How the Draw Lucky Winner Process Works

1. **Lottery Draw Trigger**:
   - The lottery draw is automatically triggered under specific conditions:
     - The `drawEnabled` flag must be set to `true`.
     - The transfer of tokens must occur (`_transfer` function is called).
     - The recipient (`to`) address in the transfer is the Uniswap pair address (`uniswapV2Pair`), indicating a sell transaction.
     - The current timestamp (`block.timestamp`) must be greater than the sum of `lastLottery` (the last time a lottery was drawn) and `lotteryTime` (the interval between lottery draws).
2. **Random Winner Selection**:
   - When the conditions for the lottery are met, the `drawRandomWinner()` function is called.
   - This function calculates the number of new tickets generated since the last lottery draw (`newTickets`), and selects five random winners from the holders who qualified during this period.
   - The selection of winners uses a pseudo-random mechanism based on block data, such as `blockhash`, `block.prevrandao`, `block.timestamp`, `msg.sender`, and `totalTickets`. These values are hashed together using `keccak256` to produce random numbers (`rand1`, `rand2`, `rand3`, `rand4`, `rand5`).
   - The random numbers are used to select winners from the `holderTickets` mapping, which stores the eligible holders for the lottery.
3. **Assigning Winnings**:
   - Each selected winner (five winners in total) receives an equal share of the contract's balance divided by 5 (`winMoney`).
   - The winnings are stored in the `wins` mapping, which keeps track of how much each winner has won.
   - The claim time for each winner is set to one hour from the current timestamp (`block.timestamp + 1 hours`), meaning winners must wait for an hour after the draw before they can claim their winnings.
   - An event `Winners` is emitted with the addresses of the five winners.

How to Qualify

To qualify for the lottery:

- A user must make a buy transaction on the Uniswap pair (i.e., acquire tokens from the Uniswap liquidity pool). This is determined by the condition `from == uniswapV2Pair` in the `_transfer` function.
- The amount of tokens purchased must be greater than or equal to the result of `totalSupply() / SUPPLY_DIVIDER`. The `SUPPLY_DIVIDER` is a parameter set by the contract owner (default is 1,000), which means a user must purchase at least 0.1% of the total supply in one transaction to qualify.
- If these conditions are met, the buyer's address is recorded in the `holderTickets` mapping, and the `totalTickets` count is incremented. This ticket serves as an entry for the next lottery draw.

How to Win

- The winning process is entirely random and is determined by the `drawRandomWinner()` function. All eligible addresses stored in `holderTickets` from the last lottery draw to the current time have an equal chance of being selected as winners.
- The contract selects five random winners from the pool of eligible addresses using pseudo-random numbers generated with `keccak256` hashes.
- Winners are awarded their share of the prize pool, which is one-fifth of the contract's current balance.

How to Claim

1. **Eligibility to Claim**:
   - Winners can claim their prizes only after the set claim time has passed. The claim time for each winner is set to one hour after the draw (`block.timestamp + 1 hours`).
   - If you sell your tokens or transfer to another wallet, no matter how many, you are disqualified.
2. **Claim Process**:
   - The winner calls the `claimWins()` function.
   - This function checks:
     - That the caller (`msg.sender`) has winnings greater than 0 (`wins[msg.sender] > 0`).
     - That the contract has enough balance to pay out the winnings (`address(this).balance >= wins[msg.sender]`).
     - That the current timestamp (`block.timestamp`) is greater than or equal to the claim time (`claimTime[msg.sender]`).
   - If all checks pass, the winnings are transferred to the caller's address using the `sendValue()` function from the `Address` library.
3. **Post-Claim**:
   - After claiming, the winner's amount in the `wins` mapping is reset to 0, and the `claimTime` is also reset.

Summary

- **Qualification**: Buy a minimum number of tokens (at least 0.1% of the total supply by default) from the Uniswap liquidity pool.
- **Winning**: Five winners are selected randomly from qualified holders during a sell transaction after the lottery interval (`lotteryTime`).
- **Claiming**: Winners can claim their prize one hour after the draw, provided the contract has sufficient balance to cover the winnings.