

# **Data Expressions**

This guide covers how to work with expressions in Tx3.

## **Overview**

Expressions in Tx3 are used to:

- Compute values
- Access properties
- Perform operations
- Construct data

# **Data Expressions**

### Literals

```
// Integer literals
123
-456
0

// Boolean literals
true
false

// String literals
"hello"
"world"

// Bytes literals
0xDEADBEEF
0x1234
```

### **Constructors**

```
// Record construction
State {
    field1: value1,
    field2: value2,
}

// Variant construction
Result::Success(42)
Result::Error("failed")
```

# **Binary Operations**

```
// Arithmetic
a + b
a - b

// Comparison
a == b
a != b
a != b
a < b
a > b
a > b
a >= b
// Logical
a && b
a || b
!a
```

# **Property Access**

```
// Record field access
record.field

// Variant field access
variant.field
```

# **Asset Expressions**

### **Asset Constructors**

```
// ADA constructor
Ada(1000000)

// Custom asset constructor
MyToken(100)

// NFT constructor
AnyAsset(policy_id, asset_name, 1)
```

## **Asset Operations**

```
// Addition
asset1 + asset2

// Subtraction
asset1 - asset2

// Property access
asset.amount
```

# **Common Patterns**

# **Value Computation**

```
tx transfer(amount: Int) {
   input source {
      from: Sender,
      min_amount: Ada(amount),
   }

   output {
      to: Receiver,
      amount: Ada(amount),
   }

   output {
      to: Sender,
      amount: source - Ada(amount) - fees,
   }
}
```

# **State Updates**

```
tx update_state(new_value: Int) {
    input current {
        from: Contract,
        datum_is: State,
    }

    output {
        to: Contract,
        amount: current.amount,
        datum: State {
            version: current.version + 1,
            value: new_value,
                timestamp: current.timestamp,
        }
    }
}
```

# **Conditional Logic**

```
tx conditional_transfer(
    amount: Int,
    should_lock: Bool
) {
    input source {
        from: Sender,
        min_amount: Ada(amount),
    }

    output {
        to: should_lock ? TimeLock : Receiver,
        amount: Ada(amount),
        datum: should_lock ? LockData { amount } : None,
    }
}
```

# **Expression Evaluation**

## **Order of Operations**

- 1. Parentheses
- 2. Property access
- 3. Unary operations
- 4. Binary operations
- 5. Constructors

## **Examples**

```
// Complex expression
(a + b) * (c - d)

// Property access with operation
record.field + value

// Nested construction
State {
    value: (a + b) * c,
    timestamp: current.timestamp + 1,
}
```

## **Best Practices**

#### 1. Expression Clarity

- Use parentheses for clarity
- Break complex expressions
- Document assumptions

#### 2. Type Safety

- Check operand types
- Handle edge cases
- Validate results

#### 3. Performance

- Minimize computation
- Cache repeated values
- Optimize expressions

#### 4. Error Prevention

- · Check for null/undefined
- Validate ranges
- Handle edge cases

## **Common Use Cases**

### **Fee Calculation**

```
tx transfer_with_fee(
    amount: Int,
    fee_rate: Int
) {
    input source {
        from: Sender,
        min_amount: Ada(amount + (amount * fee_rate / 100)),
    }
    output {
        to: Receiver,
        amount: Ada(amount),
    }
    output {
        to: FeeCollector,
        amount: Ada(amount * fee_rate / 100),
    }
}
```

## **State Transitions**

```
tx transition(
   new_state: State
) {
    input current {
        from: Contract,
        datum_is: State,
    }
    output {
        to: Contract,
        amount: current.amount,
        datum: State {
            version: current.version + 1,
            state: new_state,
            timestamp: current.timestamp + 1,
        }
}
```

# **Asset Management**

```
tx manage_assets(
    amounts: [Int]
) {
    input source {
        from: Manager,
        min_amount: amounts.fold(Ada(0), |acc, x| acc + Ada(x)),
    }

    output {
        to: Pool,
        amount: amounts.fold(Ada(0), |acc, x| acc + Ada(x)),
    }
}
```