Verify & Publish Contract Source Code

Compiler Type: STANDARD JSON-INPUT

Standard Json-Input is the recommended way to interface with the Solidity compiler especially for more complex and automated setups.

Contract Source Code

1. Contract sources in the json file must be formatted as **Literal contents** and NOT as urls

2. Use multiple literal {"content": "", ...} for multi part contracts containing multiple source files

3. A serializing raw text tool for converting objects to JSON string is also available.

Contract Address

```
0x495f947276749ce646f68ac8c248420045cb7b5e
```

Compiler

```
v0.8.0+commit.c7dfd78e                                                    ⬍
```

Please select the Standard-Input-Json (*.json) file to upload *

Step 1:   [Choose File] no file selected

Step 2:   **You did not specify a file to upload** *

ⓘ Constructor Arguments **ABI-encoded** (for contracts that were created with constructor parameters)   ↓

Note: Unable to determine contructor arguments, please check and replace with correct values
(45524331313535472616461626c65236f6e6c794f776e65723a2043414c4c45525f49535f4e4f545f4f574e4552200000000000000000000000000
000000000000000000000000000000000000000000008000000000000000000000000000000000000000000000000000000000000000c000000000000
000000000000000c5400ca058a82a2f300868bebaaa7a86dab977a100000000000000000000000000000000000000000000000000000000000001

For additional information on Constructor Arguments see Our KB Entry ⧉

Misc Settings (License Type settings)   →