

# L<sup>A</sup>T<sub>E</sub>X Highlighting for Solidity and Yul

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## 1 Usage

*Uses the python package, pygments-lexer-solidity package*

## 2 Solidity

### 2.1 example.sol - Solidity

```
// SPDX-License-Identifier: BSD-2-Clause

pragma solidity ^0.6.0;
pragma ABIEncoderV2;
pragma experimental SMTChecker;
/*****
 *                               example.sol                               *
 *****/

// Code in this contract is not meant to work (or be a good example).
// It is meant to demonstrate good syntax highlighting by the lexer,
// even if otherwise hazardous.

// Comments relevant to the lexer are single-line.
/* Comments relevant to the code are multi-line. */

library Assembly {
    function junk(address _addr) private returns (address _ret) {
        assembly {
            let tmp := 0

            // nested code block
            let mulmod_ := 0 { // evade collision with `mulmod`
                let tmp:=sub(mulmod_,1) // `tmp` is not a label
                mulmod_ := tmp
            }
            /* guess what mulmod_ is now... */
        }
        _loop: // JIC, dots are invalid in labels
        let i := 0x10
    }
}
```

```

    loop:
        // Escape sequences in comments are not parsed.
        /* Not sure what's going on here, but it sure is funky!
        \o/ \o/ \o/ \o/ \o/ \o/ \o/ \o/ \o/ \o/ \o/ \o/ */
        mulmod(_addr, mulmod_, 160)

        0x1 i sub // instructional style
        i =: tmp /* tmp not used */

        jumpi(loop, not(iszero(i)))

        mstore(0x0, _addr)
        return(0x0, 160)
    }
}

contract Strings {
    // `double` is not a keyword (yet)
    string double = "This\ is a string\nwith \"escapes\", \
and it's multi-line. // no comment"; // comment ok // even nested :)
    string single = 'This\ is a string\nwith "escapes", \
and it\'s multi-line. // no comment'; // same thing, single-quote
    string hexstr = hex'537472696e67732e73656e6428746869732e62616c616e6365293b';

    fallback() external payable virtual {}

    receive() external payable {
        revert();
    }
}

contract Types is Strings {
    using Assembly for Assembly;

    bytes stringsruntime = type(Strings).runtimeCode;

    // typesM (compiler chokes on invalid)
    int8 i8; // valid
    //int10 i10; // invalid
    uint256 ui256; // valid
    //uint9001 ui9001; // invalid
    bytes1 b1; //valid
    //bytes42 b42; // invalid - M out of range for `bytes`

```

```

// typesMxN (compiler chokes on invalid)
fixed8x0 f8x0;           // valid
fixed8x1 f8x1;           // valid
fixed8x8 f8x8;           // valid
//fixed0x8 f0x8;         // invalid since MxN scheme changed
ufixed256x80 uf256x80;    // valid
//ufixed42x217 uf42x217; // invalid - M must be multiple of 8, N <= 80

// special cases (internally not types)
string str; // dynamic array (not a value-type)
bytes bs; // same as above
//var v = 5; // `var` is a keyword, not a type, and compiler chokes
uint unu$ed; // `var` is highlighted, though, and `$` is a valid char

address a = "0x1"; // lexer parses as string
struct AddressMap {
    address origin;
    address result;
    address sender;
    bool touched;
}
mapping (address => AddressMap) touchedMe;

function failOnNegative(int8 _arg)
    private
    pure
    returns (uint256)
{
    /* implicit type conversion from `int8` to `uint256` */
    return _arg;
}

// some arithmetic operators + built-in names
function opportunisticSend(address k) private {
    /* `touchedMe[k].result` et al are addresses, so
       `send()` available */
    touchedMe[k].origin.send(uint256(k)**2 % 100 finney);
    touchedMe[k].result.send(1 wei);
    touchedMe[k].sender.send(mulmod(1 szabo, k, 42));
}

fallback() external payable override {
    /* inferred type: address */
    var k = msg.sender;
    /* inferred type: `ufixed0x256` */

