

PDP 1

Learn solidity & smart contracts

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What is an Smart Contract?

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 // Only debug purposes
5 import "hardhat/console.sol";
6
7 contract ImAContract {
8     constructor() {
9         // Hi! i'm only runs on deploy
10    }
11
12    function foo() public view returns (uint256) {
13        // I'm run when i'm called!
14    }
15 }
```

A code, sequence of bits, living in the blockchain, with their own address to interact with and defined behaviour in functions.

- Solidity it's a good language to code it (there are more languages).
- Once deployed it's immutable in behaviour but no in memory, has $(2^{256})-1$ slots of memory of 256 bit length each
- Has a maximum weight, a top of 24kb deployed
- Define a license and a compiler version to be builded

NOTE: this presentation it's ethereum oriented, some things couldn't be like this in other blockchains

Solidity 101, Language Basics



If

```
if (/* boolean expr */) {...}  
else if (...) {...}  
else {...}
```



Loops

```
for (uint256 i = 0; i < 10; ++i)  
{...}
```



Types

uintXX: 256 bits length, we can split it: uint256, uint8, uint32...

Strings are not recommended

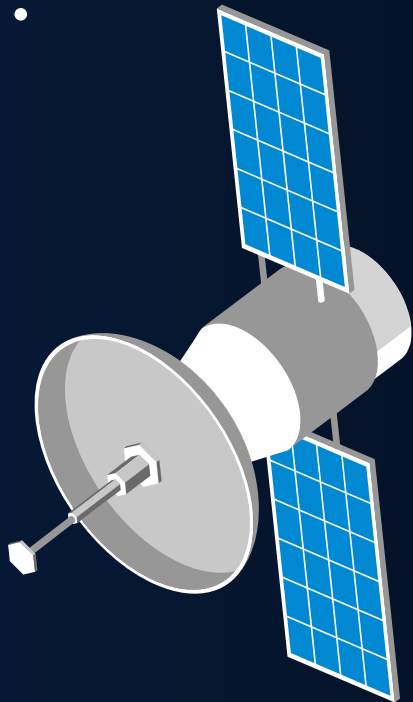
Arrays: fixed length on function level, dynamic at contract level

Mappings: kind of functions, map one type into another

Structs: just like C

Functions modifiers

Ethereum allow us to set the type and scope for a function



Type

- **view**: only reads from the contract
- **pure**: don't even read the contract
- **payable**: allow to accept money in the call

Scope

- **public**: anyone can call it
- **private**: just the contract can call it
- **internal**: contract and subcontracts can call it
- **external**: only the outside can call it

ethers and hardhat



Are two libraries to assist us in the contract development

ethers: front-end library, good hardhat partner, to interact with extensions metamask like

hardhat: very useful library, help us to mount a local ethereum network, makes easier the contract development

Solidity 201, Solid than a rock

event

We can send information on it, or not, just fires the event, we can send it to anyone or only for who make the call.

```
contract MyContract {
  event MyEvent(uint256);
  event MySpecialEvent(address indexed);

  function foo() public {
    uint256 value;
    // ...
    emit MyEvent(value);
    emit MySpecialEvent(msg.sender);
  }
}
```

enum

We can't set the value of the enum but if we receive the enum as param of a function don't require validation in our contract.

```
enum MyEnum {
  e1,
  e2,
  e3,
  e4
}

contract MyContract {
  // value auto-validated
  function foo(MyEnum value) public {}
}
```

require

Kind of assert in a function, the contract call auto reverts with the provided message if the condition don't match

```
contract MyContract {
  function foo() public payable {
    require(
      msg.value > 0.05 ether,
      "You don't send enough money"
    );
    // ...
  }
}
```

Where are everyone?!

The **msg** object

When a call it's performed to our contract we receive information about the call, who did it, if has money with it, how many gas it takes, very useful resources

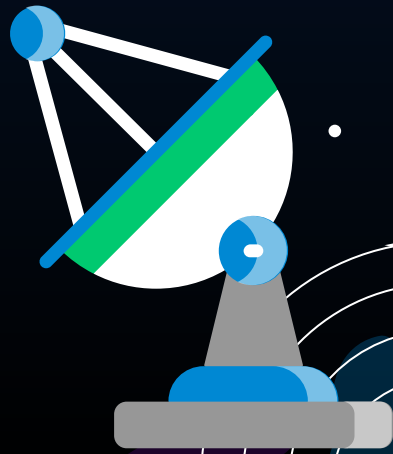
msg.sender : address who call us

msg.gas : gas cost of the transaction

msg.value : money send in the transaction

msg.sig : first 4 bytes of the call, function identifier

msg.data : the complete calldata





Diamond pattern

That definitely comes from starts

So, 24kb of top for a contract, we can't update the contract functionality without loose money and information associated to it, don't sound very nice. In order to fix that: **EIP-2535** and no it's not a star name

Key concepts

- Fallbacks
- Delegate calls
- Storage/Layout

Leaving the solidity system

Presentation for PDP1 - learn about solidity and smart contracts

Reference Course:

<https://coursehunter.net/course/ekskursiya-po-web-3-ethereum-i-smart-kontrakty>

PDP GitHub with notes:

<https://github.com/qmarquez/coursehunter.ATourWeb3EthereumSmartContracts.lessonsAndNotes>

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