態
- 一般用於函數結尾

## ● Require

- 退回剩餘 gas
- 常用於驗證 input
- 常用於驗證條件狀態
- 一般用於函數開頭
- 允許 error message

## ● Revert

- 退回剩餘 gas
- 搭配 if / else
- 允許 error message

# 特殊函數

revert →

```
function buy(uint amount) public payable {  
    if (amount > msg.value / 2 ether)  
        revert("Not enough Ether provided.");  
}
```

require、assert



```
function sendHalf(address payable addr) public payable returns (uint256 balance) {  
    require(msg.value % 2 == 0, "Even value required.");  
    uint256 balanceBeforeTransfer = address(this).balance;  
    addr.transfer(msg.value / 2);  
    assert(address(this).balance == balanceBeforeTransfer - msg.value / 2);  
    return address(this).balance;  
}
```



# 特殊函數

## ● Constructor

- 合約建構子
- 只會執行一次
- 非必須

## ● Selfdestruct

- 合約自殺
- 唯一參數為地址
- 把合約剩餘的錢給該地址

```
contract shop {
    address payable owner;

    constructor() public {
        owner = msg.sender;
    }

    function close() public {
        require(owner == msg.sender);
        selfdestruct(owner);
    }
}
```

# 特殊函數

## ● Fallback / Receive [payable]

- 沒有 function 宣告
- 沒有參數與回傳值
- 必須是 external
- 預設只有 2300 gas
- 非必要
- 觸發條件：
  1. 單純的轉帳
  2. 呼叫合約沒有的函數

```
contract StandardFallback {  
    receive() external payable {}  
    fallback() external {}  
}
```

- 撰寫第一個智能合約 -

---

# 練習1

## ● 理解 external 和 public 的實際差異

### ○ 變數宣告：

- `mapping (字串 → 地址) public students;`

### ○ 函數宣告：

- `function publicFun(memory 字串, 地址) public {...}`
- `function externalFun(calldata 字串, 地址) external {...}`
- `function callPublicFun(calldata 字串, 地址) external {...}`
- `function callExternalFun(calldata 字串, 地址) external{...}`

# 練習2

## ● 理解 array 操作 with **view**

### ○ 變數宣告：

- `address[] students;`

### ○ 函數宣告：

- `function addStudent(地址) {...}`
- `function deleteStudent(地址) {...}`
- `function getStudentLen() view returns(長度){...}`

# 練習3

## ● 理解 Constructor 和 Fallback 函數 with **msg**

### ○ 變數宣告：

- `address public payable owner;`

### ○ 函數宣告：

- `constructor () {owner = sender}`
- `fallback () {如果觸發者為 owner 則自殺並且把錢轉給 owner}`
- `receive () {只要觸發就把錢轉給特定地址}`

# 練習4

## ● 在合約中呼叫其他合約

### ● 合約1：

- `function sqr(數字) {回傳平方值};`
- `function mul(數字1, 數字2) {回傳相乘值};`

### ● 合約2：

- `合約1 名稱 = new 合約1();`
- `function callSqr(數字) {呼叫合約1};`
- `function callMul(數字1, 數字2) {呼叫合約1};`

- Demo Time -

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- 作業公布 -

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# 作業公布

## ● 實作一個銀行合約

### ○ 函數功能要有：

- 存錢
- 提錢
- 轉帳
- 查詢餘額
- 查詢銀行餘額
- 帳戶註冊

### ○ 要有 Fallback (捲款潛逃)

### ○ 要有 Constructor

### ○ 基本防呆 ( with error message )

### ○ 使用 mapping 存取帳本

# 函數詳細內容

- Constructor → 設定合約擁有者
- 存錢 → `function deposit()`
- 提錢 → `function withdraw(uint withdrawAmount)`
- 轉帳 → `function tnasfer(uint transerAmount)`
- 餘額查詢 → `function getBalance()`
- 銀行資產查詢 → `function getBankBalance()`
- 帳戶註冊 → `function enroll(string accountName)`
- Fallback → 確認是 Owner 卷款錢逃
- Constructor → 設定 Owner
- 防呆說明 → Error message

- END -