```

```

var v = 1/42;
/* can't be `var` - location specifier requires explicit type */
int negative = -1;

// valid syntax, unexpected result - not our problem
ui256 = failOnNegative(negative);

// logic operators
if ((!touchedMe[msg.sender].touched &&
    !touchedMe[tx.origin].touched) ||
    ((~(msg.sender * v + a)) % 256 == 42)
) {
    address garbled = Assembly.junk(a + msg.sender);

    /* create a new AddressMap struct in storage */
    AddressMap storage tmp;

    // TODO: highlight all known internal keywords?
    tmp.origin = tx.origin;
    tmp.result = garbled;
    tmp.sender = msg.sender;
    tmp.touched = true;

    /* does this link-by-reference as expected?.. */
    touchedMe[msg.sender] = tmp;
    touchedMe[tx.origin] = tmp;
}
else {
    /* weak guard against re-entry */
    touchedMe[k].touched = false;

    opportunisticSend(k);

    delete touchedMe[k];
    /* these probably do nothing... */
    delete touchedMe[msg.sender];
    delete touchedMe[tx.origin];
}
}

/**
 \brief Examples of bad practices.

TODO: This special NatSpec notation is not parsed yet.

```

```

    @author Noel Maersk
    */
    /// Triple-slash NatSpec should work.
    /// @title Some examples of bad practices.
    /// @author Noel Maersk
    /// @notice Very old, might've been "fixed" by obsoletion.
    /// @dev This is a dummy comment.
    /// @custom:unmaintained This code is not maintained.

contract BadPractices {
    address constant creator; /* `internal` by default */
    address private owner; /* forbid inheritance */
    bool mutex;

    modifier critical {
        assert(!mutex);
        mutex = true;
        _;
        mutex = false;
    }

    constructor() external {
        creator = tx.origin;
        owner = msg.sender;
    }

    /* Dangerous - function public, and doesn't check who's calling. */
    function withdraw(uint _amount)
        public
        critical
        returns (bool)
    { /* `mutex` set via modifier */
        /* Throwing on failed call may be dangerous. Consider
           returning false instead?.. */
        require(msg.sender.call.value(_amount)());
        return true;
    } /* `mutex` reset via modifier */

    /* fallback */
    fallback() external payable {
        /* `i` will be `uint8`, so this is an endless loop
           that will consume all gas and eventually throw.
           */
        for (var i = 0; i < 257; i++) {

```

```
        owner++;  
    }  
  
/* receive()?.. nah, why bother */  
  
// A regular multi-line comment closure, including an escaped variant as  
// demonstrated shortly, should close the comment; note that the lexer  
// should not be nesting multi-line comments.  
// If the comment is still shown as "open", then a  
//  
//                !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
//                !!! MALICIOUS CODE SEGMENT !!!  
//                !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
// can be erroneously thought of as inactive, and left unread.  
// In fact, the compiler will produce executable code it, possibly  
// overriding the program above.  
// It is imperative that syntax highlighters do parse it if either of  
// `* /` or `*/` (with space removed) are present.  
// Now, let's party! :) \*/  
  
contract MoreBadPractices is BadPractices {  
    uint balance;  
  
    fallback() external payable override {  
        balance += msg.value;  
        if (!msg.sender.send(this.balance / 10)) throw;  
        balance -= this.balance;  
    }  
}  
  
/* Open comment to EOF. Compiler chokes on this, but it's useful for highlighting to show that there's an unmatched multi-line comment open.  
  
contract CommentToEndOfFile is MoreBadPractices {  
    fallback() external payable override {}  
}
```

## 2.2 example.yul - Yul

```
1 {  
2     // my function  
3     function power(base, exponent) -> result  
4     {  
5         switch exponent  
6         case 0 { result := 1 }  
7         case 1 { result := base }  
8         default  
9         {  
10            result := power(mul(base, base), div(exponent, 2))  
11            switch mod(exponent, 2)  
12                case 1 { result := mul(base, result) }  
13        }  
14    }  
15 }
```

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<sup>1</sup> Taken from example.yul

This document presents several examples showing how to use the `pygments-lexer-solidity` and `xcolor` package to provide syntax highlighting for the programming languages Solidity and Yul as well as changing the colour of L<sup>A</sup>T<sub>E</sub>X page elements.

- `First item`
- `Second item`

