

OCCoin



A token on the ethereum network

To shorten the path

For

“Technology”

“Art”

&

“Entertainment”

JCat World

2023

Designed by (Mr.J)

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Abstract

One of the major problems between investors and content/product creators is the lack of direct communication between these two groups. In the projects we are working on, we have tried to solve this problem so that both investors and content/product creators can achieve their ideal goals.

In essence, our goal is to find real talent and create a direct connection between them and the source of funding, which naturally benefits both parties.

The project designer has conducted research at every stage has collected the results in the form of an educational program called "Shohrat Project," which we will discuss later.

Introduction

We are witnessing rapid technological advancements in today's world, especially in the field of networks, which we will also challenge. In general, all of our projects have at least one communication bridge with the block chain network.

The block chain is an encrypted network where confidential and non-confidential information (centralized or decentralized) is stored in an object-oriented manner. Among this information are smart contracts that eliminate the activity of third parties or intermediaries between contracts. In short, in the block chain network, all transactions occur without the involvement of banks or third parties.

Now, in our projects, we have used this feature and we are trying to introduce talented content/product creators directly to investors.

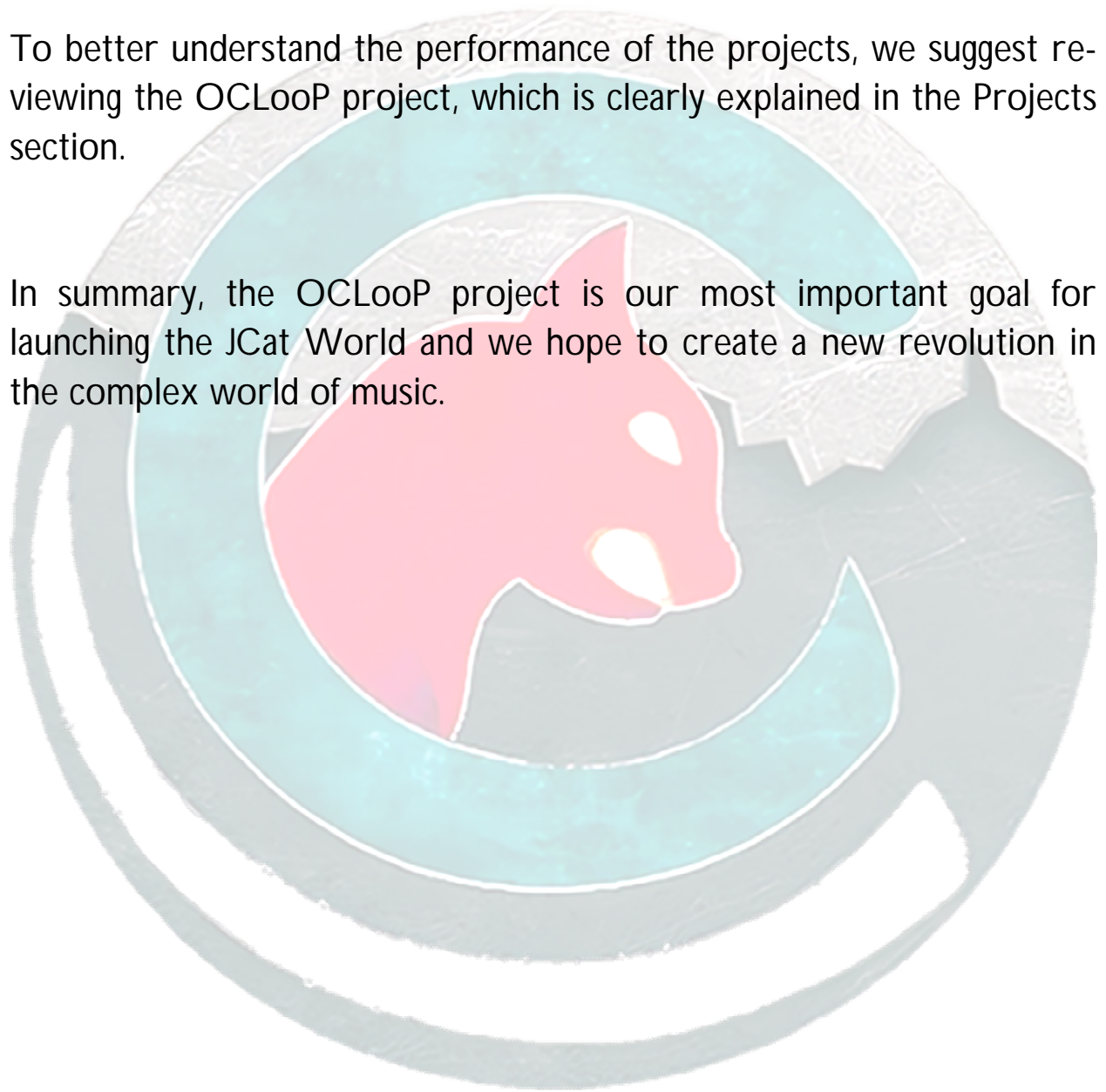
It should also be noted that all of our platforms use OCCoin digital currency for transactions, which is currently available on the Ethereum network.

The project designer, Mr.J, has worked in various fields such as music, graphics, cinema, radio and television, games and entertainment, digital currency, electronics, project design for commercial, manufacturing and startups, psychology, economics and education. All of these experiences have led to the creation of the JCat World project.

In the CEO section, we will introduce individuals who have extraordinary experiences in their own projects and have used their creativity in a unique way in all of these projects.

To better understand the performance of the projects, we suggest reviewing the OCLooP project, which is clearly explained in the Projects section.

In summary, the OCLooP project is our most important goal for launching the JCat World and we hope to create a new revolution in the complex world of music.



Problems and Solutions

Although all modern software are updated quickly and generally work well, most of them have problems with payments and transactions. Many programs that can generate revenue through content creation make their transactions through banking gateways. This problem is also widespread in the field of advertising and sponsorship, where investors put their capital through intermediary companies in the production of content. Restrictions such as minimum number of followers or views by social media platforms are another problem. However, with the introduction of this new scheme, all members of every level can generate a lot of income without any restrictions and with transaction low fees in the network.

