;Solution:

(mod (mod\_hash ;lets runtime know it must compile the code rather than actually running it/ the treehsh 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

                )

            (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