Eralot contract functions

Functions	Parameters	Description
transfer_ownership	Address	The owner can transfer his ownership to the address he passes in this function.
checkPlayerExists	Address	Checks in the user array whether the user is registered or not(i.e whether he has bought one ticket or not in the current lottery)
lottery		The user uses this function to buy lottery ticket. Here the user address is also saved in a array
check_conbal		Only owner can execute this function. It shows the contract balance.
get_profit		Only owner can execute this function. It shows the current profit (5% of contract balance).
estimate_prize		This function can be used by user's to check the amount they might win if they were lucky in the lottery contest.
pickwinner		Only owner can execute this function. It transfers 5% of the contract balance to owner address and rest to selected winners in a definite ratio and also deletes the user and tempusers array.
getwinners		It is a internal function invoked by pickwinner function. This function calculates the total number of users played in the contract and then selects the winners randomly based on that

		count.
random		It is a internal function invoked by pickwinner function. This function randomly selects winners from array.
refund	Int (111)	Only the owner can refund the whole amount to respective users in any case. The parameter used is just a security check to execute the function.
get_winners		Only owner can execute this function. Returns the winners address.
clear_winners	Int (111)	Only owner can execute this function. This function clears winners data. The parameter used is just a security check to execute the function.
get_details	Address	Only owner can execute this function. It gives the details of the user of how much amount he has placed to buy lottery ticket.

Other Info:

In the contract, the amount for a lottery ticket is hard coded as 2 ether, which can be changed as per the requirement.

The constructor is used to assign the contract creator, owner status while he deploys the contract to any network.