
Rule 0.2 Replace `require` with Custom Error.

```
[...]
contract <A> {
    [...]
    function <f>(<parameters>) [...] {
        [...]
        require(<B>, <M>)
        [...]
    }
    [...]
}
```

=

```
[...]
contract <A> {
    [...]
    error <E>();
    function <f>(<parameters>) [...] {
        [...]
        if !(<B>) {
            revert <E>();
        }
        [...]
    }
    [...]
}
```

where A, f and E are identifiers, B is a Boolean expression, M is a string stating an error message, $parameters$ is a list of identifiers, and [...] denotes Solidity constructs.

provided E occurs only where explicitly shown.
