

L06: Solidity Programming

Extended Slides – BSc Blockchain Course

Digital Finance


2026

By the end of this lesson, you will be able to:

- 1 Understand Solidity contract structure and syntax
- 2 Implement functions with proper visibility and modifiers
- 3 Apply common design patterns for secure contracts
- 4 Identify and mitigate common security vulnerabilities
- 5 Deploy contracts using modern development tools


Prerequisites: L05 Ethereum and Smart Contracts.

Solidity: Programming the Blockchain




```
contract.sol  
  
pragma solidity ^0.8.0;  
  
contract MyToken {  
    mapping (address => uint)  
  
    function transfer()  
  
    require (balance > 0);  
}
```

Smart Contract Code



Solidity
Developer



Watch for
Bugs!

Write secure code that handles real value - bugs cost money!

Purpose: Solidity is the primary language for Ethereum smart contracts. Writing secure code is critical—bugs have cost billions in lost funds.

Unlike regular software, smart contract bugs cannot be patched after deployment.

Why Solidity?

Language Characteristics:

- Statically typed, contract-oriented
- Influenced by C++, Python, JavaScript
- Compiles to EVM bytecode
- Most widely used for Ethereum

Alternatives:

- Vyper: Python-like, more restrictive
- Yul: Low-level, inline assembly
- Fe: Rust-inspired, newer

Solidity dominates the majority of deployed smart contracts.

Solidity Contract Structure

```
contract MyContract is Ownable {  
  State Variables uint256 public value;  
                   address public owner;  
  
  Events event ValueChanged(uint256 newValue);  
  
  Modifiers modifier onlyOwner() { ... }  
  
  Constructor constructor() { owner = msg.sender; }  
  
  Functions function setValue(uint256 _v) external { }  
}
```

Order: state vars, events, modifiers, constructor, functions.

Specifying Compiler Version:

- `pragma solidity ^0.8.0;` (0.8.x)
- `pragma solidity >=0.8.0 <0.9.0;`
- `pragma solidity 0.8.20;` (exact)

Solidity 0.8+ Features:

- Built-in overflow checks
- Custom errors
- User-defined value types
- ABI coder v2 default

Always use 0.8+ for built-in safety checks.

Solidity Data Types

Value Types

<code>bool</code>	<code>bool</code>	dynamic
<code>uint</code>	<code>uint</code>	custom type
<code>address</code>	<code>address</code>	=> value
<code>bytes</code>	<code>bytes</code>	-8 text
<code>enum</code>	<code>enum</code>	dynamic bytes

Data Locations: *storage (persistent)* | *memory (temporary)* | *calldata (read-only)*

Choose smallest type that fits to save gas.

Storage:

- Persistent, on-chain state
- Most expensive (SSTORE: 20k–22k gas)
- Default for state variables

Memory:

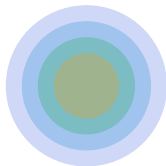
- Temporary, within function
- Cleared after execution
- Default for function params

Calldata:

- Read-only, external function input
- Cheapest for reading

Use calldata for external function params when possible.

Function Visibility & State Mutability



Visibility Specifiers:

public
Can be called internally and externally

external
Only external calls (saves gas)

internal
This contract + inheritance

private
Only this contract

State Mutability:

view - reads state
pure - no state access
payable - accepts ETH

External saves gas for functions only called externally.

Modifiers and Events

Modifiers

```
modifier onlyOwner() {  
    require(msg.sender == address(this),  
            _); // function body here  
}
```

Events

```
event Transfer( uint256 indexed from,  
                uint256 indexed to,  
                uint256 value );  
function withdraw() onlyOwner transfer(from, to, amt);
```

Key Points:

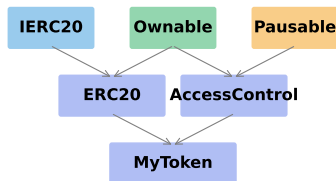
Modifiers: reusable access control, _; marks function insertion

Events: emit logs stored in tx receipt (not in state)

indexed: up to 3 params, enables efficient filtering

Events are indexed for efficient off-chain querying.

Solidity Inheritance (Multiple)



`contract MyToken is ERC20, AccessControl { }`
C3 linearization: right-most base is most derived (called first)

C3 linearization determines function resolution order.

Abstract Contracts:

- Cannot be deployed directly
- May have unimplemented functions
- Marked with 'abstract' keyword

Interfaces:

- No state variables
- No implementations
- All functions external
- Define contract API

Interfaces enable loose coupling and composability.

Common Solidity Design Patterns

Checks-Effects-Interactions

Prevent reentrancy:

1. Check inputs
2. Update state
3. External calls

Pull over Push Factory

Let users with code create contracts instead of sending a template contract automatically

Proxy/Upgradeable Contracts

Separate logic from storage for upgrades

Role-based permissions (RBAC)

Pausable functionality for emergencies

Use OpenZeppelin implementations for battle-tested patterns

Learn these patterns – they prevent common bugs.

