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;Solution:

(mod (mod_hash ;lets runtime know it must compile the code rather than actually running it/ the treehs
h of this code with no curried arguments
    state ;if for sale, price, owner puzzhash and pubkey -->mutable
    new_state ;updated if for sale, price, owner puzzhash and pubkey
    my_amount ;amount of coin being spent
    payment_info
    )

(include "sha256tree.clvm")
(include "curry-and-treehash.clvm")

    (defun nft_add_uri () ;trying to add a uri, not sure which variables I'd need here?
    )

    (defun new_puzzle_hash (mod_hash new_state)
    puzzle-hash-of-curried-function mod_hash
                        (sha256 new_state);sha256 and sha256tree difference???
                        (sha256 1 mod_hash) ;1 --> atom
    )

    (defun update_state (mod_hash state new_state my_amount) ;if not for sale
            (list
                (list create_coin 51
                    (new_puzzle_hash mod_hash new_state))

                (list AGG_SIG_ME 50)
                    (f(r(r(r new_state))))
                    (sha256 mod_hash)
    )

    (defun trade_coin ( ;if for sale
                mod_hash
                state
                new_state
                my_amount
                payment_info
    ))
        (list ;creating a list of conditions
            (list create_coin 51 ;singleton recreates itself
                (new_puzzle_hash mod_hash new_state)
                my_amount) ;the amount of the coin being spent and will be asserted implicitly through
 ASSERT_MY_COIN_ID

            (list create_coin 51 (f(r State));pay current owner
                )
```

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            (list create-puzzle_announcement 62
              payment_info)

            (list assert_coin_announcement 61 ;can I change those
                (sha256 payment_info
                    (sha256 new_state)))

            (list AGG_SIG_ME 50 ;buyer signature
                (f(r(r(r new_state))))
                (sha256 mod_hash))
        )
)
;Puzzle:

    (if payment_info ;if payment_info is found in soulution
        (if (f State) ;if first element of state exists --> for sale, if 0 --> not for sale
        (trade_coin mod_hash ;if for sale
                state
                new_state
                payment_info
        )
            (x "Currently not for sale")) ;if not for sale
        (update_state mod_hash
                state
                new_state ;what is new state/how is it defined
        ))
```

- Sha256 and sha256tree exact difference, when do I need which one?
- What are the Truths for?
- I am trying to add a uri (IPFS), but I'm not quite sure which variables I'd need to add