

Legenda

+ public

- private

* external

/ internal

usingProvable

...

/ provable_query(...)

/ provable_getPrice(...)

/ provable_setProof(...)

/ provable_setCustomGasPrice(...)

/ strCompare(...)

/ strConcat(...)

...



is

ChallengeReward

enum State { INIT, CHALLENGE, STANBY, DONE, EXPIRED }

+ State state

+ address issuer

+ address bounty

+ address hunter

+ uint partialReward

+ uint expire

+ string debugInfoCID

+ string generateChallengeCID

+ string decommitSolveCID

...

modifier onlyOn(State required)

modifier onlyBy(address right)

+ constructor(address hunter, uint partialReward, uint expire, string generateChallengeCID, string decommitSolveCID)

+ __callback(bytes32 queryId, string result, bytes proof) onlyOn(State.STANBY) onlyBy(provable_cbAddress())

+ challenge(string encryptedDebugInfoCID) onlyOn(State.CHALLENGE) onlyBy(hunter)

+ remove() onlyBy(issuer)

- expirationCheck()

...