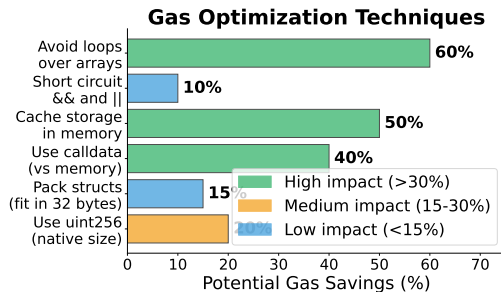
The Pattern:

- 1 **Checks:** Validate inputs with require
- 2 **Effects:** Update contract state
- 3 **Interactions:** External calls last

Why It Matters:

- Prevents reentrancy attacks
- State consistent before external call
- The DAO hack exploited this

External calls can call back into your contract!



Profile with tools like Foundry's gas reports.

Packing Variables:

- $\text{uint128} + \text{uint128} = 1 \text{ slot}$
- $\text{address} + \text{uint96} = 1 \text{ slot}$
- Order matters for packing

Caching:

- Read storage once into memory
- Work with memory copy
- Write back at end if needed

Each SLOAD costs 2100 gas; cache repeated reads.

Common Smart Contract Vulnerabilities

Vulnerability	Description	Mitigation	Severity
Reentrancy	External call before state update	Reentrancy guards	Critical
Integer Overflow	Unchecked arithmetic	Solidity 0.8+ or SafeMath	High
Access Control	Missing/weak auth checks	Zeppelin Access	High
Front-running	MEV bots see mempool	Commit-reveal, private mempool	Medium
Oracle Manipulation	Single price source	TVL, multiple oracles	Critical
Flash Loan Attack	Atomic large borrow	Limit the amount of borrowed data	High

Billions lost to smart contract exploits.

Attack Pattern:

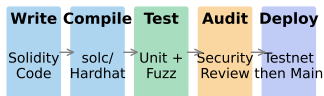
- 1 Attacker calls `withdraw()`
- 2 Contract sends ETH
- 3 Attacker's `receive()` calls `withdraw` again
- 4 Repeats before balance updates

Mitigations:

- Checks-Effects-Interactions
- `ReentrancyGuard` (mutex)
- Pull payment pattern

The DAO lost 60M USD to reentrancy in 2016.

Smart Contract Deployment Workflow



Common Tools:

Hardhat **Foundry** **Remix** **Slither** **Etherscan**
Development Environment Testing Framework Static analysis Verification

Always deploy to testnet (Sepolia/Goerli) before mainnet!

Verify source code on Etherscan for transparency.

Frameworks:

- Hardhat: JavaScript/TypeScript
- Foundry: Rust-based, fast tests
- Brownie: Python-based

Analysis Tools:

- Slither: Static analysis
- Mythril: Symbolic execution
- Echidna: Fuzzing

Foundry gaining popularity for speed and fuzzing.

Unit Tests:

- Test each function in isolation
- Cover edge cases
- Test reverts and events

Integration Tests:

- Test contract interactions
- Fork mainnet state
- Simulate real scenarios

Fuzz Testing:

- Random inputs
- Invariant testing

100% coverage does not mean 100% secure.

Solidity Error Handling

Error Handling Methods

Method	Use Case	Example	Gas Behavior
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<code>require()</code>	Input validation	<code>require(msg.sender == validAddress, "Invalid")</code>	Reverts on failure, consumes gas
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<code>revert()</code>	Complex conditions	<code>revert(MyError("gas efficient"))</code>	Custom error, more gas efficient
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<code>assert()</code>	Internal assertions	<code>assert(1 == 1, "Internal error - bug!")</code>	Reverts on failure, consumes gas (bug!)
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Custom Errors (0.8.4+): More gas efficient than string messages
`error InsufficientBalance(uint256 available, uint256 required);`

Custom errors save 50%+ gas vs string messages.

Proxy Pattern:

- Proxy holds storage + delegates calls
- Implementation holds logic
- Can swap implementation

Considerations:

- Storage layout must match
- Initialization instead of constructor
- Admin key is single point of failure

Upgradeability trades immutability for flexibility.

Remember These Points

- 1 Solidity: statically typed, compiles to EVM bytecode
- 2 Visibility levels: public, external, internal, private
- 3 Data locations: storage (expensive), memory, calldata
- 4 Checks-Effects-Interactions prevents reentrancy
- 5 Test thoroughly, use analysis tools, get audited
- 6 Custom errors more gas efficient than strings

Next Lesson: DeFi – AMMs, lending protocols, yield strategies.