Blockchain

Programming with Solidity

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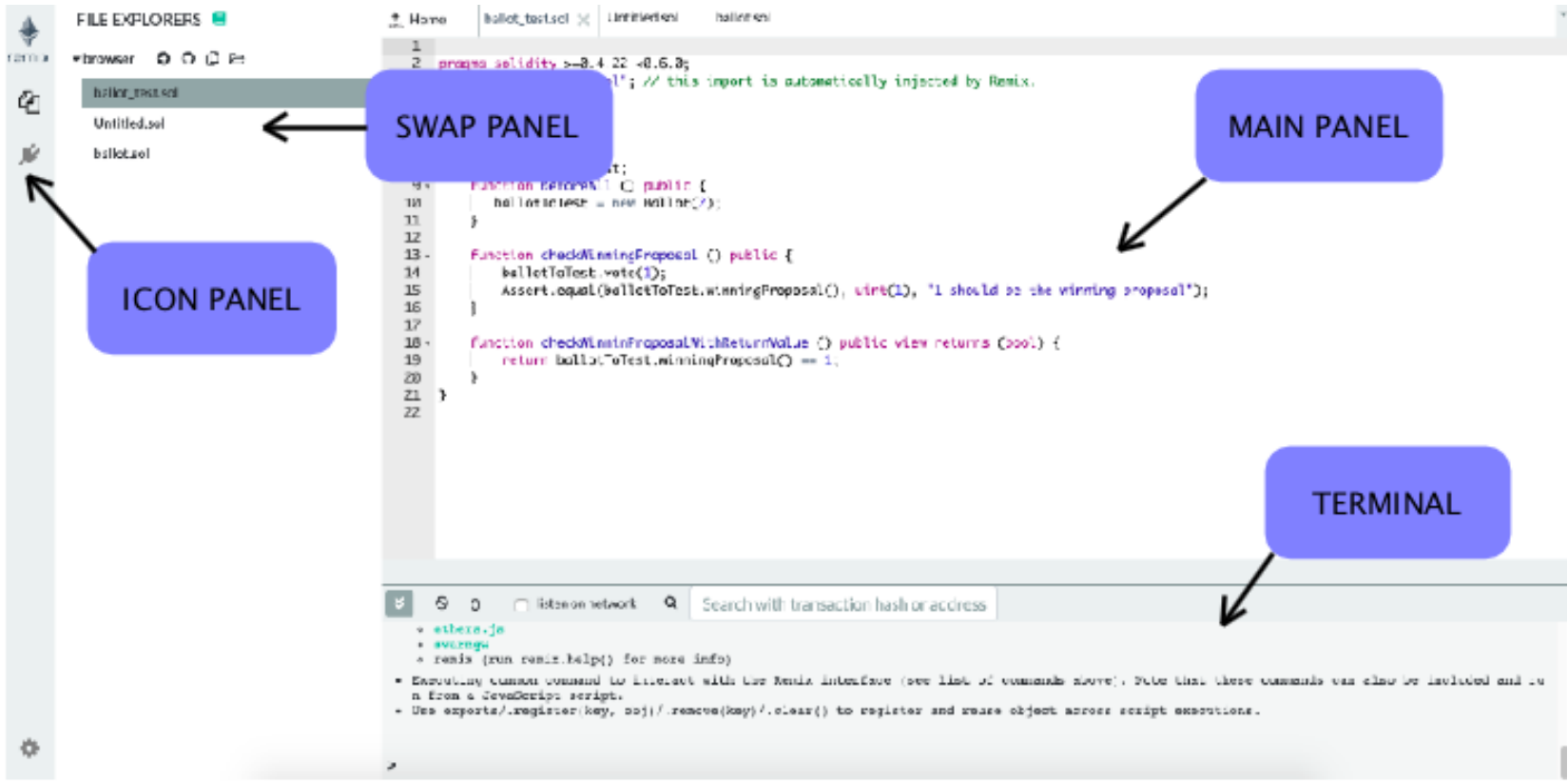
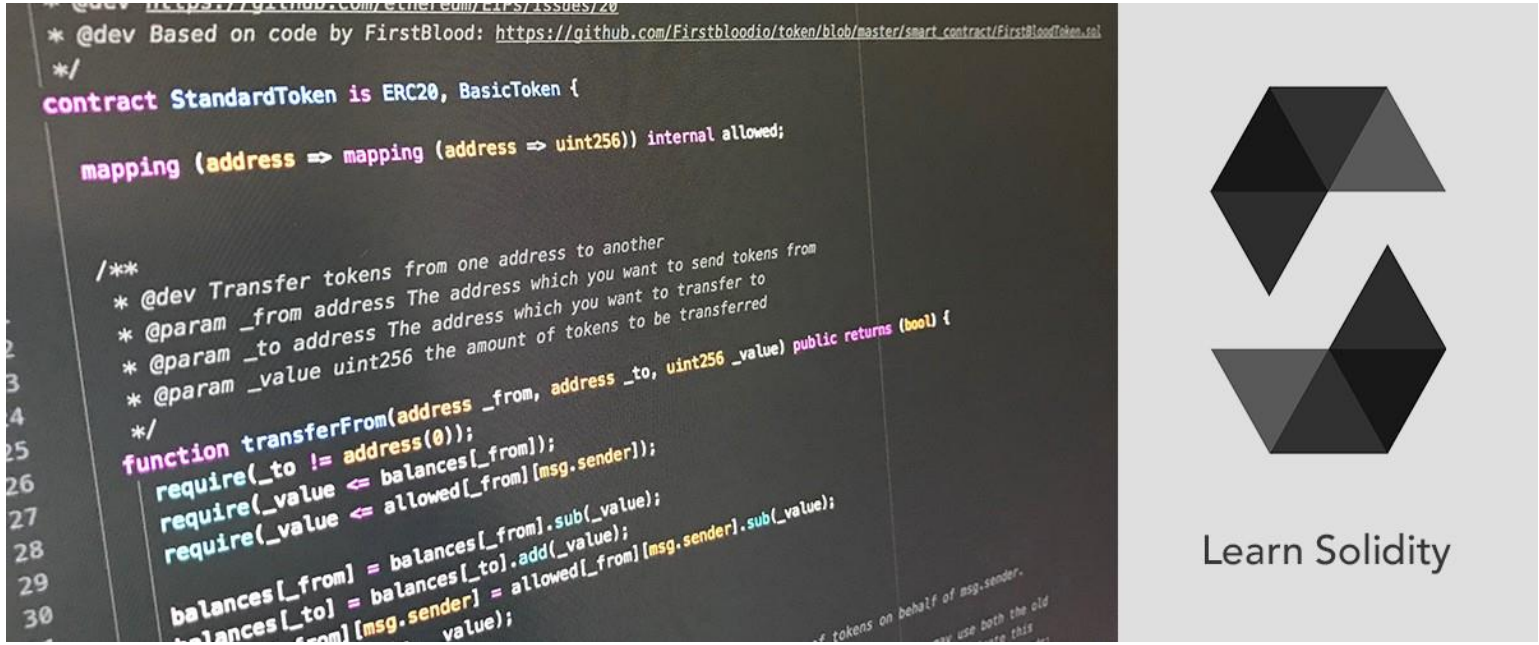
Agenda

