

The background of the entire image is a dark gray grid of small, semi-transparent video call thumbnails. Each thumbnail shows a different person, mostly men, in various settings, suggesting a large group of participants in a bootcamp. Some thumbnails have a small white 'x' mark in the top right corner, possibly indicating a missing video feed or a specific status.

encode
CLUB

Algorand Bootcamp

Observations

- TxnType.ApplicationCall **IS NOT** Txn.on_competition()
- Application Array can take upto 8 Applications, not 16*
- Btoi() must be used to convert argument from byte to int. You cannot typecast it with Int()
- Argument must be an integer before performing mathematical operations on them

Observations

- To validate asset ID in PyTeal, you must use `Txn.xfer_asset()`
- You CANNOT stop an account from ever clearing its local state. You can perform any final changes before it tries to clear state, but you cannot stop it from happening.
- More on smart contract arrays:
https://developer.algorand.org/docs/get-details/dapps/smart-contracts/apps/?from_query=applications%20array#smart-contract-arrays

The background of the slide is a dark gray grid of small, semi-transparent video call thumbnails. Each thumbnail shows a different person, likely participants from a previous session. Some thumbnails have a small white 'x' mark in the top right corner, indicating that the video feed was not recorded or is unavailable. The overall aesthetic is professional and tech-oriented.

Any questions from previous session?

The background is a dark gray grid of small, semi-transparent video call thumbnails. Each thumbnail shows a different person's face, some with 'x' marks over them, suggesting a virtual meeting environment. A diagonal line runs from the top right towards the center.

Any issues with the assignment?

Recap

- Pyteal overview
- Data Types and Constants
- Arithmetic and Byte Operators
- Transaction Fields
- Scratch Space

Today

- Global Parameters
- Atomic Transactions
- Control Flow
- Seq, Cond Expressions
- If, If-Else, If-Else-Else, For, While
- Subroutines

Global Parameters

- On-chain parameters available within PyTeal contracts
- Useful in assertions and logic validations

Global Parameters

- `Global.zero_address()`
- `Global.latest_timestamp()`
- `Global.current_application_address()`
- `Global.creator_address()`
- `Global.current_application_id()`

Atomic Transactions

- Group of transactions that either ensure all go through or none go through
- Useful when having relatively complicated transaction logic when order of transactions is important
- Transactions accessed by Gtxn object

Atomic Transactions

- If transactions are grouped, they will have a group ID
- Even if one of the transactions fail, all the other transactions in the group fail
- Use case: Grouping a payment call with an application transaction call

Control Flow

Expressions

- **Approve()**
 - Similar to `Return(Int(1))` - Approve the transaction at the current instruction, don't go any further
- **Reject()**
 - Similar to `Return(Int(0))` - Reject the transaction at the current instruction, don't go any further
- **Assert()**
 - The Assert expression can be used to ensure that conditions are met before continuing the program.

Conditionals

**Cond([test-expr-1, body-1],
[test-expr-2, body-2],)**

- Each test-expr is evaluated in order.
- If it produces 0, the paired body is ignored, and evaluation proceeds to the next test-expr.

Conditionals

**Cond([test-expr-1, body-1],
[test-expr-2, body-2],)**

- As soon as a test-expr produces a true value (> 0), its body is evaluated to produce the value for this Cond expression.
- If none of test-expr s evaluates to a true value, the Cond expression will be evaluated to err, a TEAL opcode that causes the runtime panic.

