

Punch Starter

Request Struct

description — string — purpose of request
amount — uint — ether to transfer
recipient — address — who receives money
complete — bool — is request finished
approvals — mapping — track who has voted
approvalCount — uint — track # of approvals

Variables

| | | |
|-----------------|-----------|--------------------------------------|
| manager | address | address of manager of campaign |
| minContribution | uint | minimum donation to be an 'approver' |
| approvers | mapping | list of addresses for every donator |
| requests | Request[] | list of requests manager created |

Functions

Campaign → constructor function which sets minContribution and the owner

Contribute → called when someone wants to donate money becoming an 'approver'

createRequest → called by manager to create 'spending request'

approveRequest → called by contributor to approve 'spending request'

finalizeRequest → if enough approvals, manager gets money to send to vendor