- Solidity programming constructs
- Remix IDE
  - Compile, deploy…
- pragma directive
- Datatype
- Keywords
- Operators



References

- Medium.com – Blockchain
- solidity.readthedocs.io
- tutorialspoint.com
- Dappuniversity.com
- Remix.readthedocs.io



Solidity – an Introduction

- Solidity is an object-oriented, high-level language for implementing smart contracts. Smart contracts are programs which govern the behavior of accounts within the Ethereum state.
- Solidity was influenced by C++, Python and JavaScript and is designed to target the Ethereum Virtual Machine (EVM).
- Solidity is statically typed, supports inheritance, libraries and complex user-defined types among other features.
- With Solidity you can create contracts for uses such as voting, crowdfunding, blind auctions, and multi-signature wallets.

Source : solidity.readthedocs.io

Solidity

- A Solidity source files can contain an any number of contract definitions, import directives and pragma directives.

```
pragma solidity >=0.4.0  <0.6.0;
contract SimpleStorage {
    uint  storedData;
    function set(uint x) public {
        storedData = x;
    }
    function get() public view returns (uint) {
        return storedData;
    }
}
```

Compile-Deploy… *first application*

- https://remix.ethereum.org/
- Step 1 – type/Copy the (given) code in Remix IDE Code Section.
- Step 2 – Under Compile Tab, click Start to Compile button.
- Step 3 – Under Run Tab, click Deploy button.
- Step 4 – Under Run Tab, Select Solidity Test at 0x... in drop-down.
- Step 5 – Click get *Button* to display the result.

