Basics I

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General Introduction to Variables & Types

Variables are used to store various information by reserving memory locations so that the stored information can be referenced and manipulated.

Types

Boolean: `bool` True - False → A bool is *false* when initialised.

Integer: `uint` Signed & Unsigned Integers → An integer is *0* when initialised.

String: `string`

In Solidity, we prefer bytes rather than strings because bytes are less expensive.

Functions

A function is a group of reusable code which can be called anywhere in a program.

How to declare a function?

```
function nameOfTheFunction(args) visibilityIdentifier returns(outputs)
{
     INSIDE FUNCTION
}
```

Example:

```
function remoteControl(bool isClosed) public returns(string memory)
{
  INSIDE FUNCTION
}
```