1. Writing solidity code is much similar to writing JavaScript code. The grammar is straightforward, but it doesn’t provide a lot of library code to facilitate my coding. For example, when I want to traverse the keys in the mapping, I have to maintain another array to keep the keys, which is a lot annoying. It doesn’t have float data type, which might be a trouble when the float arithmetic is needed. Just like JavaScript, it provides some useful globals to help fulfill magic operations. Most importantly, I have to pay special attention to the number of operations used in order to avoid wasting gas.
2. Asd