Conditionals

```
program = Cond(  
    [Txn.application_id() == Int(0), on_creation],  
    [Txn.on_completion() == OnComplete.DeleteApplication, Return(can_delete)],  
    [  
        Txn.on_completion() == OnComplete.UpdateApplication,  
        Return(is_contract_admin),  
    ],  
    [Txn.on_completion() == OnComplete.CloseOut, on_closeout],  
    [Txn.on_completion() == OnComplete.OptIn, register],  
    [Txn.application_args[0] == Bytes("pause"), pause],  
    [Txn.application_args[0] == Bytes("set admin"), set_admin],  
    [Txn.application_args[0] == Bytes("freeze"), freeze],  
    [Txn.application_args[0] == Bytes("max balance"), max_balance],  
    [Txn.application_args[0] == Bytes("lock until"), lock_until],  
    [Txn.application_args[0] == Bytes("transfer group"), transfer_group],  
    [Txn.application_args[0] == Bytes("mint"), mint],  
    [Txn.application_args[0] == Bytes("burn"), burn],  
    [Txn.application_args[0] == Bytes("transfer"), transfer],  
)
```

Source: <https://pyteal.readthedocs.io/en/stable/examples.html>

If

If(test-expr-1, then-expr, else-expr)

- the test-expr is always evaluated and needs to be typed TealType.uint64.
- If it results in a value greater than 0, then the then-expr is evaluated.
- Otherwise, else-expr is evaluated.

If

If(test-expr-1, then-expr)

- Can skip *else-expr*

If(test-expr)

.Then(then-expr)

.ElseIf(test-expr)

.Then(then-expr)

.Else(else-expr)

- If-Elseif-Else chain is also possible

If

```
lock_transfer_key = getRuleKey(  
    Btoi(Txn.application_args[2]), Btoi(Txn.application_args[3])  
)  
lock_transfer_until = Btoi(Txn.application_args[4])  
lock_transfer_group = Seq(  
    [  
        Assert(Txn.application_args.length() == Int(5)),  
        If(  
            lock_transfer_until == Int(0),  
            App.globalDel(lock_transfer_key),  
            App.globalPut(lock_transfer_key, lock_transfer_until),  
        ),  
    ]  
)
```

Source: <https://pyteal.readthedocs.io/en/stable/examples.html>

While

While(loop-condition).Do(loop-body)

- The loop-condition expression must evaluate to `TealType.uint64`, and the loop-body expression must evaluate to `TealType.none`.
- The loop-body expression will continue to execute as long as loop-condition produces a true value (> 0).

While

```
totalFees = ScratchVar(TealType.uint64)
i = ScratchVar(TealType.uint64)

Seq([
    i.store(Int(0)),
    totalFees.store(Int(0)),
    While(i.load() < Global.group_size()).Do(
        totalFees.store(totalFees.load() + Gtxn[i.load()].fee()),
        i.store(i.load() + Int(1))
    )
])
```

Source: https://pyteal.readthedocs.io/en/stable/control_structures.html

For

For(loop-start, loop-condition, loop-set).Do(loop-body)

- The loop-start, loop-step, and loop-body expressions must evaluate to *TealType.none*, and the the loop-condition expression must evaluate to *TealType.uint64*.
- When a For expression is executed, loop-start is executed first.
- Then the expressions loop-condition, loop-body, and loop-step will continue to execute in order as long as loop-condition produces a true value (> 0).

For

```
totalFees = ScratchVar(TealType.uint64)
i = ScratchVar(TealType.uint64)

Seq([
    totalFees.store(Int(0)),
    For(i.store(Int(0)), i.load() < Global.group_size(), i.store(i.load() + Int(1))).Do(
        totalFees.store(totalFees.load() + Gtxn[i.load()].fee())
    )
])
```

Source: https://pyteal.readthedocs.io/en/stable/control_structures.html

Exiting Loops

- Continue()
 - When Continue is present in the loop body, it instructs the program to skip the remainder of the loop body.
 - The loop may continue to execute as long as its condition remains true.

Exiting Loops

```
numPayments = ScratchVar(TealType.uint64)
i = ScratchVar(TealType.uint64)

Seq([
    numPayments.store(Int(0)),
    For(i.store(Int(0)), i.load() < Global.group_size(), i.store(i.load() + Int(1))).Do(
        If(Gtxn[i.load()].type_enum() != TxnType.Payment)
        .Then(Continue()),
        numPayments.store(numPayments.load() + Int(1))
    )
])
```

Source: https://pyteal.readthedocs.io/en/stable/control_structures.html

Exiting Loops

- Break()
 - When Break is present in the loop body, it instructs the program to completely exit the current loop.
 - The loop will not continue to execute, even if its condition remains true.

