

The Move Book

Naming

```
bash module book::conventions { /* ... */ } module book::common_practices { /* ... */ }

bash const MAX_PRICE: u64 = 1000; const EInvalidInput: u64 = 0;

bash public fun add(a: u64, b: u64): u64 { a + b } public fun create_if_not_exists() { /* ... */ }

```bash public struct Hero has key { id: UID value: u64, another_value: u64, }

public struct AdminCap has key { id: UID } ```

```bash public fun value(h: &Hero): u64 { h.value }

public use fun hero_health as Hero.health; public fun hero_health(h: &Hero): u64 { h.another_value }

public use fun boar_health as Boar.health; public fun boar_health(b: &Boar): u64 { b.another_value } ```
```