

### Function Visibility

public	<i>accessible to all</i>
private	<i>accessible only to contract</i>
internal	<i>accessible to contract and subcontracts</i>
external	<i>accessible only outside contract</i>

*Defining function visibility is mandatory.*

### Function Types

pure	<i>does not access the blockchain</i>
view	<i>does not modify the blockchain</i>
payable	<i>can receive Ether</i>

*pure and view functions do not cost any gas.*

### Data Location

storage	<i>stored on the blockchain</i>
memory	<i>stored in memory</i>

Data location must be explicitly defined for all variables.

Storage is very expensive and must be used with caution.

### Parameter Types

int / uint {8/256}
string
bool
address / address payable

### Structures

```
struct StructureName {
    <parameter type> var1;
    <parameter type> var2;
    ...
}
```

Similar types should be grouped together in structures to lower gas cost.

### Array and Mappings

```
<parameter type>[] arrayName;
mapping ( <parameter type> =>
    <parameter type>) mappingName;
```

Arrays created in storage can have a variable size, arrays created in memory must have a fixed size at instantiation. Array can be read through by indexes, mappings cannot.

### Contract

```
contract contractName [is
    inheritedContract,...] {...}
```

### Constructor

```
constructor(<parameter types>)
{public|private|internal|external}
{...}
```

Constructors are optional, they are executed at contract creation.

### Functions

```
function functionName(<parameter
types>)
{public|private|internal|external}
[pure|view|payable] [modifiers]
[returns (<return types>)] {...}
```

### Interface

```
function functionName(<parameter
types>)
{public|private|internal|external}
[pure|view|payable] [modifiers]
[returns (<return types>)];
```

Definition must be identical to source function.

### Modifiers

```
modifier modifierName(<parameter
types>) {...}
```

Use `_;` to continue with the function after running modifier code.

### Events

```
event eventName(<parameter
types>);
emit eventName (<parameters>);
```

Events are defined at contract root and emitted inside functions.

### Useful links

- [Remix IDE](#)
- [Solidity Documentation](#)
- [web3.js Documentation](#)
- [OpenZeppelin Contract Library](#)

### Security

Use Ownable contract to define owner of a contract and restrict usage of some functions using `onlyOwner` modifier. Mind Overflow/Underflow when using integers. Use OpenZeppelin `SafeMath` library to prevent problems.