Exiting Loops

```
firstPaymentIndex = ScratchVar(TealType.uint64)
i = ScratchVar(TealType.uint64)

Seq([
  # store a default value in case no payment transactions are found
  firstPaymentIndex.store(Global.group_size()),
  For(i.store(Int(0)), i.load() < Global.group_size(), i.store(i.load() + Int(1))).Do(
    If(Gtxn[i.load()].type_enum() == TxnType.Payment)
    .Then(
      firstPaymentIndex.store(i.load()),
      Break()
    )
  ),
  # assert that a payment was found
  Assert(firstPaymentIndex.load() < Global.group_size())
])
```

Source: https://pyteal.readthedocs.io/en/stable/control_structures.html

Primer on State Management

Global State

- Stored at application level
- Store data: `App.globalPut(key, value)`
- Retrieve data: `App.globalGet(key)`
- Key and Value both must be either Int or Bytes

Global State

- 64 key-value pairs per application
- Key+value = 128 Bytes

Local State

- Stored at account level
- Store data: `App.localPut(account, key, value)`
- Retrieve data: `App.localGet(account, key)`
- Key and Value both must be either Int or Bytes

The background is a dark gray grid of approximately 60 small, semi-transparent video call thumbnails. Each thumbnail shows a different person, mostly men, in various settings. Some thumbnails have a small white 'x' in the top right corner, indicating a missing or inactive video feed. A diagonal line runs from the top right towards the center, separating a darker area on the left from a lighter area on the right.

Enough Theory, Let's Code

Subroutines

Subroutines

Similar to functions, a subroutine is section of code that can be called multiple times from within a program.

- Subroutines accept any number of arguments.
- Subroutine argument types can be any Expr (PyTeal expression) or strictly ScratchVar (no subclasses allowed).
- Subroutines return a single value, or no value.

Subroutine

```
@Subroutine(TealType.none)
def swap(x: ScratchVar, y: ScratchVar):
    z = ScratchVar(TealType.anytype)
    return Seq(
        z.store(x.load()),
        x.store(y.load()),
        y.store(z.load()),
    )
```

Calling a subroutine: swap(l,m)

Source: https://pyteal.readthedocs.io/en/stable/control_structures.html

Recursion

```
@Subroutine(TealType.uint64)
def recursiveIsEven(i):
    return (
        If(i == Int(0))
        .Then(Int(1))
        .ElseIf(i == Int(1))
        .Then(Int(0))
        .Else(recursiveIsEven(i - Int(2)))
    )
```

Calling a function recursively: recursiveIsEven(l,m)

Source: https://pyteal.readthedocs.io/en/stable/control_structures.html

Assignment

1. Review the slides and recordings of this week
2. Two parter: Coding assignment, and a google forms quiz (will be shared tomorrow)
3. Coding assignment:
 - a. Create an ASA - with ENB as the symbol
 - b. Deploy a smart contract and store the ASA ID created in step 3.a in the global state when you deploy the application
 - c. Build upon the voting application with the following requirements:
 - i. Voters must hold a minimum of 1000 ENB when voting
 - ii. Vote Method must only accept the vote choice of "yes", "no", "abstain".
Passing any other choice must automatically be rejected by logic
 - iii. Vote count must be increased by the amount of ENB the voter holds at the time of voting (must be decreased by the same vote amount if voter opts out/clear state/close out)

Resources

1. Testnet Funds Dispenser: [Link](#)
2. AlgoNode APIs: [Link](#)
3. PyTeal Docs: [Link](#)
4. Algorand Developer Portal: [Link](#)

Thank You

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