

State

Each account has an associated state where it stores its metadata and all the contract-related data (contract's code + storage) .

Accounts' states can be read by anyone in the network, but only the account itself can change it.

Each account pays for their own storage by locking a part of their balance proportional to the space used.

Account's Metadata

The state keeps track of relevant metadata from the contract. Particularly, the state stores the following fields:

1. amount
2. : The account's balance expressed in yoctoNEAR ($1 \text{ N} = 10^{24}$)
3. $y(\text{N})$.
4. code_hash
5. : A hash of the contract's Wasm file, filled with 1s
6. if no contract is present.
7. storage_usage
8. : Amount of bytes used for storage by the account (code + metadata + data storage).

info You can check an account's metadata by running the following [near cli](#) command:

```
near state hello-nearverse.testnet
```

Contract's State

The state is also the place where both the contract's code and the contract's storage are stored.

The contract's storage is organized as key-value pairs encoded using base64 and JSON serialization (oBorsh in Rust).

info You can check an account's contract state by running the following [near cli](#) command:

```
near view-state hello-nearverse.testnet --finality final --utf8 true
```

tip When developing contracts our SDK will handle serializing the storage, so you can focus on what matters.

Paying for Storage ($1 \text{ N} \sim 100\text{kb}$)

In order to pay for storage, accounts need to lock a portion of their balance proportional to the amount of data being stored. This means that:

- If more data is added and the state increases \uparrow
- , the account's balance decreases \downarrow
- .
- If data is deleted and the state decreases \downarrow
- , the account's balance increases \uparrow
- .

Currently, it costs approximately 1 N to store 100kb of data. [Edit this page](#) Last updated on Dec 2, 2022 by Anton Puhach Was this page helpful? Yes No

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