Pragma

```
pragma solidity >=0.4.0 <0.6.0;
```

- The first line is a pragma directive which tells that the source code is written for Solidity version 0.4.0 or anything newer that does not break functionality up to, but not including, version 0.6.0.
- A pragma directive is always local to a source file and if you import another file, the pragma from that file will not automatically apply to the importing file.

```
pragma solidity ^0.4.0
```

- pragma for a file which will not compile earlier than version 0.4.0 and it will also not work on a compiler starting from version 0.5.0

Contract

- A Solidity contract is a collection of code (its functions) and data (its state) that resides at a specific address on the Ethereum blockchain.
- The line uint storedData declares a state variable called storedData of type uint and the functions set and get can be used to modify or retrieve the value of the variable.

```
pragma solidity >=0.4.0  <0.6.0;
contract SimpleStorage {
    uint  storedData;
    function set(uint x) public {
        storedData = x;
    }
    function get() public view returns
(uint) {
        return storedData;
    }
}
```

Comments

Solidity supports both C-style and C++-style comments, Thus –

- Any text between a // and the end of a line is treated as a comment and is ignored by Solidity Compiler.
- Any text between the characters /* and */ is treated as a comment. This may span multiple lines.

Import files

- Solidity supports import statements that are very similar to those available in JavaScript.
- The following statement imports all global symbols from "filename“.

```
import "filename";
```

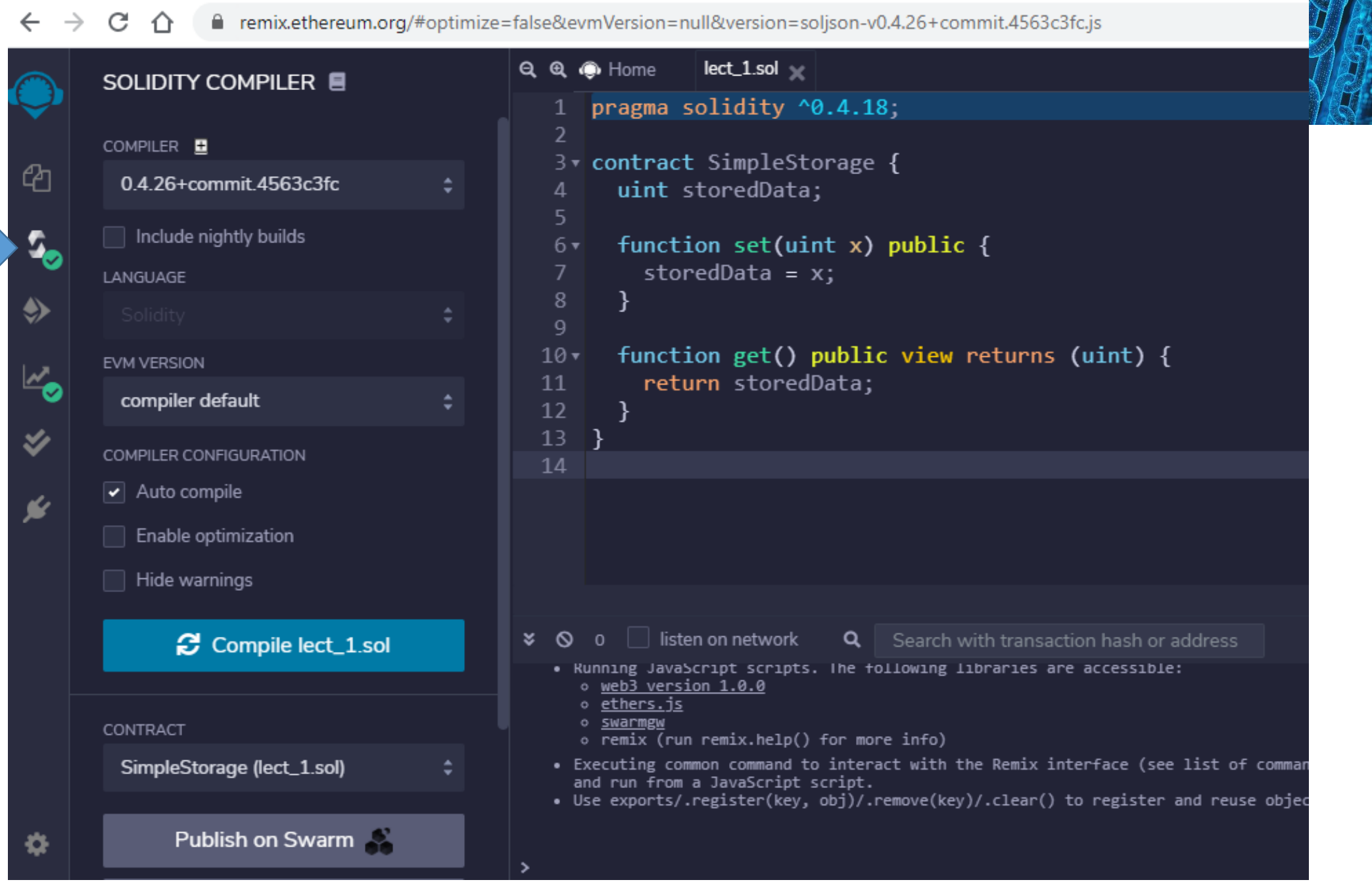
- creates a new global symbol symbolName whose members are all the global symbols from "filename".

```
import * as symbolName from "filename";
```