It should be noted that our company, like all platform distribution companies, covers its expenses from these platforms (profits earned by JCat World). Also, the author of the plan has mentioned that with the development of block chain networks, proof of vote and proof of flow features will be used to reduce transaction costs. For this reason, we will not have any problem with transaction fees in the future with the Ethereum network.

Each of the seven components of the JCat World platform is designed to eliminate intermediaries, making all transactions and fees instantaneous without any restrictions (except for the small amounts required to create a transaction). In these seven components, a separate list of top people and ideas, investors, the amount of capital and their points are provided for convenience in this direction.

Our Projects

Generally, our projects are divided into 10 sections, with the world of J.Cat being our first project, simply defined as an idea design company.

The second project is the design of OCCoin, which is currently available to the public.

Our third project is our company's digital wallets, which we will use as a super application (to be executed before 2024).

The next projects introduced by the author as J.Cat's seven, are all in line with our main goal of finding the most suitable talents for profitable investment.

In total, we will have these projects in order:

- **JCat World** (already written)
- **OCCoin Token** (deployed on 2023)
- **OCallet** (require)
- 7# **Rootala Projects** (2024-2025)
- 7# **Chopo Store** (2025-2026)
- 7# **OCLoop Music Player** (2026-2028)
- 7# **Chlock Chat Application** (2026-2029)
- 7# **Spave Games** (2027-2030)
- 7# **PicOchi Video Campaign** (2028-3031)
- 7# **OCTAWAVE** (2025-2035)

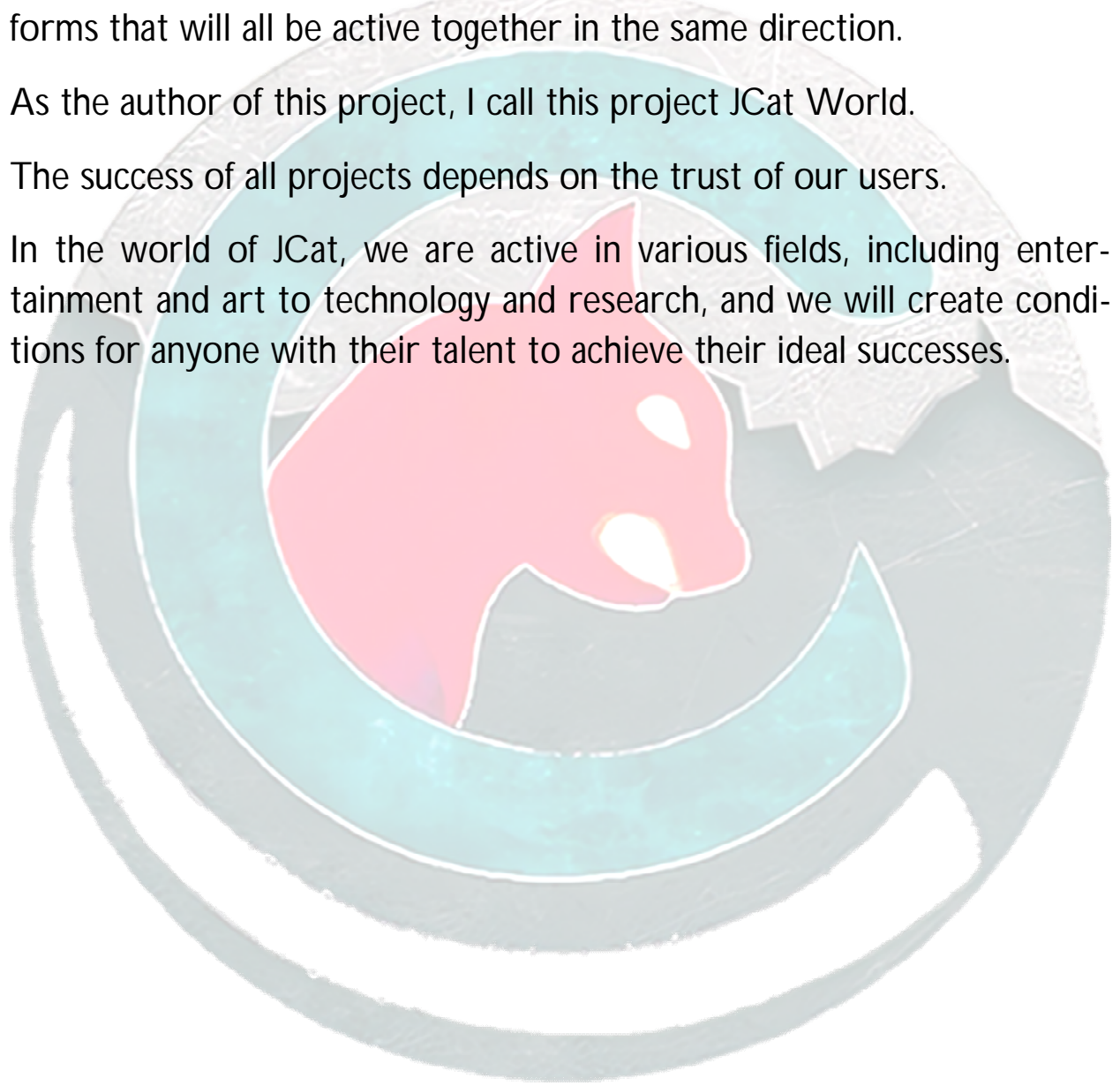
01. JCat World

JCat World has been in the author's mind for many years, and after 10 years of decision-making, payments, research, and different experiences, it has now come to writing. A family of different companies and platforms that will all be active together in the same direction.

As the author of this project, I call this project JCat World.

The success of all projects depends on the trust of our users.

In the world of JCat, we are active in various fields, including entertainment and art to technology and research, and we will create conditions for anyone with their talent to achieve their ideal successes.



02. OCCoin Token

The OCCoin token is written in Solidity language with version 0.08.17 on the Ethereum network.

It has two function inputs, "max total supply" and "miner reward", which are equivalent to 210,000,000,000,000 and 7OCC respectively, and have been registered in the smart contract using JavaScript.

