

Become a Huff-pilled Chad  
in 60 minutes or your money back...



## Agenda:

1. Blazingly fast intro
2. SimpleStore.huff from huff-project-template
3. Collatz Puzzle ctf
4. Q&A

\* Source code: <https://github.com/devtooligan/huff-spearbit-demo>

## Blazingly fast intro:

- Huff created by [Zac Williamson](#) and the [Aztec Protocol](#) team in 2019
- Weierstrudel, an on-chain elliptical curve arithmetic library. Too optimized for Solidity, too unwieldy for pure EVM bytecode.
- Developed a set of tools to manage writing applications in bytecode.
- In 2022, [Huff](#) was re-written in Rust through a community effort led by [Jet Jadeja](#), [@vex\\_0x](#) and [@refcells](#).

# Blazingly fast intro:

## Resources for beginners:

- [huff.sh](#) - starting point for github/docs/discord/twitter
- [awesome-huff](#)
- EVM articles by [Noxx](#), [Jean Cavallera](#), and [DeGatchi](#)

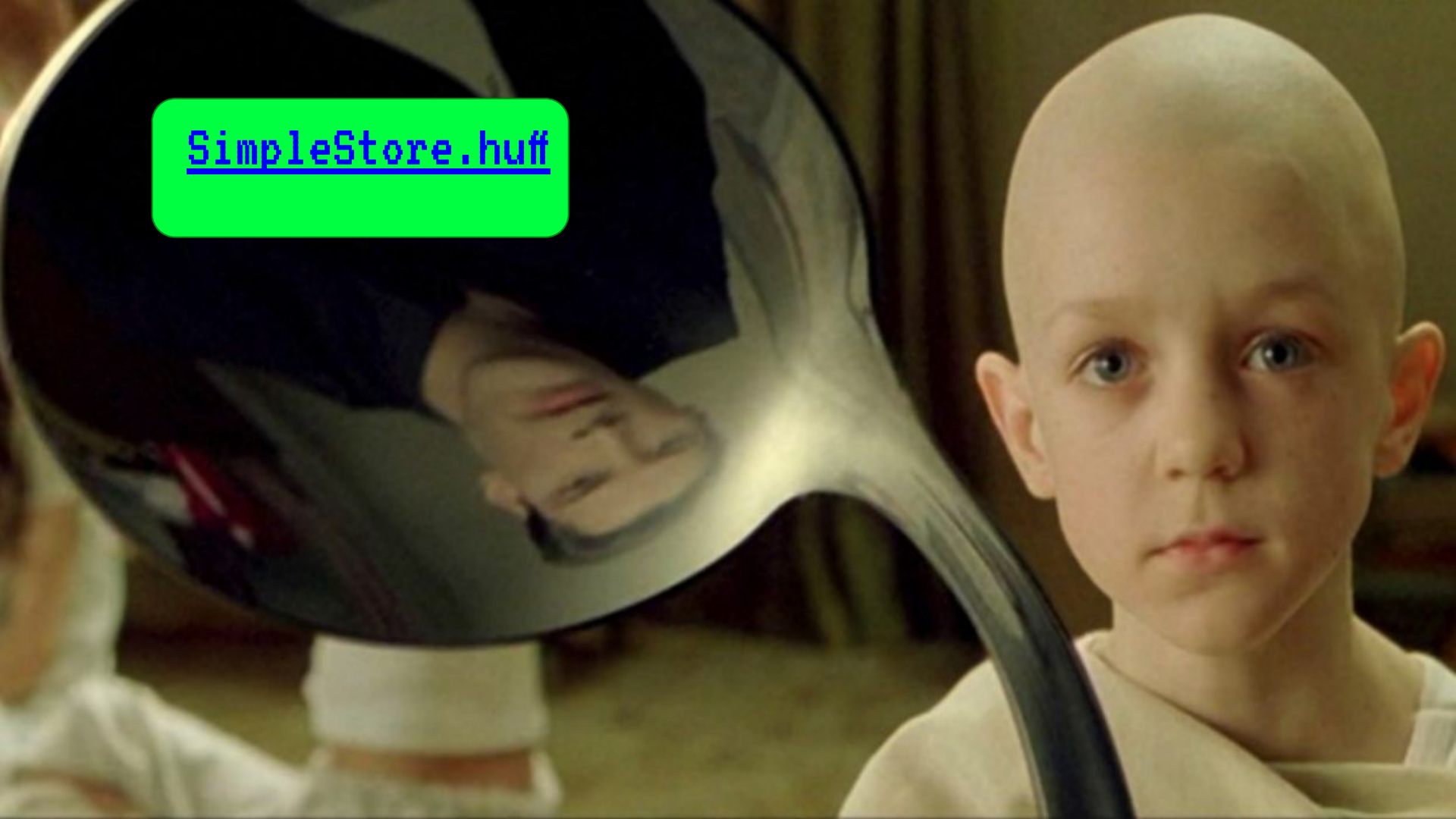


# Blazingly fast intro:

## Quickstart guide:

1. [huff-project-template](#) - get the foundry tests working
2. do [add-two](#) tutorial
3. do [hello-world](#) tutorial
4. hack the planet

[SimpleStore.huff](http://SimpleStore.huff)



A background image of Keanu Reeves as Neo from the movie The Matrix. He is wearing his iconic black trench coat and sunglasses, with his right hand raised in a palm-forward gesture. He is surrounded by a dense field of falling bullets, which are depicted as small, metallic spheres. The background is a dark, textured surface with some faint, glowing lines.

## SimpleStore.huff

- `0x1234 => push2 0x1234`
- Tracking stack in comments
- Constants => `[SLOT_LOCATION]`
- Built-in functions => `__FUNC_SIG()`
- Jump labels => `setvalue:`
- Macros and Functions => `#define macro`
- `FREE_STORAGE_POINTER()`



A group of men in dark suits, white shirts, and dark ties, all wearing dark sunglasses. They are standing in a line, looking forward with serious expressions. The background is slightly blurred, showing what appears to be an outdoor setting with greenery.

Collatz Puzzle CTF



**I KNOW HUFF**

