Hello World

Using theconsole! macro from thestylus_sdk allows you to print output to the terminal for debugging purposes. To view the output, you'll need to run a local Stylus dev node as described in the Arbitrum docs and set the debug feature flag as shown in line 7 of the Cargo.toml file below.

Theconsole! macro works similar to the built-inprintln! macro that comes with Rust.

Examples

note This code has yet to be audited. Please use at your own risk. // Out: Stylus says: 'hello there!' console! ("hello there!") ; // Out: Stylus says: 'format some arguments' console! ("format $\{\}$ arguments" ,

```
"some" ) ;
let local_variable =
```

"Stylus"; // Out: Stylus says: 'Stylus is awesome!' console! ("{local_variable} is awesome!"); // Out: Stylus says: 'When will you try out Stylus?' console! ("When will you try out {}?", local_variable);

src/main.rs

![cfg_attr(not(feature =

```
"export-abi" ), no_main)]
extern
crate
alloc ;
use
stylus_sdk :: { console ,
prelude :: * ,
stylus_proc :: entrypoint ,
ArbResult } ;
```

[storage]

[entrypoint]

```
pub
struct
Hello;
```

[public]

```
impl
Hello
{ fn
user_main ( _input :
Vec < u8
)</pre>
```

->

ArbResult

 $\{ \ /\!/ \ Will \ print \ 'Stylus \ says: \ Hello \ Stylus!' \ on \ your \ local \ dev \ node \ /\!/ \ Be \ sure \ to \ add "debug" \ feature \ flag \ to \ your \ Cargo.toml \ file \ as \ /\!/ \ shown \ below. \ console! ("Hello \ Stylus!") ; Ok (\ Vec :: new ()) \ \} \}$

Cargo.toml

```
[package]name
"stylus_hello_world" version
"0.1.7" edition
"2021" license
"MIT OR Apache-2.0" keywords
[ "arbitrum",
"ethereum",
"stylus",
"alloy"]
[ dependencies ] alloy-primitives
"=0.7.6" alloy-sol-types
"=0.7.6" mini-alloc
"0.4.2" stylus-sdk
{
version
"0.6.0",
features
[ "debug" ]
} hex
"0.4.3" sha3
```

```
"0.10"
[ dev-dependencies ] tokio
{
version
"1.12.0",
features
[ "full" ]
} ethers
"2.0" eyre
"0.6.8"
[ features ] export-abi
[ "stylus-sdk/export-abi" ]
[ lib ] crate-type
[ "lib" ,
"cdylib" ]
[ profile.release ] codegen-units
1 strip
true Ito
true panic
"abort" opt-level
"s" Edit this page Previous Overview Next Primitive Data Types
```