

0x1

0x2

0x3

```
module wallet {  
  use 0x1::coin::Coin;  
  
  struct USD {}  
  struct JPY {}  
  
  struct MultiCurrencyWallet has key, store {  
    usd: Coin<USD>,  
    jpy: Coin<JPY>,  
  }  
  ..  
}
```

```
module coin {  
  struct Coin<phantom T> has key, store { .. }  
  
  public fun mint(..) { .. }  
  ..  
}
```

```
module coin {  
  struct Coin has key, store { .. }  
  ..  
}
```