The initial specifications of OCCoin are as follows:

- OCCoin (name)
- OCC (symbol)
- Token (type)
- 18 (decimals)
- 180,000,000,000,000 (first supply)
- 210,000,000,000,000 (cap total supply)
- 7 OCC (first miner reward set)
- 2023-01-18 (create date)
- 16435704 (at block)
- 0x64258429980a666bf0cca5317ae2d259c2935e8f9aa99263215dec336e0926a8 (txn)
- 0x4665e227c521849a202f808E927d1dc5F63C7941 (contract address)
- Verified (True)
- ERC20 Ethereum (Network)
- 0xd96E6C501fdf8337C370297ed1e7dCCD3e07a5c5 (owner/manager address)
- OCCoin.eth (ENS)
- www.OCCoin.io (website)

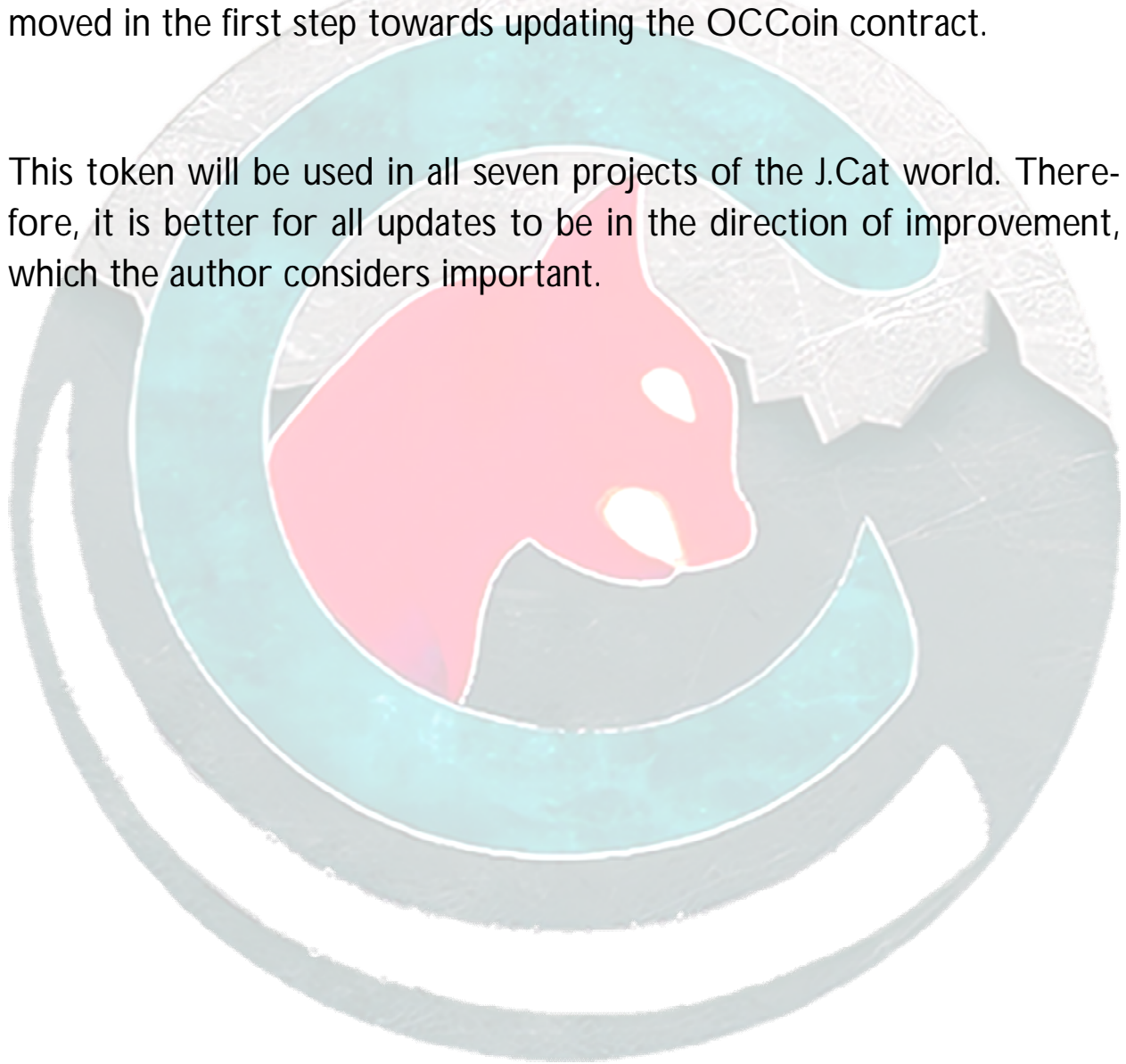
It should be noted that due to the high transaction costs (gas) on the Ethereum network, all of our projects will likely use a function called "Vote", which will undoubtedly have a significant impact on the value of additional transactions.

In the future, we will also have changes in the OCCoin contract under the title of "updates".

One of these updates is related to a function called “destroy”;

Previously, the author intended to use this function to transfer projects and move them to other networks. However, with the latest updates to the Ethereum network, programming languages, and new decisions by our company to improve projects, this function will certainly be removed in the first step towards updating the OCCoin contract.

This token will be used in all seven projects of the J.Cat world. Therefore, it is better for all updates to be in the direction of improvement, which the author considers important.

