

# Audit Report Honshu Inu

January 2022

Type BEP20

Network BSC

Address 0xc5e12d5BF85C5B2Cf968540cE57BD62658b37D0C

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# **Contract Review**

Contract Name	Honshulnu
Compiler Version	v0.6.12+commit.27d51765
Optimization	200 runs
Licence	None
Explorer	https://bscscan.com/token/0xc5e12d5BF85C5B2Cf96 8540cE57BD62658b37D0C
Symbol	HONSHU
Decimals	9
Total Supply	100,000,000,000,000
Source	contract.sol
Domain	honshuinu.io

# **Audit Updates**

Initial Audit	14th January 2022
Corrected	



# **Contract Analysis**

CriticalMediumMinorPass

Severity	Code	Description
•	ST	Contract Owner is not able to stop or pause transactions
•	OCTD	Contract Owner is not able to transfer tokens from specific address
•	OTUT	Owner Transfer User's Tokens
•	ELFM	Contract Owner is not able to increase fees more than a reasonable percent (25%)
•	ULTW	Contract Owner is not able to increase the amount of liquidity taken by dev wallet more than a reasonable percent
•	MT	Contract Owner is not able to mint new tokens
•	ВТ	Contract Owner is not able to burn tokens from specific wallet
•	ВС	Contract Owner is not able to blacklist wallets from selling



## ST - Stop Transactions

Criticality	medium
Location	contract.sol#L1231

### Description

The contract owner has the authority to stop transactions for all users excluding the owner. The owner may take advantage of it by setting the maxTxAmount to zero.

```
if(from != owner() && to != owner())
    require(amount <= _maxTxAmount, "Transfer amount exceeds the maxTxAmount.");</pre>
```

#### Recommendation

The contract could embody a check for not allowing setting the \_maxTxAmount less than a reasonable amount. A suggested implementation could check that the maximum amount should be more than a fixed percentage of the total supply.

The team should carefully manage the private keys of the owner's account. We strongly recommend a powerful security mechanism that will prevent a single user from accessing the contract admin functions. That risk can be prevented by temporarily locking the contract or renouncing ownership.



## **ULTW - Unlimited Liquidity to Team Wallet**

Criticality	minor
Location	contract.sol#L1354

### Description

The contract owner has the authority to transfer funds without limit to the team wallet. These funds have been swapped from the swap & liquify feature. The owner may take advantage of it by following the next steps:

- 1. Set the \_marketingFee to 10 and all the other fees to 0
- 2. Trigger the triggerSwapAndLiquify setting percent\_Of\_Tokens to 100

#### Recommendation

The team should carefully manage the private keys of the owner's account. We strongly recommend a powerful security mechanism that will prevent a single user from accessing the contract admin functions. That risk can be prevented by temporarily locking the contract or renouncing ownership.



# **Contract Diagnostics**

CriticalMediumMinor

Severity	Code	Description
•	L01	Public Function could be Declared External
•	L02	State Variables could be Declared Constant
•	L04	Conformance to Solidity Naming Conventions
•	L09	Dead Code Elimination
•	L07	Missing Events Arithmetic



## L01 - Public Function could be Declared External

Criticality	minor
Location	contract.sol#L1354,L1211,L991 and 26 more

## Description

Public functions that are never called by the contract should be declared external to save gas.

triggerSwapAndLiquify
isExcludedFromFee
includeInFee

...

### Recommendation

Use the external attribute for functions never called from the contract



## L02 - State Variables could be Declared Constant

Criticality	minor
Location	contract.sol#L713,L712,L747 and 2 more

### Description

Constant state variables should be declared constant to save gas.

```
_symbol
_name
_dogeAddress
...
```

### Recommendation

Add the constant attribute to state variables that never change.



# L04 - Conformance to Solidity Naming Conventions

Criticality	minor
Location	contract.sol#L760,L745,L744 and 32 more

### Description

Solidity defines a naming convention that should be followed. Rule exceptions:

- Allow constant variable name/symbol/decimals to be lowercase.
- Allow \_ at the beginning of the mixed\_case match for private variables and unused parameters.

```
_maxTxAmount
_swapForwardAddress
_autoSellAddie
...
```

### Recommendation

Follow the Solidity naming convention. <a href="https://docs.soliditylang.org/en/v0.4.25/style-guide.html#naming-conventions">https://docs.soliditylang.org/en/v0.4.25/style-guide.html#naming-conventions</a>



## L09 - Dead Code Elimination

Criticality	minor
Location	contract.sol#L238,L222,L249 and 7 more

## Description

Functions that are not used in the contract, and make the code's size bigger.

```
mod
_msgData
sendValue
...
```

### Recommendation

Remove unused functions.