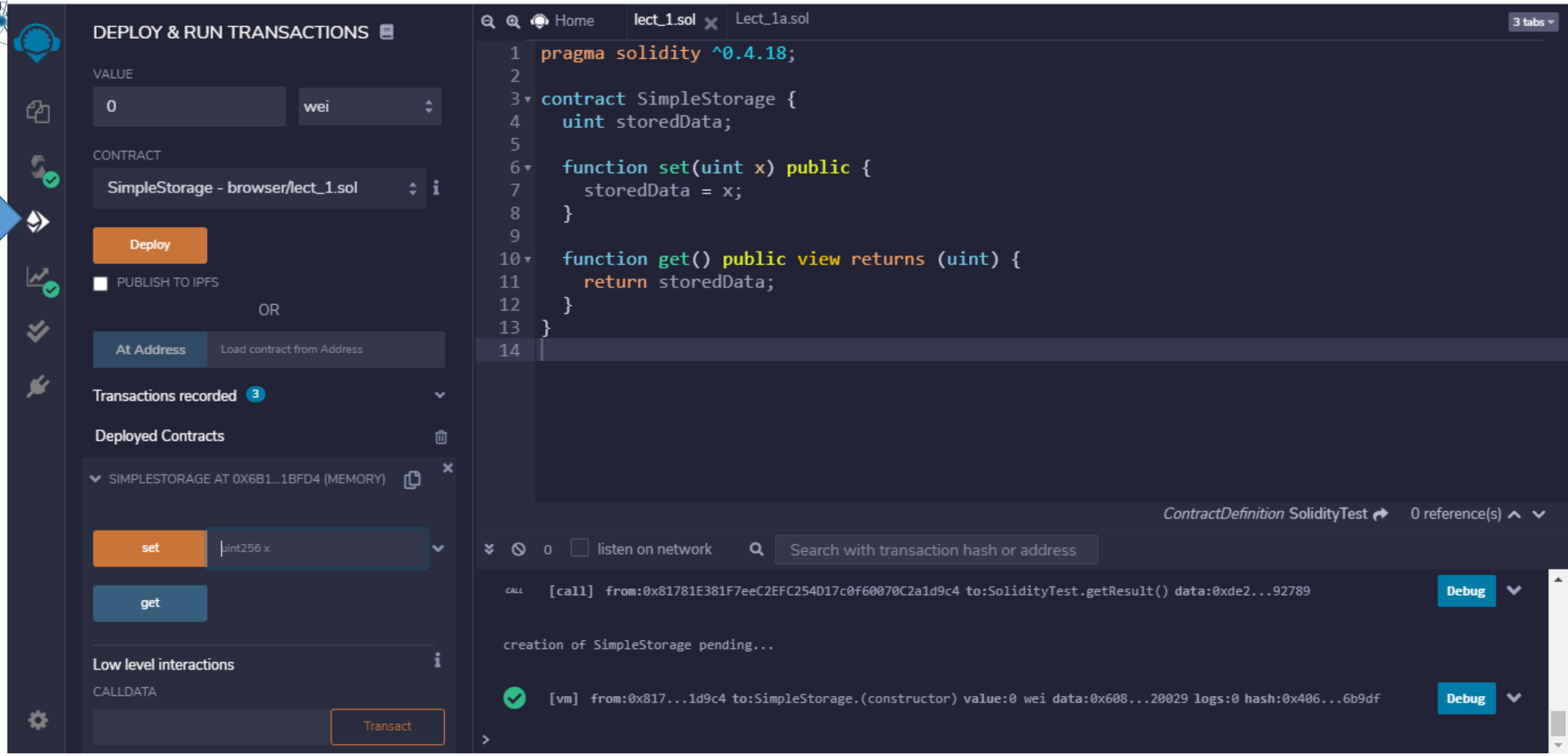
keywords

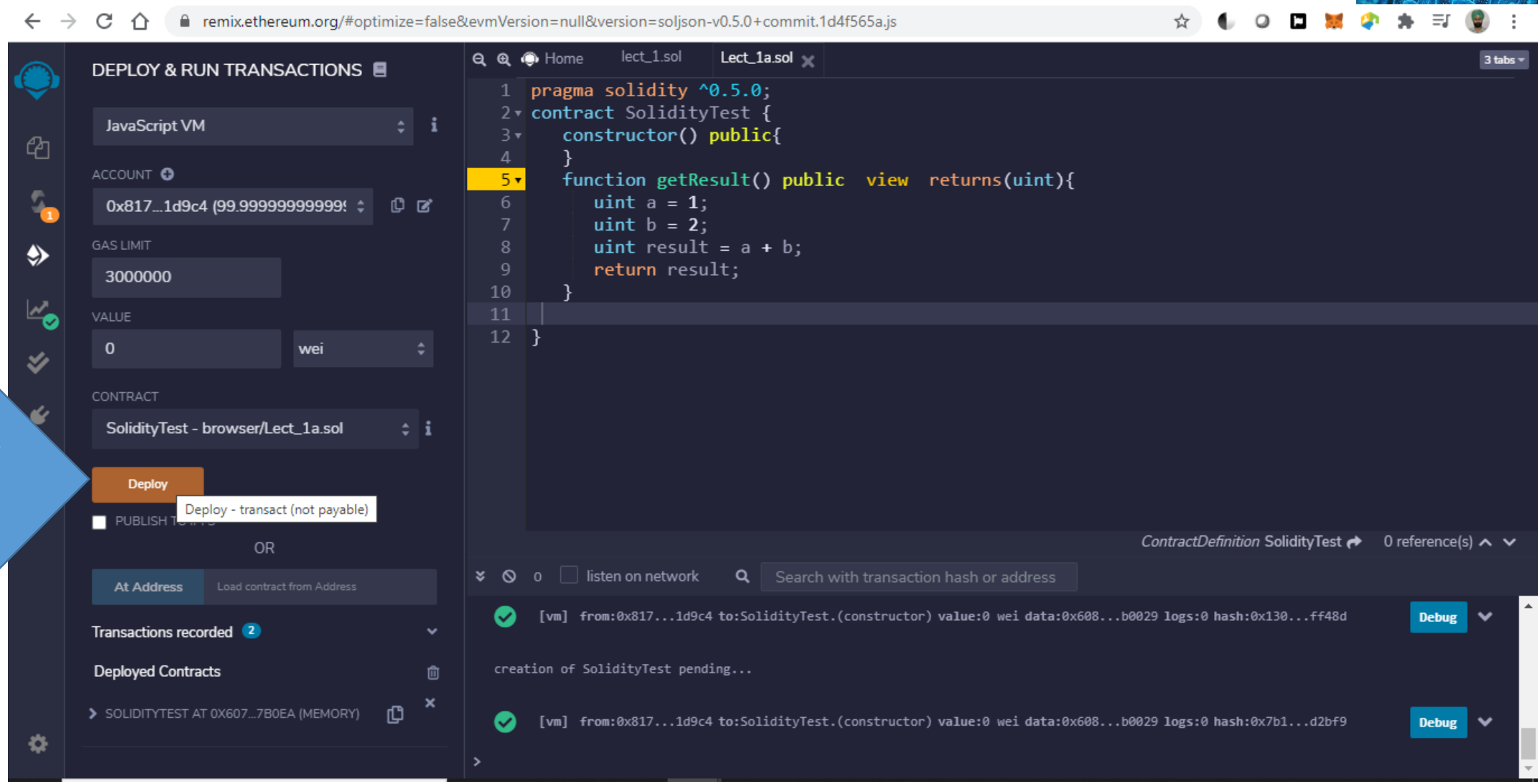
abstract	after	alias	apply
auto	case	catch	copyof
default	define	final	immutable
implements	in	inline	let
macro	match	mutable	null
of	override	partial	promise
reference	relocatable	sealed	sizeof
static	supports	switch	try
typedef	typeof	unchecked	