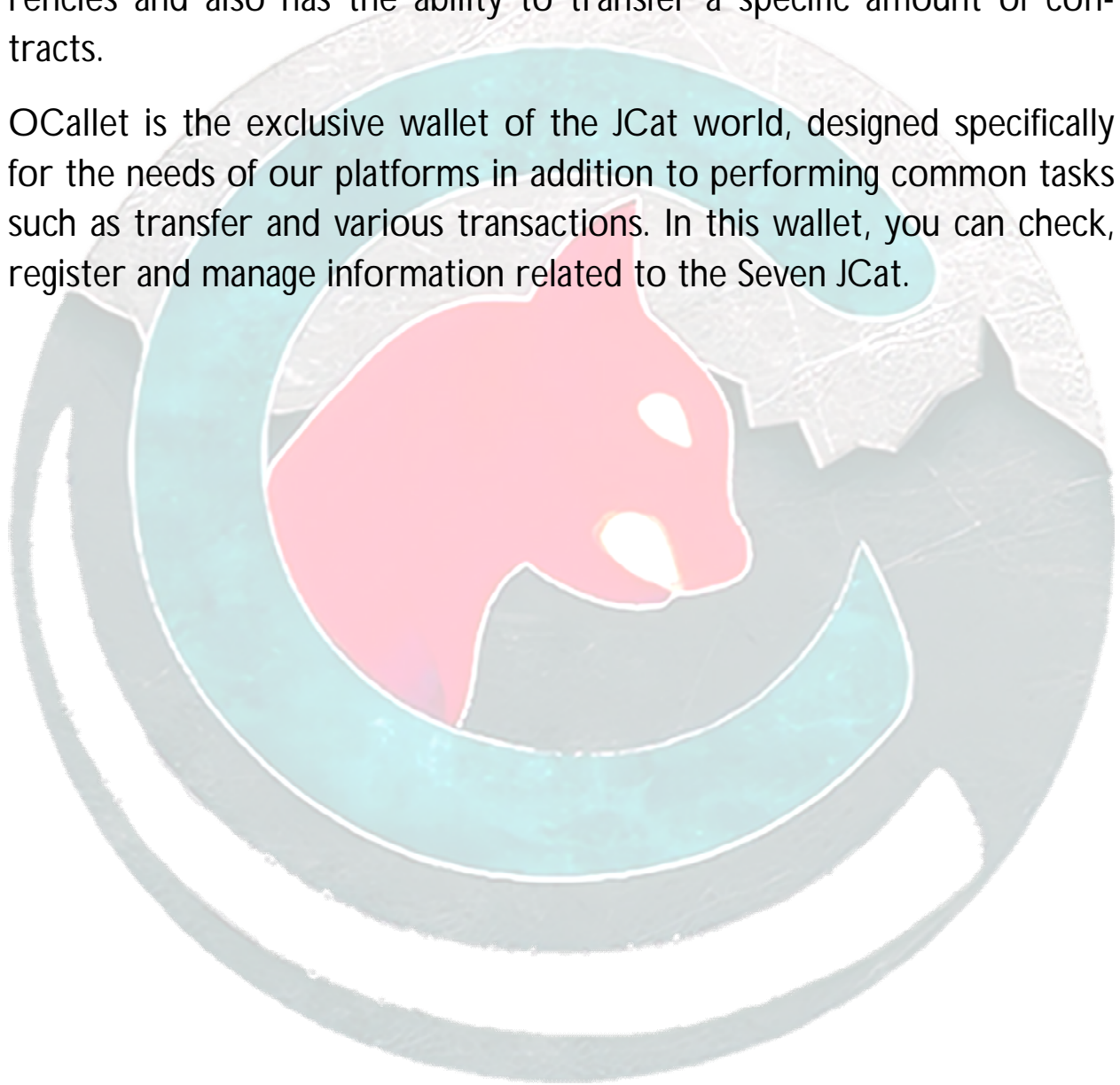


03. OCallet

Digital Wallet:

A type of smart contract that stores information related to digital currencies and also has the ability to transfer a specific amount of contracts.

OCallet is the exclusive wallet of the JCat world, designed specifically for the needs of our platforms in addition to performing common tasks such as transfer and various transactions. In this wallet, you can check, register and manage information related to the Seven JCat.



04. Rootala Projects

For a company that positions itself as an expert in attracting investment and talent, the first and crucial step can be to attract capital to execute its goals. Here, we introduce the Rootala project.

The Rootala holding company is divided into several sections for investment and capital attraction, the most important of which are Rootala.Invest and Rootala.Branch.

Rootala.Invest

In summary, all plans of this project involve freezing a certain amount of our token for a period of 3 to 24 months, and certain profit percentage is considered in return.

Rootala.Branch

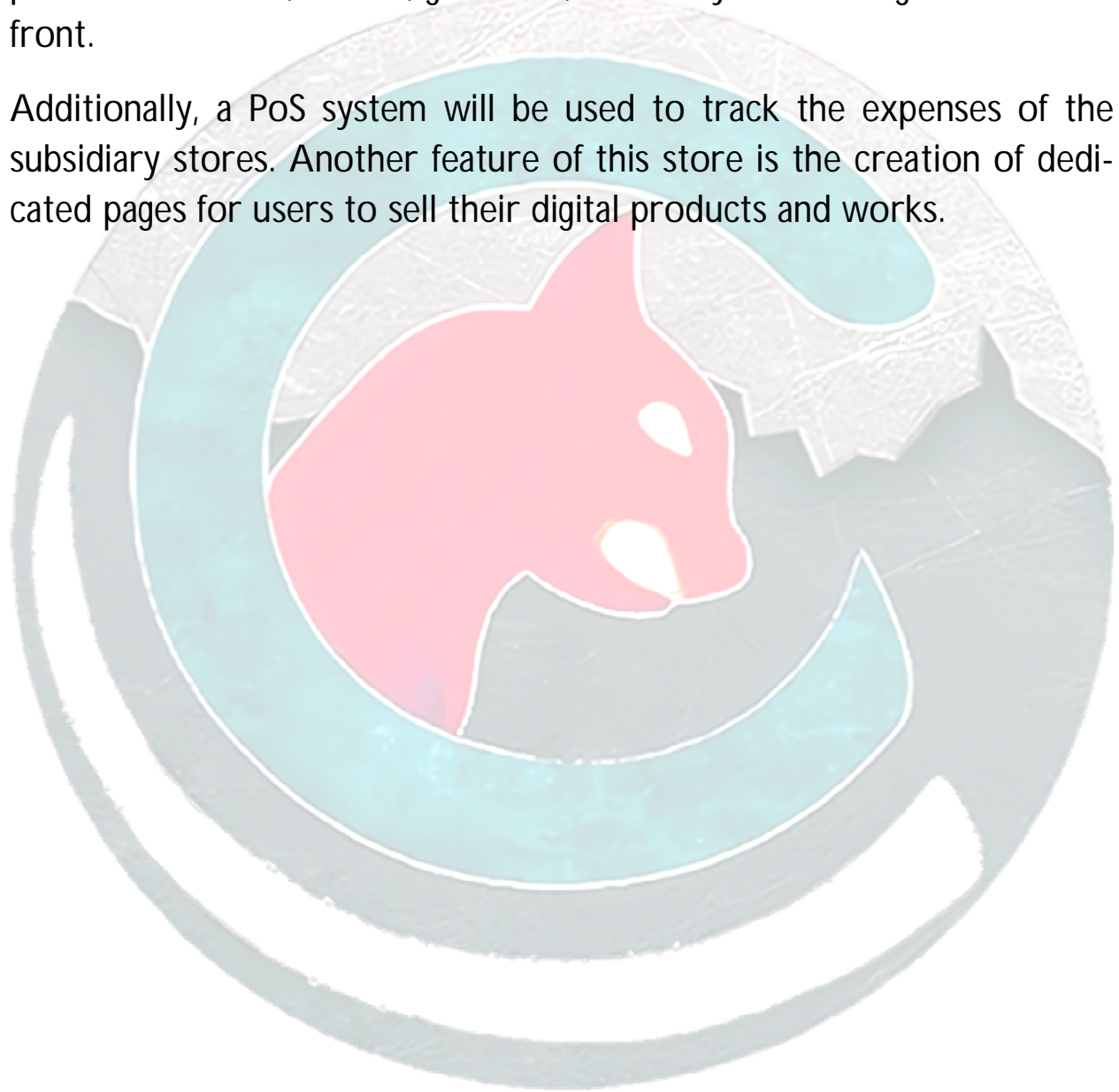
The author's favorite section in the Rootala holding company can be described as a modern network building using smart contracts where everything happens automatically and transparently. In addition, in one of the plans, we decide to burn some of the value of each branch created, which will undoubtedly affect the profits of investors.

