

Five smart contract patterns

I wish more devs would use

Hadrien Croubois

OpenZeppelin



A lot of the ecosystem's value is the result of smart contract composability,

Be creative with your usage of existing interfaces

1. Turn ownable contracts into NFT.

EIP-173 (Ownable.sol)

- Ownability is often use for access restriction
- Ownership transfer is not supported by many tools

EIP-721 (ERC721.sol)

- Token represent ownership of an "asset"
- NFT transfer is supported by many tools (OpenSea, ...)

```
···/// @custom:oz-upgrades-unsafe-allow state-variable-immutable
 · IERC721 public immutable ownershipRegistry;
require(owner() == msg.sender, "RegistryOwnable: caller is not the owner");
····/// @custom:oz-upgrades-unsafe-allow constructor
      ownershipRegistry = IERC721(ownershipRegistry_);
· · · function · owner()
····return ownershipRegistry.ownerOf(addressToUint256(address(this)));
       ownershipRegistry.transferFrom(owner(), newOwner, addressToUint256(address(this)));
```

```
-address public immutable template = address(new VestingTemplate(address(this)));
    address beneficiaryAddress,
uint64 cliffDuration,
    · returns (address)
address instance = Clones.clone(template);
VestingTemplate(payable(instance)).initialize(startTimestamp, cliffDuration, vestingDuration);
     _mint(beneficiaryAddress, addressToUint256(instance));
      return instance;
      return super._isApprovedOrOwner(spender, tokenId) || addressToUint256(spender) == tokenId;
```

2. What about a universal registry for ethereum address ownership?

```
require(tokenId <= type(uint160).max);</pre>
      return o == address(0) ? address(uint160(tokenId)) : o;
return super.balanceOf(owner) + 1;
return super._isApprovedOrOwner(spender, tokenId)
| spender.code.length > 0 && uint256(uint160((spender))) == tokenId);
function _burn(uint256 tokenId) internal override {
       _transfer(ownerOf(tokenId), address(uint160(tokenId)), tokenId);
```

3. Combine Ownable & AccessControl

EIP-173 (Ownable.sol)

- One single owner
- Ownership transfer (NFT-like)
- "onlyOwner" modifier

AccessControl.sol

- Many roles
- Many members for each role
- Roles administer other roles
- Grant / Revoke / Renounce
- "onlyRole(bytes32)" modifier

```
abstract contract
return role == DEFAULT_ADMIN ROLE
···· ? account == owner()
super.hasRole(role, account);
····function _qrantRole(bytes32 role, address account) internal override
·····require(role != DEFAULT_ADMIN_ROLE, "Admin role is managed by owner");
super._grantRole(role, account);
      require(role != DEFAULT_ADMIN_ROLE, "Admin role is managed by owner");
     super._revokeRole(role, account);
```



The ecosystem is constantly changing,

Try to be ahead of the curve

4. Let prepare for the next hard-fork

```
-uint256 private immutable INITIAL_CHAIN_ID = block.chainid;
····return·block.chainid·==·INITIAL_CHAIN_ID;
···/···//...do stuff
···//...do stuff
```

5. Use Multicall to empower your users and UIs

```
/**

***@dev*Provides a*function*to*batch*together*multiple*calls*in*a*single*external*call.

**

**-Available*since*v4.1._

**

abstract*contract*Multicall*{

.../**

**@dev*Receives*and*executes*a*batch*of*function*calls*on*this*contract.

.../*/

...function*multicall(bytes[]*calldata*data)*external*virtual*returns*(bytes[]*memory*results)*{

...function*multicall(bytes[]*calldata*data)*external*virtual*returns*(bytes[]*memory*results)*{

...function*multicall(bytes[]*calldata*length);

...function*multicall(bytes[]*calldata*length);

...function*multicall(bytes[]*=Address*function*DelegateCall(address*(this),*data[i]);

...function*multicall(bytes[]*=Address*function*DelegateCall(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall*(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall*(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall*(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall*(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*DelegateCall*(address*(this),*data[i]);

...function*multicall*(bytes[]*=Address*function*punction*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*function*fu
```

```
-address public immutable template = address(new VestingTemplate(address(this)));
uint64 cliffDuration,
     · returns (address)
address instance = Clones.clone(template);
     VestingTemplate(payable(instance)).initialize(startTimestamp, cliffDuration, vestingDuration);
      _mint(beneficiaryAddress, addressToUint256(instance));
      return instance;
      return super._isApprovedOrOwner(spender, tokenId) || addressToUint256(spender) == tokenId;
```

```
const factory = await attach("VestingFactory", "0x3c912349aB2AcA8D6a573a34acfA9Ff26D49B7f9"); // goerli
constrencoded = config.map(entry => factory.interface.encodeFunctionData("newVesting", [
····entry.cliff,
1));
await factory.multicall(encoded)
.....then(tx => tx.wait())
receipt.transactionHash,
....filter(ev => ev.eventSignature == 'Transfer(address,address,uint256)')
|----}));
})().catch(console.error);
```



Thank you!

Hadrien Croubois

OpenZeppelin

