

## Feature Mapping: Solidity vs Algorand Python

Category	Solidity	Algorand Python
Contract Structure	<code>contract X { ... }</code>	<code>class X(arc4.ARC4Contract):</code>
	Single inheritance	Multiple base classes
Basic Types	<code>uint256</code> , <code>uint8</code>	<code>UInt64</code>
	<code>address</code>	<code>Account</code>
	<code>string</code>	<code>String</code>
	<code>bytes</code> , <code>bytes32</code>	<code>Bytes</code>
	<code>bool</code>	<code>bool</code>
	<code>mapping</code>	<code>GlobalState</code>
Complex Types	Arrays	<code>Box</code> , <code>BoxRef</code>
	Structs	Multiple boxes
	Enums	Constants
Function Modifiers	<code>public</code>	<code>@arc4.abimethod()</code>
	<code>view</code>	<code>@arc4.abimethod(readonly=True)</code>
	<code>pure</code>	<code>@subroutine</code>
	<code>payable</code>	Check <code>Txn.amount</code> in function
Operations	<code>require(x, msg)</code>	<code>assert x, msg</code>
	<code>+=</code> , <code>-=</code> , <code>*=</code> , <code>/=</code>	Direct operators
	<code>revert("msg")</code>	<code>assert False, "msg"</code>
Global Variables	<code>msg.sender</code>	<code>Txn.sender</code>
	<code>msg.value</code>	<code>Txn.amount</code>
	<code>block.timestamp</code>	<code>Global.latest_timestamp</code>

	<code>address(this)</code>	<code>Global.current_application_addresses</code>
<b>Data Storage</b>	State Variables	<code>GlobalState</code>
	Mappings	<code>GlobalState</code> with mapping
	Arrays	<code>Box</code> , <code>BoxRef</code>
	Local Variables	Method variables
<b>Special Functions</b>	<code>constructor()</code>	<code>__init__()</code> and <code>create()</code>
	<code>fallback()</code>	<code>approval_program()</code>
	<code>receive()</code>	Handle in <code>approval_program()</code>
<b>Visibility</b>	<code>public</code>	<code>@arc4.abimethod()</code>
	<code>private</code>	<code>@subroutine</code>
	<code>internal</code>	<code>@subroutine</code>
	<code>external</code>	<code>@arc4.abimethod()</code>
<b>Events</b>	<code>event X(...)</code>	<code>log(...)</code>
	<code>emit X(...)</code>	<code>log(Bytes(...))</code>