

# Introduction

Many thanks to [Rigidity](#) who's code this is a direct port of and helped immensely along the way.

This is a direct port of the [chia node wallet typescript library](#). Coding style and naming have been converted to C# conventions but otherwise it is very similar in API.

## See Also

- [Documentation](#)
- [chia-dotnet](#)
- [chia-dotnet-clvm](#)
- [chia-dotnet-bls](#)
- [chia-blockchain](#)

## Example Usage

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# Namespace chia.dotnet.wallet

## Classes

### [AssetCoin](#)

Represents an asset coin, which is a coin that carries an asset ID and lineage proof.

### [AssetToken<T>](#)

Represents a CAT

### [AssetWallet](#)

Represents an asset wallet that manages asset tokens.

### [KeyPair](#)

Represents a key pair consisting of a public key and an optional private key.

### [KeyStore](#)

Represents a key store that holds private and public keys.

### [SpendableAssetCoin](#)

Represents a spendable asset coin.

### [StandardTransaction](#)

Represents a standard transaction in the Chia.NET wallet.

### [StandardWallet](#)

Represents a standard wallet in the Chia.NET Wallet library.

### [Tails](#)

Represents a collection of static methods for creating puzzle programs.

### [WalletOptions](#)

Represents the options for a wallet.

### [Wallet<T>](#)

Represents an abstract wallet class that provides common functionality for different types of wallets.

## Enums

### [CoinSelection](#)

Represents the different strategies for selecting coins.