And of course, it is also important to note that each investor can earn more points and profit based on the amount of investment and activity.

05. Chopo Store

One of the needs of a powerful set is to have a dedicated store to put everything that will be needed in the future. A store that will showcase produced content, tickets, gift cards, and many other things in its storefront.

Additionally, a PoS system will be used to track the expenses of the subsidiary stores. Another feature of this store is the creation of dedicated pages for users to sell their digital products and works.



06. OCLooP Music player

We deeply claim that this project is our winning leaf. This is because we have considered all the needs and prerequisites of the market and the music world to have the best performance both in software and music art.

In the JCat World where the designer has created the plan, every member can earn income in any position.

Imagine receiving a certain amount of profit by advertising and sharing your favorite artist.

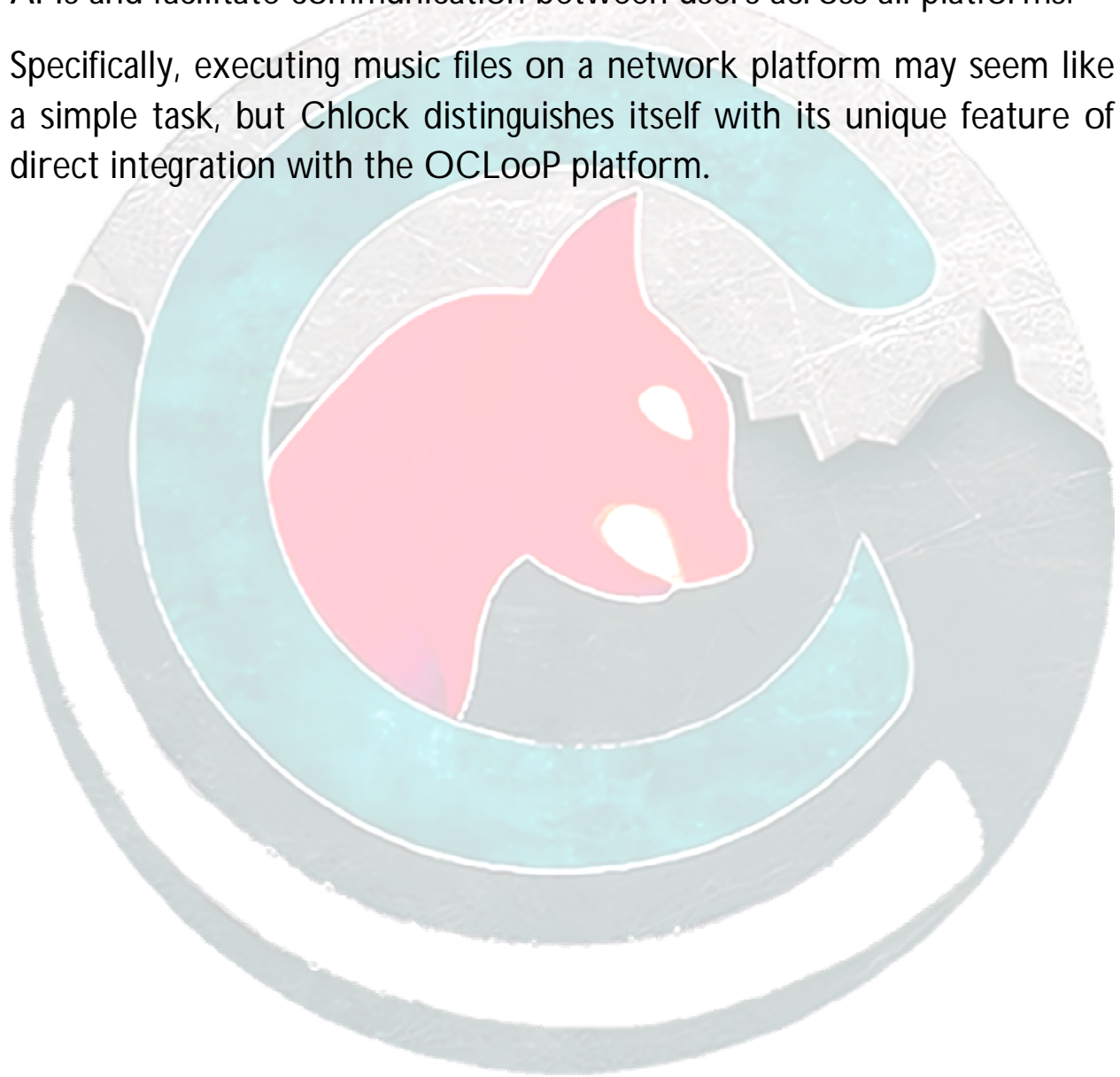
Or even investing with very low amounts on an artist and generating income from them.

