

```

pragma solidity ^0.5.0;

// -----
// BEP Token Standard #20 Interface
//
// -----
contract BEP20Interface {
    function totalSupply() public view returns (uint);
    function balanceOf(address tokenOwner) public view returns (uint balance);
    function allowance(address tokenOwner, address spender) public view returns (uint
remaining);
    function transfer(address to, uint tokens) public returns (bool success);
    function approve(address spender, uint tokens) public returns (bool success);
    function transferFrom(address from, address to, uint tokens) public returns (bool success);

    event Transfer(address indexed from, address indexed to, uint tokens);
    event Approval(address indexed tokenOwner, address indexed spender, uint tokens);
}

// -----
// Safe Math Library
// -----
contract SafeMath {
    function safeAdd(uint a, uint b) public pure returns (uint c) {
        c = a + b;
        require(c >= a);
    }
    function safeSub(uint a, uint b) public pure returns (uint c) {
        require(b <= a); c = a - b; } function safeMul(uint a, uint b) public pure returns (uint c) { c =
a * b; require(a == 0 || c / a == b); } function safeDiv(uint a, uint b) public pure returns (uint c) {
require(b > 0);
    c = a / b;
}
}

contract SFC is BEP20Interface, SafeMath {
    string public name;
    string public symbol;
    uint8 public decimals; // 18 decimals is the strongly suggested default, avoid changing it

    uint256 public _totalSupply;

    mapping(address => uint) balances;

```

```
mapping(address => mapping(address => uint)) allowed;
```

```
/**  
 * Constrctor function  
 *  
 * Initializes contract with initial supply tokens to the creator of the contract  
 */
```

```
constructor() public {  
    name = "SafeCap Token";  
    symbol = "SFC";  
    decimals = 18;  
    _totalSupply = 10000000000000000000000000000;  
  
    balances[msg.sender] = _totalSupply;  
    emit Transfer(address(0), msg.sender, _totalSupply);  
}
```

```
function totalSupply() public view returns (uint) {  
    return _totalSupply - balances[address(0)];  
}
```

```
function balanceOf(address tokenOwner) public view returns (uint balance) {  
    return balances[tokenOwner];  
}
```

```
function allowance(address tokenOwner, address spender) public view returns (uint  
remaining) {  
    return allowed[tokenOwner][spender];  
}
```

```
function approve(address spender, uint tokens) public returns (bool success) {  
    allowed[msg.sender][spender] = tokens;  
    emit Approval(msg.sender, spender, tokens);  
    return true;  
}
```

```
function transfer(address to, uint tokens) public returns (bool success) {  
    balances[msg.sender] = safeSub(balances[msg.sender], tokens);  
    balances[to] = safeAdd(balances[to], tokens);  
    emit Transfer(msg.sender, to, tokens);  
    return true;  
}
```

```
function transferFrom(address from, address to, uint tokens) public returns (bool success) {
```

```
balances[from] = safeSub(balances[from], tokens);
allowed[from][msg.sender] = safeSub(allowed[from][msg.sender], tokens);
balances[to] = safeAdd(balances[to], tokens);
emit Transfer(from, to, tokens);
return true;
    }
}
```