

## Hardhat ERC20s

```
interface tokenRecipient {
    function receiveApproval(
        address _from,
        uint256 _value,
        address _token,
        bytes calldata _extraData
    ) external;
}

contract TokenERC20 {
    // Public variables of the token
    string public name;
    string public symbol;
    uint8 public decimals = 18;
    // 18 decimals is the strongly suggested default, avoid changing it
    uint256 public totalSupply;

    // This creates an array with all balances
    mapping(address => uint256) public balanceOf;
    mapping(address => mapping(address => uint256)) public allowance;

    // This generates a public event on the blockchain that will notify clients
    event Transfer(address indexed from, address indexed to, uint256 value);

    // This generates a public event on the blockchain that will notify clients
    event Approval(
        address indexed _owner,
        address indexed _spender,
        uint256 _value
    );

    // This notifies clients about the amount burnt
    event Burn(address indexed from, uint256 value);
```