compile

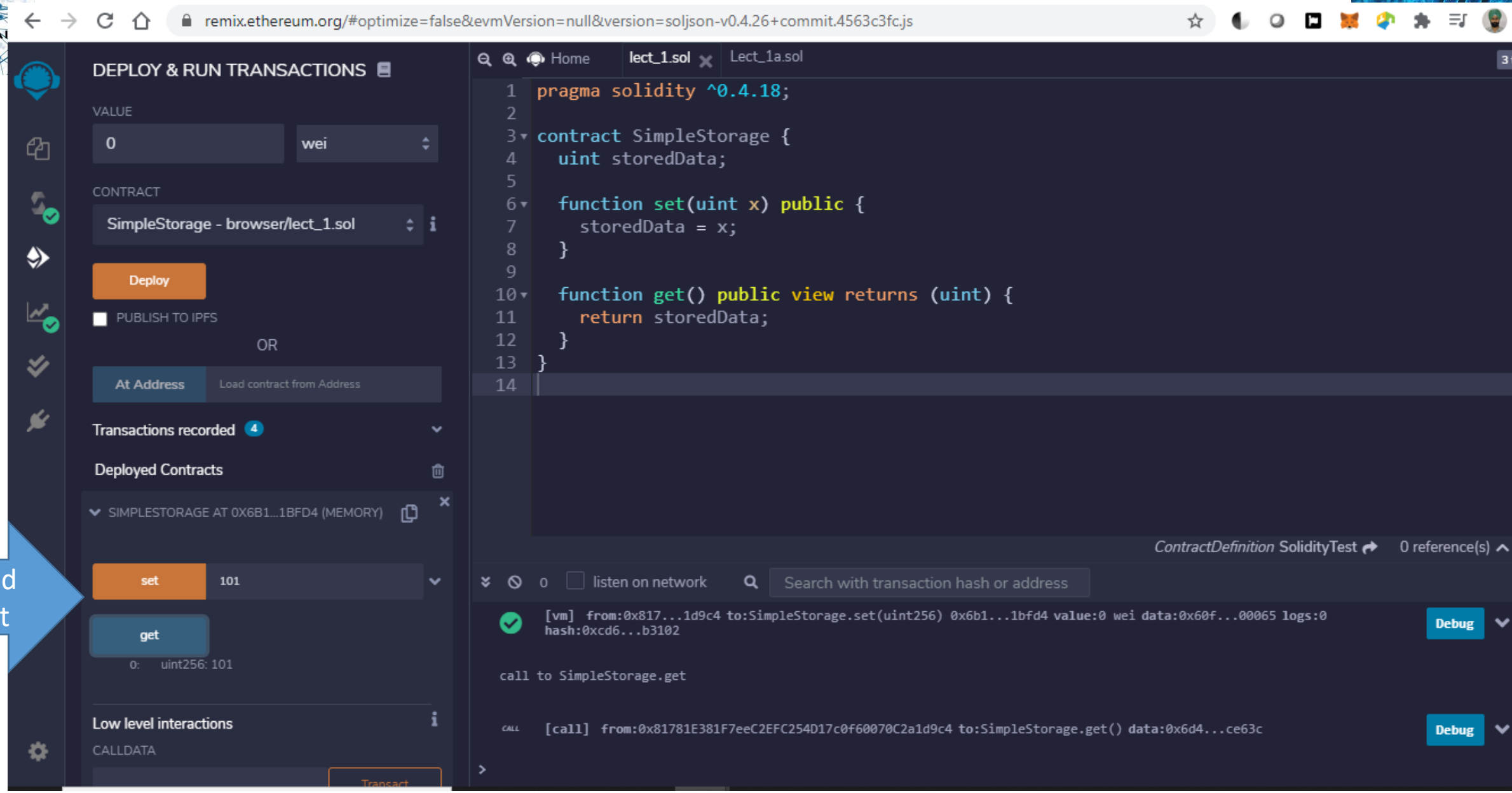

remix.ethereum.org/#optimize=false&evmVersion=null&version=soljson-v0.4.26+commit.4563c3fc.js
SOLIDITY COMPILER
COMPILER
0.4.26+commit.4563c3fc
Include nightly builds
LANGUAGE
Solidity
EVM VERSION
compiler default
COMPILER CONFIGURATION
Auto compile
Enable optimization
Hide warnings
Compile lect_1.sol
CONTRACT
SimpleStorage (lect_1.sol)
Publish on Swarm
Home
lect_1.sol
pragma solidity ^0.4.18;
contract SimpleStorage {
uint storedData;
function set(uint x) public {
storedData = x;
}
function get() public view returns (uint) {
return storedData;
}
}
listen on network
Search with transaction hash or address
Running JavaScript scripts. The following libraries are accessible:
web3 version 1.0.0
ethers.js
swarmgw
remix (run remix.help() for more info)
Executing common command to interact with the Remix interface (see list of comman
and run from a JavaScript script.
Use exports/.register(key, obj)/.remove(key)/.clear() to register and reuse objec

