======================================================================================================================

## **\*\*\*\* SAMPLE JAVASCRIPT CODE AND STRUCTURE BUILT \*\*\*\***

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await spCoinAddMethods.addAgentSponsorship(

SPONSOR\_ACCOUNT\_SIGNERS[0],

RECIPIENT\_ACCOUNT\_KEYS[1],

RECIPIENT\_RATES[5],

AGENT\_ACCOUNT\_KEYS[2],

AGENT\_RATES[9],

"1.000000000000000008"

);

await spCoinAddMethods.depositAgentStakingRewards(

RECIPIENT\_ACCOUNT\_KEYS[1],

AGENT\_ACCOUNT\_KEYS[2],

AGENT\_RATES[4],

444

);

======================================================================================================================

## **\*\*\*\* AS ASSIGNED IN SOLIDITY \*\*\*\***

======================================================================================================================

sponsorKey = 0xf39Fd6e51aad88F6F4ce6aB8827279cffFb92266

recipientKey = 0x70997970c51812dc3a010c7d01b50e0d17dc79c8

agentKey = 0x3c44cdddb6a900fa2b585dd299e03d12fa4293bc

rate = 4

amount = 444

rewardRateList.length = 1SOL=>2.6 rewardRateRecord.rate = 4

stakingRewards = 444

======================================================================================================================

## **\*\*\*\* RESULTING SOLIDITY DATA STRUCTURES \*\*\*\***

======================================================================================================================

struct AccountStruct { // **AGENT ACCOUNT**

address accountKey; // **0x3c44cdddb6a900fa2b585dd299e03d12fa4293bc**

address[] recipientAccountList; // If Sponsor List of Recipient Account

address[] sponsorAccountList; // If Recipient? List of Sponsor Account

address[] agentAccountList; // If Recipient? List of Agent Account

address[] agentsParentRecipientAccountList; // [ **0x70997970c51812dc3a010c7d01b50e0d17dc79c8** ]

mapping(string => RewardsStruct) rewardsMap; // { **ALL\_REWARDS** }

}

struct RewardsStruct {

// contains Recipient Keys

mapping(address => RewardAccountStruct) agentRewardsMap; // { **0x70997970c51812dc3a010c7d01b50e0d17dc79c8** };

}

struct RewardAccountStruct {

uint256[] rewardRateList; // [ **4** ];

mapping(uint256 => RewardRateStruct) rewardRateMap; // { **4** };

}

struct RewardRateStruct {

uint256 rate; // [4];

RewardsTransactionStruct[] rewardTransactionList; // [ **4** ]

}

struct RewardsTransactionStruct {

uint256 stakingRewards; // **444**;

}