進階概念與合約部署

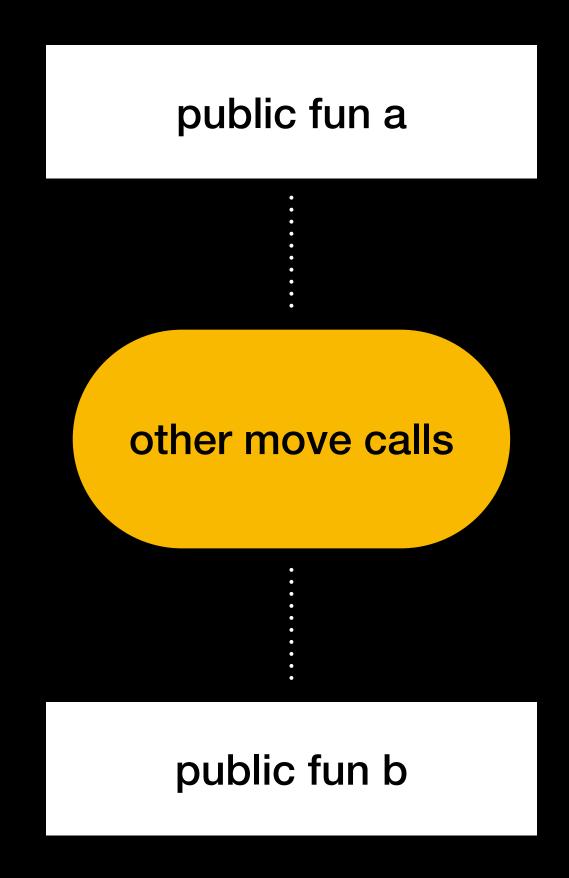


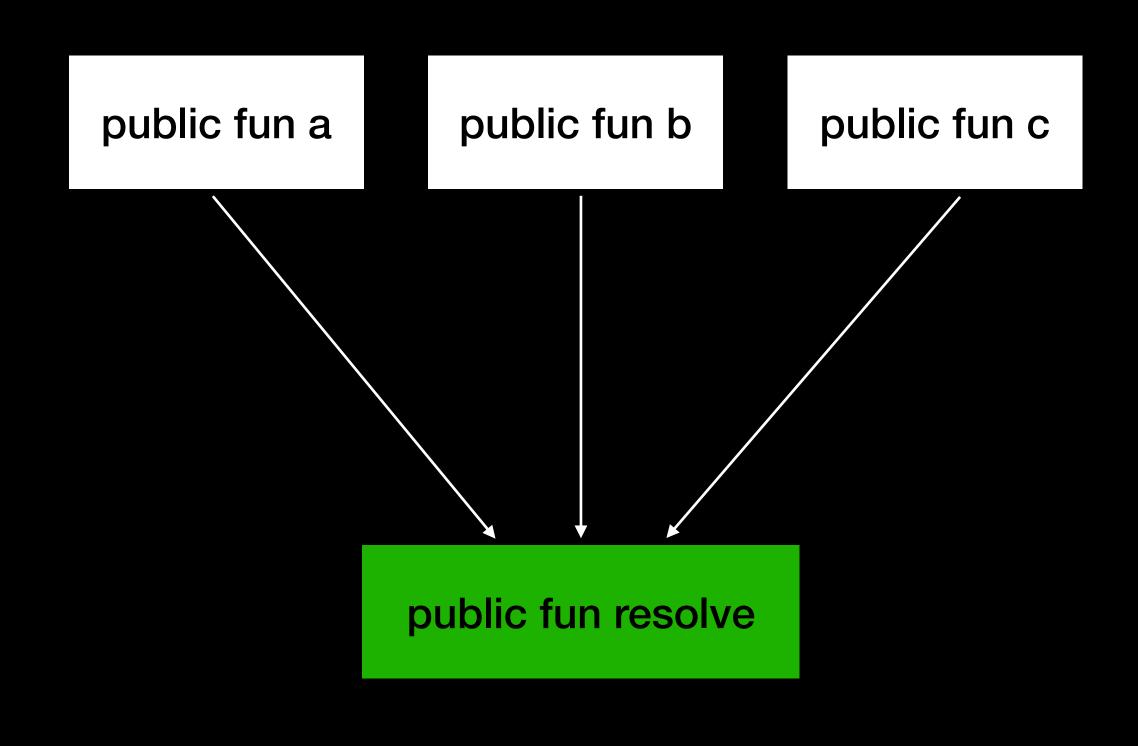
大綱

- Hot Potato
- Dynamic Fields

How to Publish

何時會用到





定義:不具有任何能力

```
public struct LoanPool has key {
    id: UID,
    amount: Balance<SUI>,
/// Hot Potato
public struct Loan {
    amount: u64
```

生成

```
public fun borrow(
    pool: &mut LoanPool,
    amount: u64,
    ctx: &mut TxContext
): (Coin<SUI>, Loan) {
    assert!(amount <= balance::value(&pool.amount), ELoanAmountExceedPool);</pre>
    let coin = coin::from_balance(pool.amount.split(amount), ctx);
    let loan = Loan {
        amount
    (coin, loan)
```

消耗

```
public fun repay(pool: &mut LoanPool, loan: Loan, payment: Coin<SUI>) {
    let Loan { amount } = loan;
    assert!(coin::value(&payment) == amount, ERepayAmountInvalid);
    pool.amount.join(payment.into_balance());
}
```

Dynamic Fields

讓資料可以安插在 object 上

```
public fun add_info(
    kapy: &mut Kapy,
    age: u8,
    gender: bool,
    height: u64
    let info = KapyWrappedInfo {
        age,
        gender,
        height
    };
    df::add(&mut kapy.id, std::type_name::get<KapyWrappedInfo>(), info);
```

Dynamic Fields

讓資料可以安插在 object 上

```
public fun equip_hat(
    kapy: &mut Kapy,
    color: String,
    size: u8,
    ctx: &mut TxContext
    let hat = Hat {
        id: object::new(ctx),
        color,
        size
    };
   dof::add(&mut kapy.id, std::type_name::get<Hat>(), hat);
```

How to Publish

- sui client publish
- 紀錄Package ID, UpgradeCap ID
- 紀錄初始Created Objects
- 更改 Move.toml
 - [package] (published-at=
 - [addresses]