

Skeleton and Rust Architecture

In this article, you'll learn about the basic architecture behind the NFT contract that you'll develop while following this "Zero to Hero" series. You'll discover the contract's layout and you'll see how the Rust files are structured in order to build a feature-complete smart contract. New to Rust? If you are new to Rust and want to dive into smart contract development, our [Quick-start guide](#) is a great place to start.

Introduction

This tutorial presents the code skeleton for the NFT smart contract and its file structure. You'll find how all the functions are laid out as well as the missing Rust code that needs to be filled in. Once every file and function has been covered, you'll go through the process of building the mock-up contract to confirm that your Rust toolchain works as expected.

File structure

Following a regular [Rust](#) project, the file structure for this smart contract has:

- Cargo.toml
- file to define the code dependencies (similar to package.json)
-)
- src
- folder where all the Rust source files are stored
- target
- folder where the compiled wasm
- will output to
- build.sh
- script that has been added to provide a convenient way to compile the source code

Source files

File Description [approval.rs](#) Has the functions that controls the access and transfers of non-fungible tokens. [enumeration.rs](#) Contains the methods to list NFT tokens and their owners. [lib.rs](#) Holds the smart contract initialization functions. [metadata.rs](#) Defines the token and metadata structure. [mint.rs](#) Contains token minting logic. [nft_core.rs](#) Core logic that allows you to transfer NFTs between users. [royalty.rs](#) Contains payout-related functions. nft-contract |—— Cargo.lock |—— Cargo.toml |—— README.md |—— build.sh |—— src |—— approval.rs |—— enumeration.rs |—— lib.rs |—— metadata.rs |—— mint.rs |—— nft_core.rs |—— royalty.rs tip Explore the code in our [GitHub repository](#).

approval.rs

This allows people to approve other accounts to transfer NFTs on their behalf. This file contains the logic that complies with the standard's [approvals management](#) extension. Here is a breakdown of the methods and their functions:

Method Description nft_approve Approves an account ID to transfer a token on your behalf. nft_is_approved Checks if the input account has access to approve the token ID. nft_revoke Revokes a specific account from transferring the token on your behalf. nft_revoke_all Revokes all accounts from transferring the token on your behalf. nft_on_approve This callback function, initiated during nft_approve, is a cross contract call to an external contract. nft-contract/src/approval.rs loading ... [See full example on GitHub](#) You'll learn more about these functions in the [approvals section](#) of the Zero to Hero series.

enumeration.rs

This file provides the functions needed to view information about NFTs, and follows the standard's [enumeration](#) extension. Method Description nft_total_supply Returns the total amount of NFTs stored on the contract. nft_tokens Returns a paginated list of NFTs stored on the contract regardless of their owner. nft_supply_for_owner Allows you view the total number of NFTs owned by any given user. nft_tokens_for_owner Returns a paginated list of NFTs owned by any given user. nft-contract/src/enumeration.rs loading ... [See full example on GitHub](#) You'll learn more about these functions in the [enumeration section](#) of the tutorial series.

lib.rs

metadata.rs

mint.rs

nft_core.rs

royalty.rs

Building the skeleton

- warning: nft_simple (lib) generated 50 warnings Finished release [optimized] target(s) in 22.58s 🌟 Done in 22.74s. Don't worry about these warnings, you're not going to deploy this contract yet. Building the skeleton is useful to validate that your Rust toolchain works properly and that you'll be able to compile improved versions of this NFT contract in the upcoming tutorials.

Conclusion

You've seen the layout of this NFT smart contract, and how all the functions are laid out across the different source files. Using yarn, you've been able to compile the contract, and you'll start fleshing out this skeleton in the next [Minting tutorial](#).

Versioning for this article At the time of this writing, this example works with the following versions:

- rustc:1.75.0
- near-sdk-rs:4.1.1
- NFT standard:[NEP171](#)
- , version1.1.0 [Edit this page](#) Last updated on Feb 16, 2024 by garikbesson Was this page helpful? Yes No

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