Currently, the OCLooP project plan has been fully written and will be available to the public before 2028.

07. Chlock Chat Application

We have designed the Chlock platform to connect with other project APIs and facilitate communication between users across all platforms.

Specifically, executing music files on a network platform may seem like a simple task, but Chlock distinguishes itself with its unique feature of direct integration with the OCLoop platform.

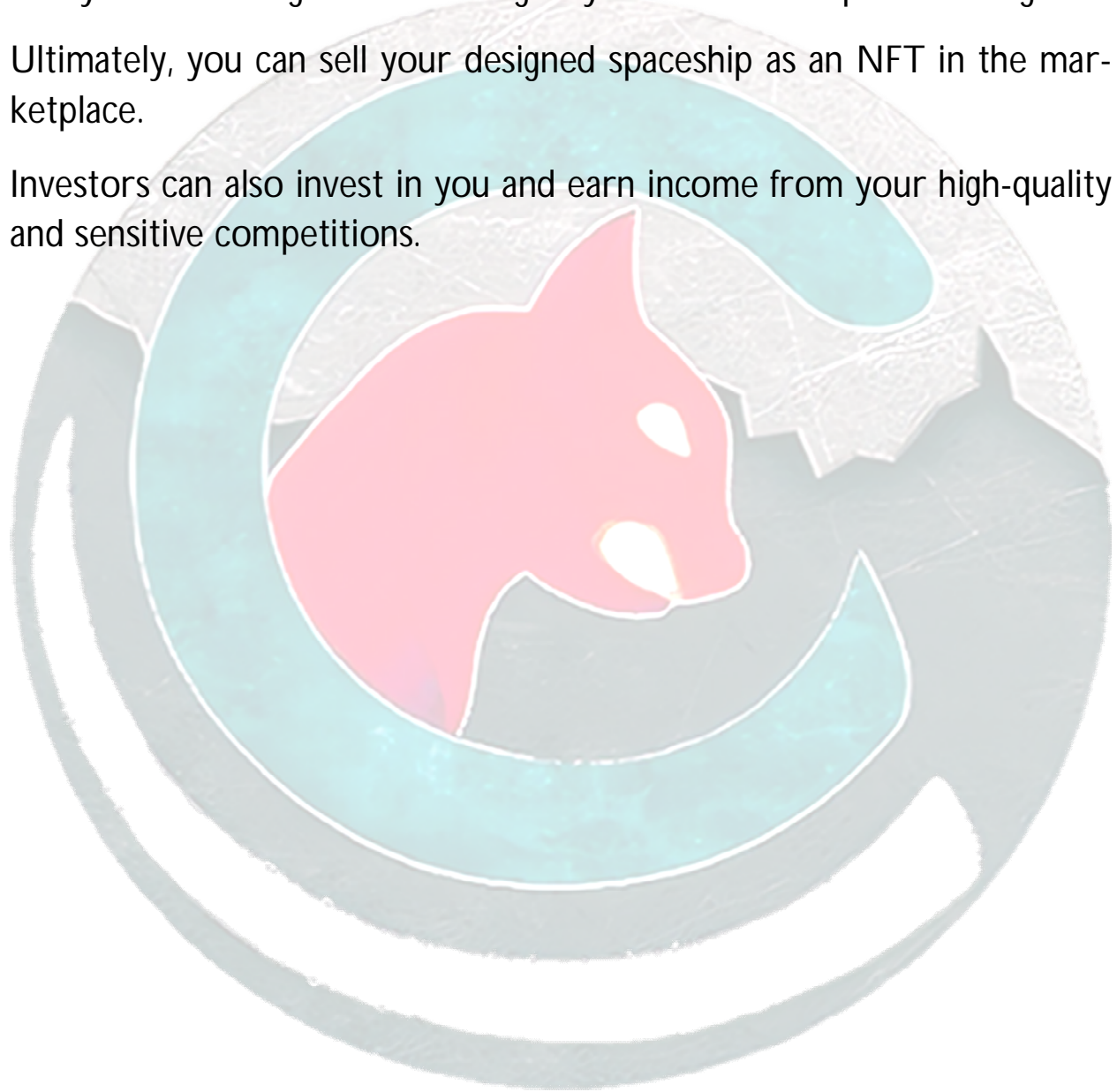


08. Spave Games

In a world where cats compete with each other in space battles for higher ranks, more points, and greater income, you have a spaceship that you can strengthen according to your level and capital in this game.

Ultimately, you can sell your designed spaceship as an NFT in the marketplace.

Investors can also invest in you and earn income from your high-quality and sensitive competitions.



09. PicOchi Video Campaign

To facilitate easy access to the archive of video content created by our company, we will introduce the PicOchi platform, which will include programs such as educational films, music videos, presenter-centered programs, movies and series, and their contents. The research project (Shohrat) is also one of these programs, which consists of 10 seasons and a total of 160 episodes on the production of successful works, engineering, and medicine in this field. The “Shohrat project” is currently undergoing final reviews towards the start of production.