## L07 - Missing Events Arithmetic

Criticality	minor
Location	contract.sol#L1068,L1057,L1030 and 5 more

### Description

Detected missing events for critical arithmetic parameters. There are functions that have no event emitted, so it is difficult to track off-chain changes.

```
numTokensSellToAddToLiquidity = _numTokensSellToAddToLiquidity
_maxTxAmount = _tTotal.mul(maxTxPercent).div(10 ** 2)
_burnFee = burnFee
...
```

### Recommendation

Emit an event for critical parameter changes.



# **Contract Functions**

Contract	Туре	Bases		
	Function Name	Visibility	Mutability	Modifiers
IERC20	Interface	_		
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	<b>✓</b>	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	<b>✓</b>	-
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
Address	Library			
Addiess	isContract	Internal		
	sendValue	Internal	✓ ✓	
	functionCall	Internal	<b>√</b>	
	functionCall	Internal	<b>✓</b>	
	functionCallWithValue	Internal	<b>✓</b>	
	functionCallWithValue	Internal	✓	



	_functionCallWithValue	Private	✓	
IUniswapV2Fa ctory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	1	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
IUniswapV2Pa ir	Interface			
	name	External		-
	symbol	External		-
	decimals	External		-
	totalSupply	External		-
	balanceOf	External		-
	allowance	External		-
	approve	External	✓	-
	transfer	External	✓	-
	transferFrom	External	✓	-
	DOMAIN_SEPARATOR	External		-
	PERMIT_TYPEHASH	External		-
	nonces	External		-
	permit	External	✓	-
	MINIMUM_LIQUIDITY	External		-
	factory	External		-
	token0	External		-
	token1	External		-
	getReserves	External		-
	price0CumulativeLast	External		-
	price1CumulativeLast	External		-
	kLast	External		-



	mint	External	✓	-
	burn	External	1	-
	swap	External	✓	-
	skim	External	✓	-
	sync	External	✓	-
	initialize	External	✓	-
IUniswapV2Ro uter01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	✓	-
	removeLiquidityETH	External	✓	-
	removeLiquidityWithPermit	External	✓	-
	removeLiquidityETHWithPermit	External	✓	-
	swapExactTokensForTokens	External	✓	-
	swapTokensForExactTokens	External	✓	-
	swapExactETHForTokens	External	Payable	-
	swapTokensForExactETH	External	✓	-
	swapExactTokensForETH	External	✓	-
	swapETHForExactTokens	External	Payable	-
	quote	External		-
	getAmountOut	External		-
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-
IUniswapV2Ro uter02	Interface	IUniswapV2 Router01		
	removeLiquidityETHSupportingFeeO nTransferTokens	External	1	-
	removeLiquidityETHWithPermitSupp ortingFeeOnTransferTokens	External	1	-
	swapExactTokensForTokensSupporti ngFeeOnTransferTokens	External	<b>√</b>	-



	swapExactETHForTokensSupporting FeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupporting FeeOnTransferTokens	External	✓	-
Ownable	Implementation	Context		
	<constructor></constructor>	Internal	1	
	owner	Public		-
	renounceOwnership	Public	1	onlyOwner
	transferOwnership	Public	/	onlyOwner
	geUnlockTime	Public		-
	lock	Public	1	onlyOwner
	unlock	Public	<b>✓</b>	-
	d.llook	1 45110	<u> </u>	
IForward	Interface			
	retrieve	External	1	-
Honshulnu	Implementation	Context, IERC20, Ownable		
	<constructor></constructor>	Public	<b>✓</b>	-
	updateAutoAddLiquidityRouter	Public	1	onlyOwner
	updateAutoAddLiquidityAddie	Public	<b>✓</b>	onlyOwner
	createAutoAddUniswapV2pair	Public	1	onlyOwner
	setAutomatedMarketMakerPair	Public	1	onlyOwner
	_setAutomatedMarketMakerPair	Private	1	
	distribute	Public	1	onlyOwner
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	setWallet	Public	1	-
	contains	Public		-
	transfer	Public	1	-
	allowance	Public		-
	approve	Public	1	_



