

**Table 1.1 View Only Functions in contract:**

	Name	Parameters	Description	Access
1.	getRewardMultiplier( from, to)	from: reward start block to: reward end block	Returns parameter for calculating the user's reward.	public
2.	pendingRewards(user)	user: user's address	to get user's total reward.	public

Table 1.2: Key state changing functions contained in the contract

	Name	Params	Description	Access
1.	add(token,amount, isUpdate)	token: token which is added to pool  amount: minimum amount of token  isUpdate: A variable that determines whether to update the pool.	add a new lptoken to a pool	onlyOwner
4.	updatePool()	—	Update reward variables of the given pool to be up-to-date	public
5.	deposit(amount)	amount: amount of token to be staked	stake the tokens to a pool	public
6.	withdraw(amount)	amount: amount of token to be available for withdraw	withdraw token from pool to user address	onlyOwner
7.	emergencyWithdraw()	-	Withdraw immediately without receiving reward	public
8.	transfer(address,amount)	address: recipient's address.  amount: amount of token's to transfer	To transfer tokens. <ul style="list-style-type: none"> <li>When used by owner, transfers free tokens.</li> <li>When used by a listed source, transfers frozen tokens.</li> </ul>	public
9.	safeTokenTransfer(to,amount)	to: recipient's address.  amount: amount of tokens to be transferred.	transfer tokens from a source user to recipient	Public