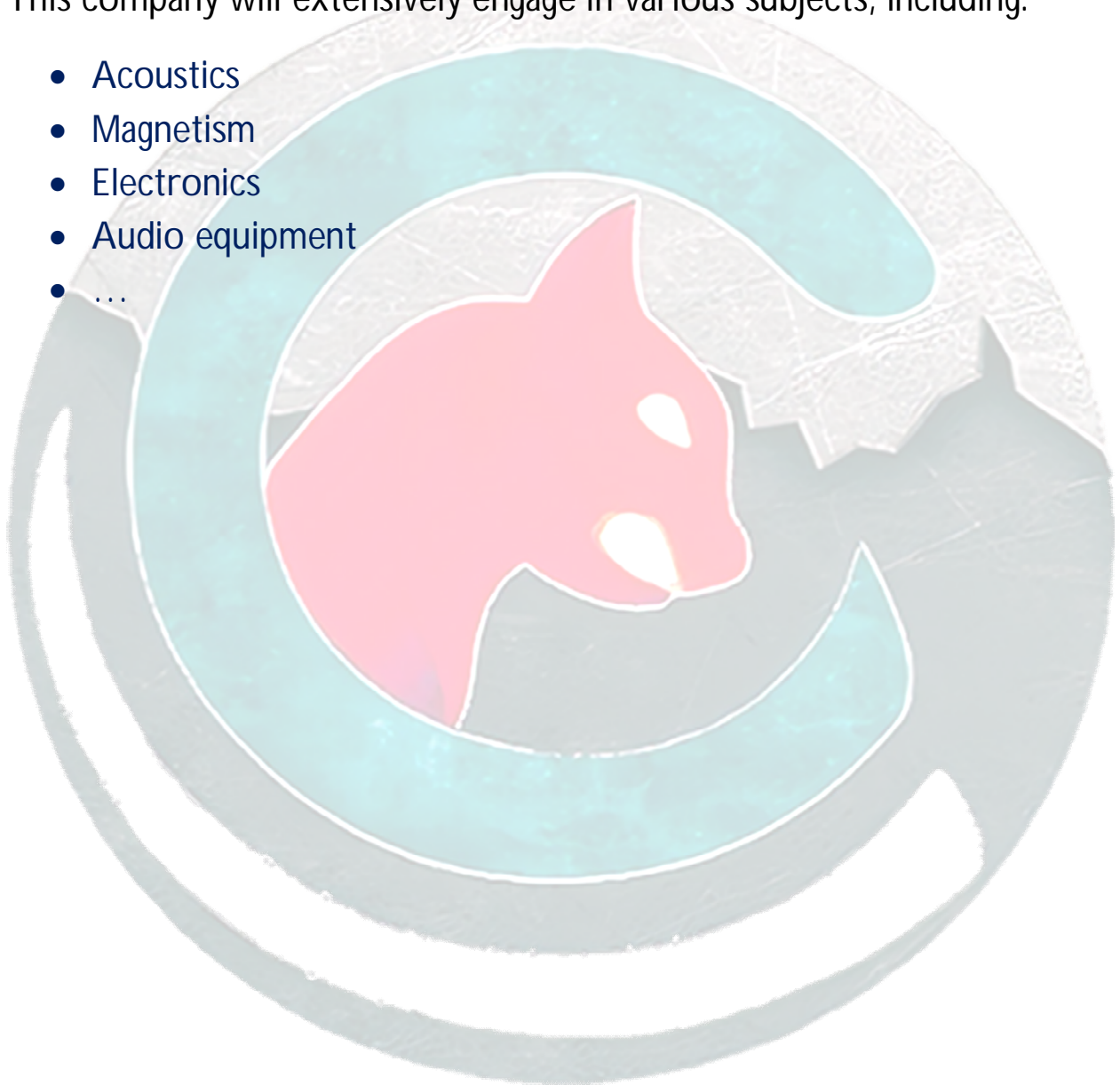


10. OCTAWAVE

And finally, as our last promise to complete the puzzles of the J.Cat world, we turn to the production and research company OCTAWAVE.

This company will extensively engage in various subjects, including:

- Acoustics
- Magnetism
- Electronics
- Audio equipment
- ...



Technical Details About OCCoin

The reason for writing the OCCoin token on the Ethereum block chain is due to its high level of security.

We have used the Solidity programming language and version 0.8.17 compiler to deploy the OCCoin currency on the ERC20 block chain network.

Our verified contract is as follows:

```
1 // contracts/OCCoin.sol
2 // SPDX-License-Identifier: MIT
3
4 pragma solidity ^0.8.17;
5
6 import "@openzeppelin/contracts/token/ERC20/ERC20.sol";
7 import "@openzeppelin/contracts/token/ERC20/extensions/ERC20Capped.sol";
8 import "@openzeppelin/contracts/token/ERC20/extensions/ERC20Burnable.sol";
9
10 contract OCCoin is ERC20Capped, ERC20Burnable {
11     address payable public owner;
12     uint256 public blockReward;
13
14     constructor(uint256 cap, uint256 reward) ERC20("OCCoin", "OCC") ERC20Capped(cap * (10 ** decimals())) {
15         owner = payable(msg.sender);
16         _mint(owner, 18000000000000 * (10 ** decimals()));
17         blockReward = reward * (10 ** decimals());
18     }
19
20     function _mint(address account, uint256 amount) internal virtual override(ERC20Capped, ERC20) {
21         require(ERC20.totalSupply() + amount <= cap(), "ERC20Capped: cap exceeded");
22         super._mint(account, amount);
23     }
24
25     function _mintMinerReward() internal {
26         _mint(block.coinbase, blockReward);
27     }
28
29     function _beforeTokenTransfer(address from, address to, uint256 value) internal virtual override {
30         if(from != address(0) && to != block.coinbase && block.coinbase != address(0)){
31             _mintMinerReward();
32         }
33         super._beforeTokenTransfer(from, to, value);
34     }
35
36     function setReward(uint256 reward) public onlyOwner {
37         blockReward = reward * (10 ** decimals());
38     }
39
40     function destroy() public onlyOwner {
41         selfdestruct(owner);
42     }
43
44     modifier onlyOwner {
45         require (msg.sender == owner, "only the owner can call this function!");
46         _;
47     }
48 }
```

Contract License & Solidity Version:

```
1 // contracts/OCCoin.sol
2 // SPDX-License-Identifier: MIT
3
4 pragma solidity ^0.8.17;
5
```

SPDX License Identifier: "MIT"

Solidity language version "^0.8.17"

Ethereum libraries:

```
6 import "@openzeppelin/contracts/token/ERC20/ERC20.sol";
7 import "@openzeppelin/contracts/token/ERC20/extensions/ERC20Capped.sol";
8 import "@openzeppelin/contracts/token/ERC20/extensions/ERC20Burnable.sol";
9
```

The libraries used in writing the OCCoin contract: "ERC20/ERC20Capped/ERC20Burnable"

Contract provider:

```
10 contract OCCoin is ERC20Capped, ERC20Burnable {
11     address payable public owner;
12     uint256 public blockReward;
13 }
```

Introducing the owner of the contract and defining the reward amount in the next line.

