

SOLIDITY COMPILER

COMPILER

0.5.17+commit.d19bba13

☐ Include nightly builds

LANGUAGE

Solidity

EVM VERSION

compiler default

COMPILER CONFIGURATION

☐ Auto compile

☐ Enable optimization

☐ Hide warnings

Compile

PupperCoinCrowdsale.sol

CONTRACT

PupperCoin (PupperCoin.sol)

Publish on Ipfs

Compilation Details

ABI

Bytecode

3 tabs

Home PupperCoin.sol PupperCoinCrowdsale.sol

```
1 pragma solidity ^0.5.0;
2
3 import "../PupperCoin.sol";
4 import "https://github.com/OpenZeppelin/openzeppelin-contracts/blob/release-v2.5.0/contracts/crowdsale/Crowdsale.sol";
5 import "https://github.com/OpenZeppelin/openzeppelin-contracts/blob/release-v2.5.0/contracts/crowdsale/emission/MintedCrowdsale.sol";
6 import "https://github.com/OpenZeppelin/openzeppelin-contracts/blob/release-v2.5.0/contracts/crowdsale/validation/CappedCrowdsale.sol";
7 import "https://github.com/OpenZeppelin/openzeppelin-contracts/blob/release-v2.5.0/contracts/crowdsale/validation/TimedCrowdsale.sol";
8 import "https://github.com/OpenZeppelin/openzeppelin-contracts/blob/release-v2.5.0/contracts/crowdsale/distribution/RefundablePostDeliveryCr
9
10 // @TODO: Inherit the crowdsale contracts
11 contract PupperCoinCrowdsale is Crowdsale, MintedCrowdsale, CappedCrowdsale, TimedCrowdsale, RefundablePostDeliveryCrowdsale {
12
13
14     constructor(
15         // @TODO: Fill in the constructor parameters!
16         uint rate, // rate in PupperCoins
17         PupperCoin token, // name of the token
18         address payable wallet, // sale beneficiary
19         uint goal, // goal for crowdsale
20         uint open,
21         uint close,
22         //uint cap
23
24     )
25
26     Crowdsale(rate, wallet, token)
27     TimedCrowdsale(now, now + 24 weeks)
28     CappedCrowdsale(goal)
29     RefundableCrowdsale(goal)
30     // @TODO: Pass the constructor parameters to the crowdsale contracts.
31     public
32     {
33         // constructor can stay empty
34     }
35
36     contract PupperCoinSaleDeployer {
37
38
39
```

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☐ listen on network

remix (run remix.help() for more info)