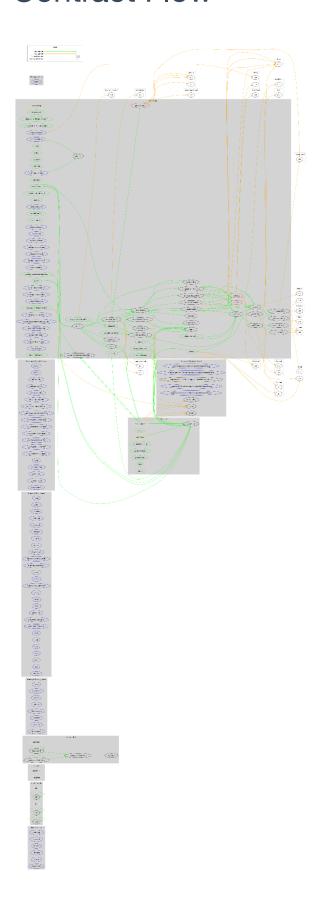
transferFrom	Public	✓	-
increaseAllowance	Public	✓	-
decreaseAllowance	Public	1	-
isExcludedFromReward	Public		-
totalFees	Public		-
deliver	Public	1	-
reflectionFromToken	Public		-
tokenFromReflection	Public		-
excludeFromReward	Public	✓	onlyOwner
includeInReward	External	1	onlyOwner
excludeFromFee	Public	1	onlyOwner
includeInFee	Public	1	onlyOwner
setSellFeePercents	External	1	onlyOwner
openTrading	External	<b>✓</b>	onlyOwner
setTaxFeePercent	External	<b>✓</b>	onlyOwner
setLiquidityFeePercent	External	<b>✓</b>	onlyOwner
setGameFeePercent	External	<b>✓</b>	onlyOwner
setMarketingFeePercent	External	<b>✓</b>	onlyOwner
setBurnFeePercent	External	<b>✓</b>	onlyOwner
setMarketingAddress	External	1	onlyOwner
setGameAddress	External	✓	onlyOwner
setLiquidityTaxAddress	External	1	onlyOwner
setSwapForwardAddress	External	1	onlyOwner
setAutoSellAddress	External	1	onlyOwner
setMaxTxPercent	External	✓	onlyOwner
setSwapAndLiquifyEnabled	External	1	onlyOwner
setNumTokensSellToAddToLiquidity	External	<b>✓</b>	onlyOwner
setAutoSellForMarketing	External	1	onlyOwner
setAutoSellForGame	External	1	onlyOwner
setBurnToBurnAddress	External	<b>✓</b>	onlyOwner
<receive ether=""></receive>	External	Payable	-
_reflectFee	Private	<b>✓</b>	
_getValues	Private		
_getTValues	Private		
_getRValues	Private		



_getRate	Private		
_getCurrentSupply	Private		
_takeFee	Private	1	
calculateTaxFee	Private		
calculateBurnFee	Private		
calculateFeeToTake	Private		
removeAllFee	Private	1	
applySellFee	Private	1	
restoreAllFee	Private	1	
isExcludedFromFee	Public		-
_approve	Private	1	
_transfer	Private	1	
_getFeeAmounts	Private		
swapAndLiquify	Private	1	lockTheSwap
triggerSwapAndLiquify	Public	1	onlyOwner
swapTokensForTokens	Private	1	
addLiquidity	Private	1	
_tokenTransfer	Private	1	
_transferStandard	Private	1	
_transferToExcluded	Private	1	
_transferFromExcluded	Private	1	
_transferBothExcluded	Private	1	



# **Contract Flow**





## Domain Info

honshuinu.io
aa17a01965424a71af3e4ba5f2bd7b11-DONUTS
2022-01-04T01:01:08Z
2022-01-09T01:02:00Z
2023-01-04T01:01:08Z
whois.namecheap.com
https://www.namecheap.com/
NameCheap, Inc.
1068

The domain has been created 10 days before the creation of the audit. It will expire in 12 months.

There is no public billing information, the creator is protected by the privacy settings.



## Summary

Honshu Inu is a next generation decentralised metaverse meme game token built on Binance Smartchain. The token has a friendly and growing community. There are some functions that can be abused by the owner, like indirectly stopping the transactions and transferring funds to the team's wallet. A multi-wallet signing pattern will provide security against potential hacks. Temporarily locking the contract or renouncing ownership will eliminate all the contract threats.



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## **About Coinscope**

Coinscope is the leading early coin listing, voting and auditing authority firm. The audit process is analyzing and monitoring many aspects of the project. That way, it gives the community a good sense of security using an informative report and a generic score.

Coinscope is aiming to make crypto discoverable and efficient globally. It provides all the essential tools to assist users draw their own conclusions.



The Coinscope.co team

https://www.coinscope.co