Deploy


remix.ethereum.org/#optimize=false&evmVersion=null&version=soljson-v0.4.26+commit.4563c3fc.js
DEPLOY & RUN TRANSACTIONS
VALUE
0
wei
CONTRACT
SimpleStorage - browser/lect_1.sol
Deploy
PUBLISH TO IPFS
OR
At Address
Load contract from Address
Transactions recorded 3
Deployed Contracts
SIMPLESTORAGE AT 0X6B1...1BFD4 (MEMORY)
set
uint256 x
get
Low level interactions
CALLDATA
Transact
Home
lect_1.sol
Lect_1a.sol
3 tabs
1 pragma solidity ^0.4.18;
2
3 contract SimpleStorage {
4 uint storedData;
5
6 function set(uint x) public {
7 storedData = x;
8 }
9
10 function get() public view returns (uint) {
11 return storedData;
12 }
13 }
14
ContractDefinition SolidityTest
0 reference(s)
listen on network
Search with transaction hash or address
[call] from:0x81781E381F7eeC2EFC254D17c0f60070C2a1d9c4 to:SolidityTest.getResult() data:0xde2...92789
Debug
creation of SimpleStorage pending...
[vm] from:0x817...1d9c4 to:SimpleStorage.(constructor) value:0 wei data:0x608...20029 logs:0 hash:0x406...6b9df
Debug

