```
pragma solidity ^0.8.7;
import "@openzeppelin/contracts-upgradeable/proxy/utils/Initializable.sol";
contract APIConsumer is ChainlinkClient, Initializable{
function initialize() public virtual onlyInitializing {
  fee = ( linkFee * LINK DIVISIBILITY) / 10; // 0,1 * 10**18 (Varies by network and
modifier onlyRequestPriceData() {
```

```
function fulfill(bytes32 requestId,uint256 price) public
pragma solidity ^0.8.17;
import "@openzeppelin/contracts-upgradeable/token/ERC20/ERC20Upgradeable.sol";
import
ol";
import "@openzeppelin/contracts-upgradeable/security/PausableUpgradeable.sol";
import "@openzeppelin/contracts-upgradeable/access/OwnableUpgradeable.sol";
import "@openzeppelin/contracts-upgradeable/proxy/utils/UUPSUpgradeable.sol";
import "@openzeppelin/contracts/utils/math/SafeMath.sol";
import "@openzeppelin/contracts/token/ERC20/ERC20.sol";
contract builder is OwnableUpgradeable, PausableUpgradeable, APIConsumer {
mapping(address => bool) private whitelists; //maps the whitelist
modifier onlyWhitelist() {
```

```
function isWhitelist(address to) public view returns (bool) {
whenNotPaused onlyOwner {
contract xTST is ERC20Upgradeable, UUPSUpgradeable, ERC20BurnableUpgradeable,
builder{
using SafeMath for uint256;
mapping(address => bool) private blacklists; // mapping for addresses that are
mapping(address => bool) private feeLess_address; //mapping for addresses that are
uint256 public feePercent; // transfer fee for sending tokens
```

```
address public feeAddress; // address that transfer fees are sent to
uint256 public mintableTokens; // amount of tokens that are currently available to be
uint256 public _buff; //fee to mint tokens
address [] public TokenInfo; // stores the ERC20 contract addresses that can be used
to mint
function initialize() initializer public override {
 APIConsumer.initialize();
 restPercent = 100 * 10 ** 18 - feePercent;
function changeBuff(uint256 buff) public whenNotPaused onlyOwner {
   buff = buff;
```

```
function addPaytoken(address paytokenAddress) public whenNotPaused onlyOwner {
   uint256 _spend = amount * (price.mul(_buff).div(10**20) + price);
```

```
function beforeTokenTransfer(address from, address to, uint256 amount) internal
whenNotPaused override{
```

```
function transferFrom(address sender, address recipient, uint256 amount) public
whenNotPaused override returns (bool) {
function _authorizeUpgrade(address newImplementation) internal onlyOwner override {
```