Contract constructor:

```
14 constructor(uint256 cap, uint256 reward) ERC20("OCCoin", "OCC") ERC20Capped(cap * (10 ** decimals())) {
15     owner = payable(msg.sender);
16     _mint(owner, 180000000000000 * (10 ** decimals()));
17     blockReward = reward * (10 ** decimals());
18 }
```

The contract creator defines two values for the name and symbol, "OCCoin" and "OCC", respectively, when the ERC20 function is called. Then, the ERC20Capped function is defined with the input value assigned to the variable "cap" (in 18 decimal places). In the JavaScript compiler file, the value of "cap" is set to 210,000,000,000,000. In line 16, the value of 180,000,000,000,000 is written for the supply. In the JavaScript compiler file, the reward value is set to 7 units and named as the variable "reward" in line 17.

Function `_mint`:

```

19
20 ▾ function _mint(address account, uint256 amount) internal virtual override(ERC20Capped, ERC20) {
21     require(ERC20.totalSupply() + amount <= cap(), "ERC20Capped: cap exceeded");
22     super._mint(account, amount);
23 }

```

The `_mint` function that gives the command to mint coins and create a contract.

Function `_mintMinerReward`:

```

25 ▾ function _mintMinerReward() internal {
26     _mint(block.coinbase, blockReward);
27 }
28

```

This function mint and add the amount entered for the reward to the total supply of tokens, which is paid to the person who hash the transaction for creating each block.

Function `_beforeTokenTransfer`:

```

28
29 ▾ function _beforeTokenTransfer(address from, address to, uint256 value) internal virtual override {
30     if(from != address(0) && to != block.coinbase && block.coinbase != address(0)){
31         _mintMinerReward();
32     }
33     super._beforeTokenTransfer(from, to, value);
34 }
35

```

“`_beforeTokenTransfer`” is a feature in digital currencies on the blockchain network that means before transferring tokens to a new address, a specific function is executed. This function can check conditions and if the desired conditions are not met, it can stop the token transfer. For example, this feature can be used to prevent stolen tokens from being transferred to a new address. By using this feature, the security of the blockchain network improves and the risks of theft and fraud decrease.

Function `setReward`:

```

36 ▾ function setReward(uint256 reward) public onlyOwner {
37     blockReward = reward * (10 ** decimals());
38 }
39

```

This function allows the owner of the contract to change the reward amount. In the future, this function is supposed to be used to balance the amount of coins supplied. After setting the final value, in one of the updates, this function will be disabled.

Function “destroy”:

```
39
40 ~ function destroy() public onlyOwner {
41     selfdestruct(owner);
42 }
43
```

A destruction function that has no use in future programs. This function was intended for relocation of the project, which no longer has any use, and is supposed to be disabled in the first update of the OCCoin contract.

onlyOwner:

```
44 ~ modifier onlyOwner {
45     require (msg.sender == owner, "only the owner can call this function!");
46     _;
47 }
48 }
```

Due to the changes that are going to be made in the OCCoin contract in the future, this function is written so that the owner of the contract can access the content of the contract and after applying all the changes, assign the contract.

Based on our projects, there is currently no need to lock wallets to prevent the sale of OCCoin currency. Therefore, we have started offering this product on exchanges. However, we may temporarily freeze wallets that have acquired this currency through airdrops against currency sales.

Another important aspect of our design is that each application communicates separately and with its own dedicated contract with the block chain network. This has been done to prevent transaction costs from increasing. Through this type of design, we have maintained the security of transactions and capital at the highest level possible.

OCCoin.io

In any newly established project, the first step towards achieving goals is to attract capital, and with the existence of the block chain network, this token can initially be considered as a share. This is because as transaction volume and usage increase, our prices will also change. Therefore, the best time to invest in any project is at its birth. In our projects, we will come across this phrase a lot because our primary goal is to establish a relationship between investors and Artists.

Ways to access and buy OCCoin are displayed on our dedicated website :

WWW.OCCOIN.IO

ICO

On average, each of our projects takes about two years to complete. Therefore, it is likely that all of our projects will be executed by the year 2035. In other words, approximately every year, one of our company's platforms will be launched and made available, and the execution method, consumption, and rules of each platform will be explained on the platform's website.

The CEO part of the project is initially managed by two people, **Mr.Alpha** and **Mr.Robinhood**.

You can contact these people through the @emails that we have placed in the CEO section.

CEO

As previously stated, we have utilized experts in fields related to our projects in addition to the experience of the project designer. These individuals have been active in their respective fields for many years.

Here is a brief list of these experts:

- **JCat World (Mr.J)**
Mr.J@occoin.io
- **OCCoin (OurDeveloperTeam)**
Mr.Robinhood@occoin.io
Mr.Alpha@occoin.io
- **OCallet (OurDeveloperTeam)**
Mr.Robinhood@occoin.io
Mr.Alpha@occoin.io
- **Rootala Projects (Mr.Beta)**
Mr.Beta@occoin.io
- **Chopo (Mr.Tetta)**
Mr.Theta@occoin.io
- **OCLooP (JCatWorld)**
Mr.J@occoin.io
- **Chlock (JCatWorld)**
Mr.J@occoin.io
- **Spave (JCatWorld)**
Mr.J@occoin.io
- **PicOchi (Mr.Ochi)**
Mr.Ouchi@occoin.io
- **OCTAWAVE (JCatWorld)**
Mr.J@occoin.io

Conclusion

Overall, the goal of the proposal writer is to create a secure space for income generation at various levels and in different fields, while also encouraging safe production and investment in the art industry.

Our produced content, such as the "Shohrat Project," generally examines the topic of successful work creation and explains how our instructional videos can be used to improve your own work during production.

We intend to work in other block chain networks in the future and may produce projects beyond these descriptions as needed. However, these descriptions are all that the writer has designed up until now, taking two years and utilizing various experiences in different fields.

Currently, simply visiting www.OCCoin.io is enough to see everything for you.

MR.J

2023

JCat World