
Rule 0.2 Replace `require` with Custom Error.

<pre>[...] contract <A> { [...] function <f>(<parameters>) [...] { [...] require(, <M>) [...] } [...] }</pre>	=	<pre>[...] contract <A> { [...] error <E>(); function <f>(<parameters>) [...] { [...] if !() { revert <E>(); } [...] } [...] }</pre>
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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.
