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Introduction:

XUV Coin is based in London. With an aim to provide its users / investors the huge ROI of 1200% per annum with 100 Masternodes.

The users have to purchase 3000 coins and make a Masternode to support the network.

Users then get 75% of the rewards of each block, for the PoS coin. If users cannot buy as much as 3000 coins, then they can buy any number of coins and do staking. Staking gives 25% of the rewards of each block. You can expect regular maintenance and smooth flow of transactions / Blockchain as we have already tested the blockchain for 2 weeks.

Rewards:

XUV coin has 10 coins in every block as reward. This is split into 75% (7.5 coins) for Masternode and 25% (2.5 coins) for staking. There is a Single wallet setup option for both staking and Masternode. This means that users do not need to worry about the staking of rewards, as the wallet does both Masternode services and gives rewards for coin staking too. The wallet can be used for multiple Masternodes and all the rewards can be auto staked automatically.

Specifications:

Coin name: XUV coin.

Ticker / Symbol : XUV

Coin type: POW (4%) used totally for pre-mine. Now coin is POS only! Which is very good for the Masternode holders.

PoS Hashing algorithm: Scrypt

Max supply : 25,000,000 XUV Block Time: 90 seconds Block reward: 10 coins Advantages of investing in Masternode coin: Early investors get coins at 50 cents per coin. Early investors can right away start making Masternodes with the 3000 coins they receive. They can do staking if they have amount greater than 3000 or less than 3000. We are not distributing tokens in ICO, but directly coins in ICO.

This is why users can directly start earning before the coin even hits the exchanges. We are planning on getting the coin on 3 exchanges including HitBTC one of the top 5 exchanges, to ensure proper liquidity.

Rewards distribution: There are 1200 Blocks a day. The reward of 10 coins per block is divided into 75% for Masternodes(7.5) and 20% for Staking (2.5) Further the rewards are distributed to all running Masternodes. The more number of Maternodes, the less rewards you get, because the rewards are distributed to each Masternode in a timely manner. Coin Distribution of 1,000,000 (4%) pre-mine

Due to the fact that the Masternode rewards program is a fixed percentage and the Masternode network nodes are fluctuating, expected Masternode rewards will vary according to the current total count of active Masternodes. Payments for a standard day for running a Masternode can be calculated by using the following formula:

$$(n/t) * r * b * a$$

Where:

n is the number of Masternodes an operator controls

t is the total number of Masternodes

r is the current block reward (presently averaging about 10 XUV)

b is blocks in an average day. For the Dash network this usually is 1200.

a is the average Masternode payment (75% of the average block amount)

Return on investment for running a Masternode can be calculated as

$$r * b * a / (n / t)$$

Where variables are the same as above.

The cost associated with running a Masternode creates a hard and soft limit of active nodes on the network. The soft limit is imposed by the price it costs to acquire a node and the limited liquidity on exchanges due to usage of Dash as a currency and not merely an investment.

Deterministic Ordering

A special deterministic algorithm is used to create a pseudo-random ordering of the Masternodes. By using the hash from the proof-of-work for each block, security of this functionality will be provided by the mining network.

Pseudo Code, for selecting a Masternode:

```
For(masternode in masternodes){
    current_score = masternode.CalculateScore();

    if(current_score > best_score){
        best_score = current_score;
        winning_node = masternode;
    }
}

CMasterNode::CalculateScore(){
    pow_hash = GetProofOfWorkHash(nBlockHeight); // get the hash of this block
    pow_hash_hash = Hash(pow_hash); //hash the POW hash to increase the entropy
    difference = abs(pow_hash_hash - masternode_vin);
    return difference;
}
```

The example code can be extended further to provide rankings of Masternodes also, a "second", "third", "fourth" Masternode in the list to be selected.

References:

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