



<<Library>>

SafeMath

#mul(a:uint,b:uint): uint const
#div(a:uint,b:uint): uint const
#sub(a:uint,b:uint): uint const
#add(a:uint,b:uint): uint const

Pausable

+paused: bool = false

<<event>> Pause()
<<event>> Unpause()
<<modifier>> whenNotPaused()
<<modifier>> whenPaused()

+pause()
onlyOwner
whenNotPaused

+unpause()
onlyOwner
whenPaused

BasicToken

: {address:uint}
ply.: uint
ply(): uint const
(to:address,value:uint): bool
#_owner:address): uint const

BurnableToken

<<event>> Burn(burner:address,value:uint)
+burn(_value:uint)
#_burn(_who:address,_value:uint)

ableToken

uint): bool

o:address,
ol

ue:uint): bool

ress,_addedValue:uint): bool
ress,_subtractedValue:uint): bool

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