```cpp
void UpdateCoins(const CTransaction& tx, CCoinsViewCache& inputs,
                 CTxUndo &txundo, int nHeight) {
    // mark inputs spent
    if (!tx.IsCoinBase()) {
        txundo.vprevout.reserve(tx.vin.size());
        for (const CTxIn &txin : tx.vin) {
            txundo.vprevout.emplace_back();
            bool is_spent = inputs.SpendCoin(txin.prevout, &txundo.vprevout.back());
            assert(is_spent);
        }
    }
    // add outputs
    AddCoins(inputs, tx, nHeight);
}
```