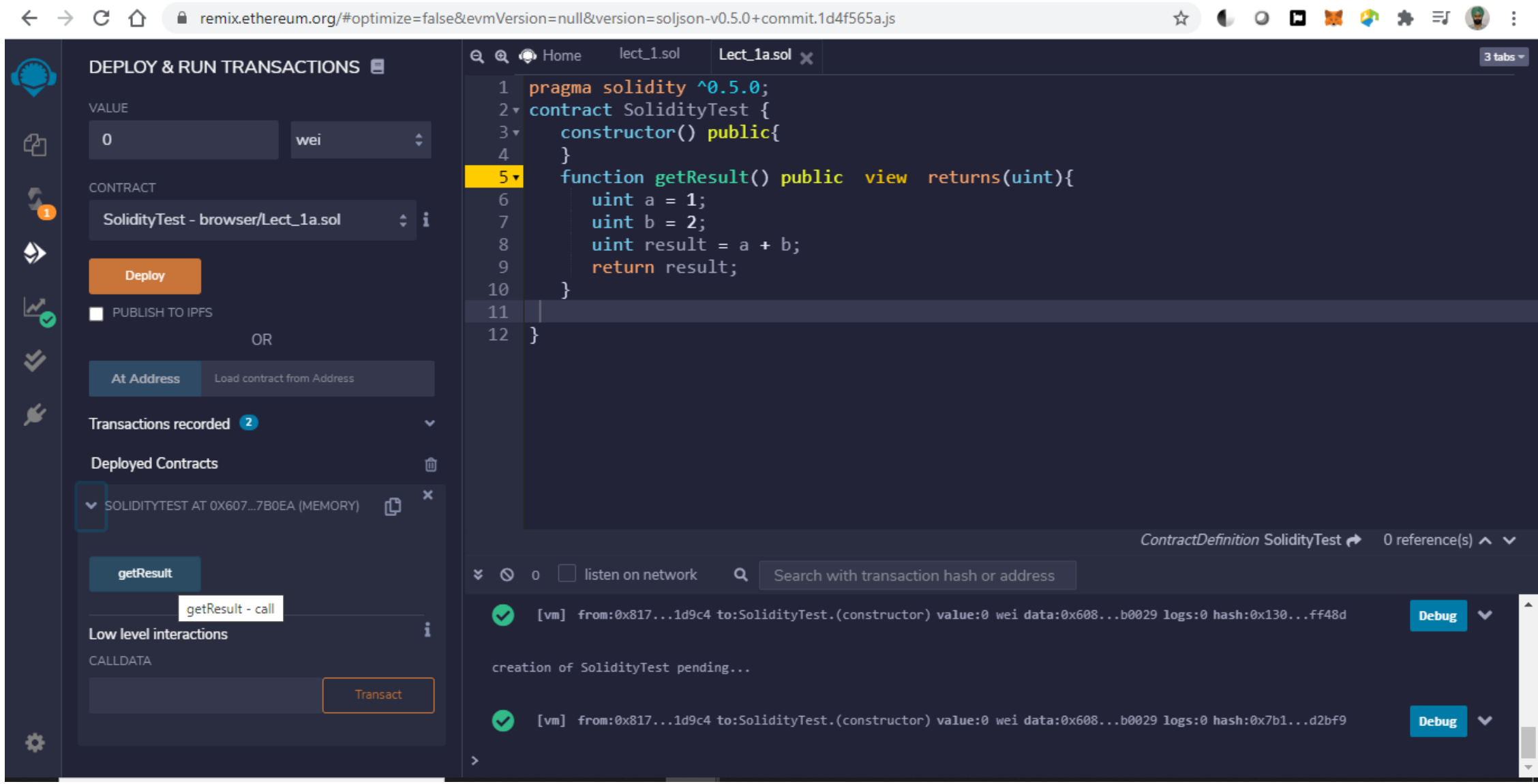


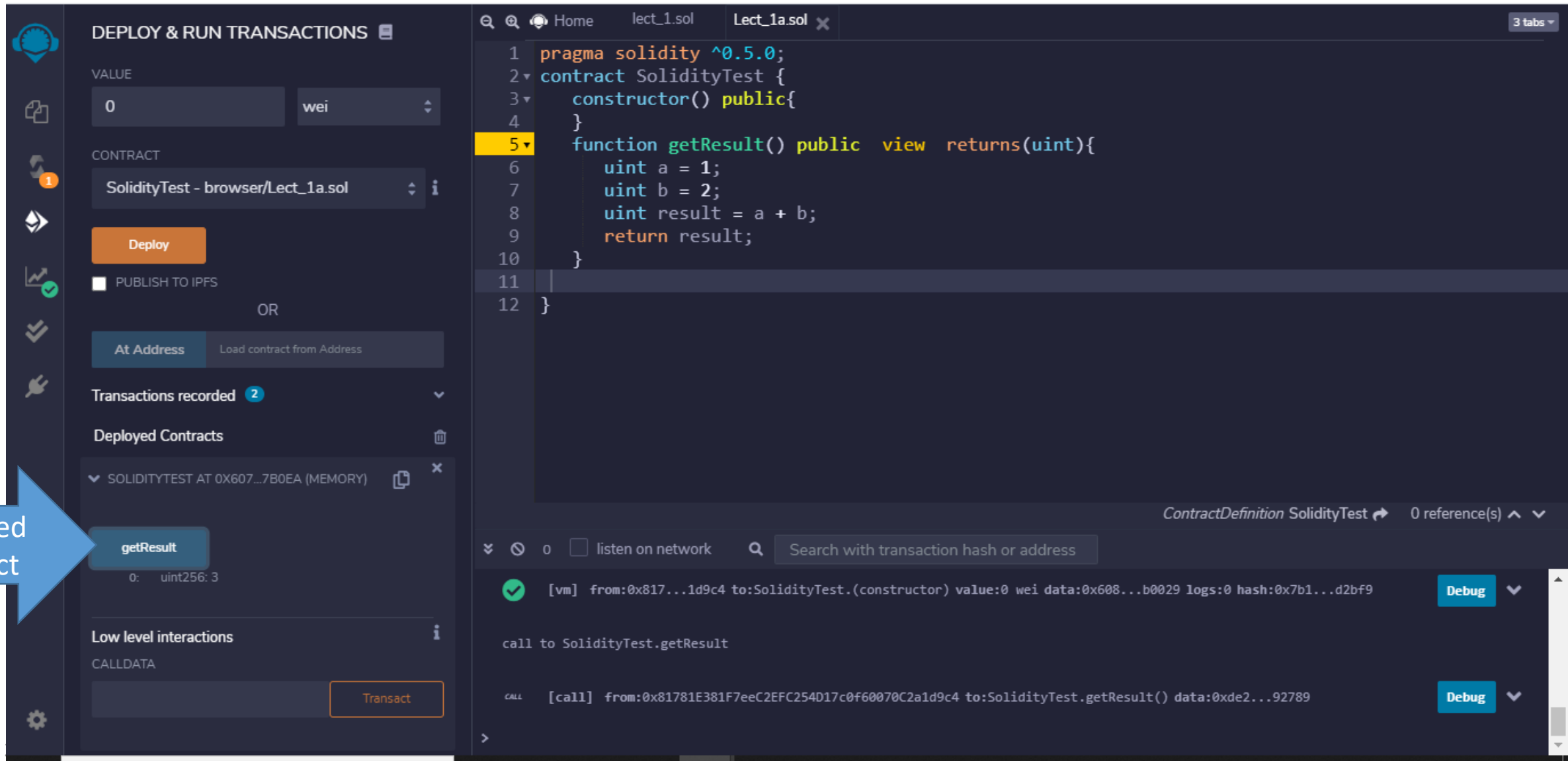
Click Deploy button, to deploy the contract



Deployed contract

Another Example





Deployed contract