ICO contract

Token fields

- `ico_state: IcoState,`
    - `ico_started: bool,`
    - `start_time: u64,`
    - `duration: u64,`
- `start_price: u128,`
- `current_price: u128,`
- `price_increase_step: u128`
- `time_increase_step: u128,`
- `tokens_sold: u128,`
- `tokens_goal: u128,`
- `owner: ActorId,`
- `token_id: ActorId,`
- `token_holders: BTreeMap<ActorId, u128>,`

Functions

- `fn get_tokens()` (mint and transfer tokens to the contract) pub fn start_ico()' (starts salling tokens)
- `pub fn buy_tokens(tokens_cnt: u128)` (sender buys tokens_cnt tokens)
- `fn get_balance()` (returns the number of remaining tokens)
- `fn update_price()` (checks current timestamp and updates price if needed)
- `fn in_process()` (checks if ico was started, wasn't ended and get_balance() > 0)

Init values

- tokens_goal
- token_id
- owner
- start_price
- price_increase_step
- time_increase_step