

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.

