

Pragma

- Pragma is generally the first line of code within any Solidity file. pragma is a directive that specifies the compiler version to be used for current Solidity file.
- Solidity is a new language and is subject to continuous improvement on an on-going basis. Whenever a new feature or improvement is introduced, it comes out with a new version. The current version at the time of writing was 0.8.18.
- With the help of the pragma directive, you can choose the compiler version and target your code accordingly, as shown in the following code example:
- `pragma Solidity ^0.8.18;`
- Although it is not mandatory, it is a good practice to declare the pragma directive as the first statement in a Solidity file.

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Contracts

- A contract in the sense of Solidity is a collection of code (its functions) and data (its state) that resides at a specific address on the Ethereum blockchain.
- Contracts in Solidity are similar to classes in object-oriented languages. They contain persistent data in state variables, and functions that can modify these variables.
- Calling a function on a different contract (instance) will perform an EVM function call and thus switch the context such that state variables in the calling contract are inaccessible.
- A contract and its functions need to be called for anything to happen. There is no “cron” concept in Ethereum to call a function at a particular event automatically.

YouTube Link:



<https://www.youtube.com/embed/RyUBESJiV-g>

Bibliography/References

1. <https://www.oreilly.com>
2. <https://spdx.org/licenses/preview/#:~:text=The%20SPDX%20License%20List%20is,in%20source%20files%20or%20elsewhere.>
3. <https://docs.soliditylang.org/en/v0.8.19/contracts.html>

