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MADE IN GERMANY

# Dash2Trade Audit

**Security Assessment**

21.September,2022

**For**



**DASH2 TRADE**



[SolidProof.io](https://solidproof.io)



[@solidproof\\_io](https://t.me/solidproof_io)

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Version	Date	Description
1.0	29.August,2022	<ul style="list-style-type: none"><li>• Layout project</li><li>• Automated- /Manual-Security Testing</li><li>• Summary</li></ul>

## Network

Binance (BSC)

## Website

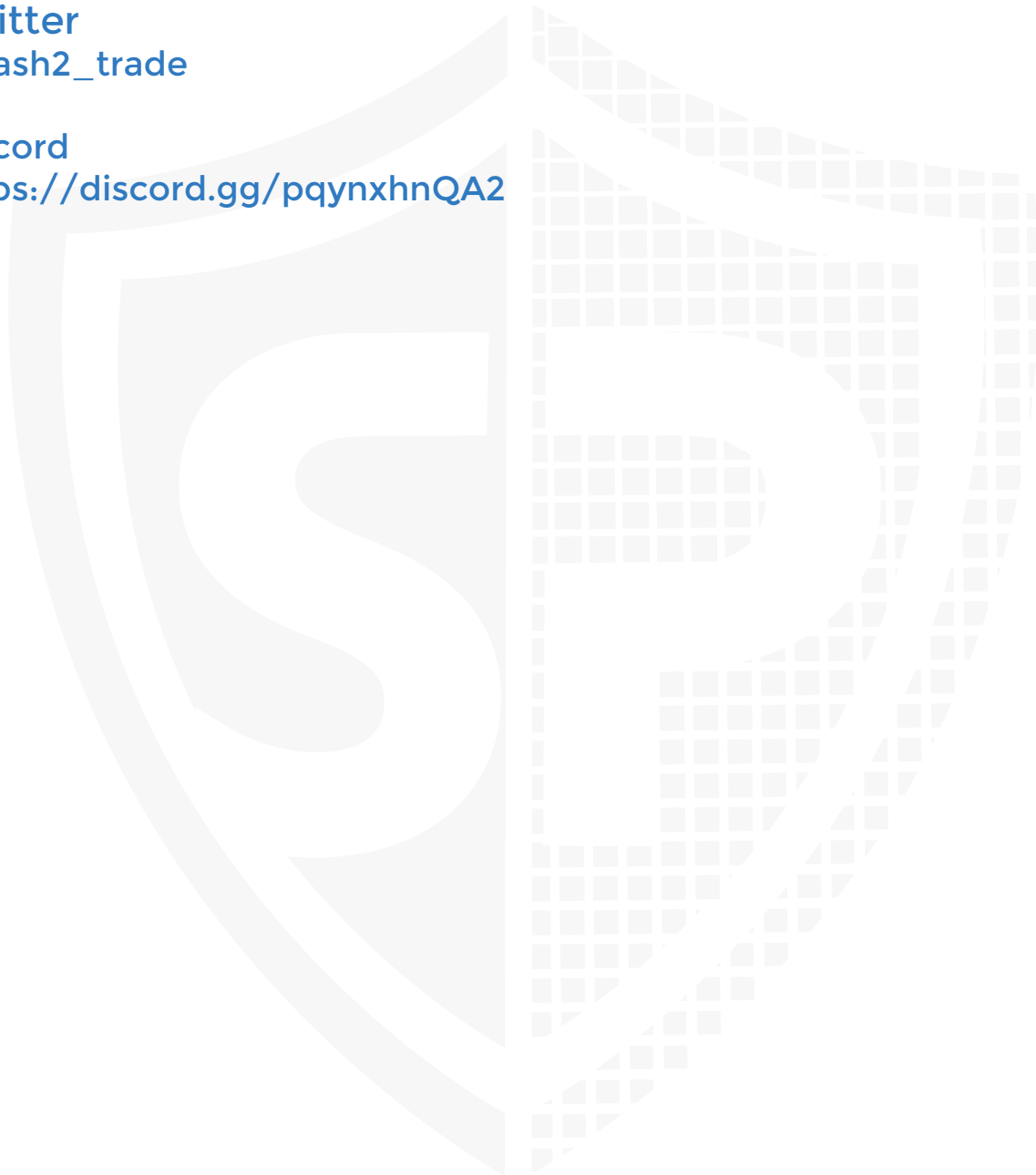
<https://dash2trade.vercel.app/>

## Twitter

@dash2\_trade

## Discord

<https://discord.gg/pqynxhnQA2>



## Description

TBA

## Project Engagement

During the 29<sup>th</sup> of August 2022, **Dash2Trade** team engaged Solidproof.io to audit the smart contracts that they created. The engagement was technical in nature and focused on identifying the security flaws in the design and implementation of the contracts. They provided Solidproof.io with access to their code repository and whitepaper.

## Logo



## Contract Links

v1.0

Provided as files

V1.1

Provided as files

# Vulnerability & Risk Level

Risk represents the probability that a certain source-threat will exploit vulnerability, and the impact of that event on the organization or system. Risk Level is computed based on CVSS version 3.0.

Level	Value	Vulnerability	Risk (Required Action)
<b>Critical</b>	9 - 10	A vulnerability that can disrupt the contract functioning in a number of scenarios, or creates a risk that the contract may be broken.	Immediate action to reduce risk level.
<b>High</b>	7 – 8.9	A vulnerability that affects the desired outcome when using a contract, or provides the opportunity to use a contract in an unintended way.	Implementation of corrective actions as soon as possible.
<b>Medium</b>	4 – 6.9	A vulnerability that could affect the desired outcome of executing the contract in a specific scenario.	Implementation of corrective actions in a certain period.
<b>Low</b>	2 – 3.9	A vulnerability that does not have a significant impact on possible scenarios for the use of the contract and is probably subjective.	Implementation of certain corrective actions or accepting the risk.
<b>Informational</b>	0 – 1.9	A vulnerability that have informational character but is not effecting any of the code.	An observation that does not determine a level of risk

# Auditing Strategy and Techniques Applied

Throughout the review process, care was taken to evaluate the repository for security-related issues, code quality, and adherence to specification and best practices. To do so, reviewed line-by-line by our team of expert pentesters and smart contract developers, documenting any issues as there were discovered.

## Methodology

The auditing process follows a routine series of steps:

1. Code review that includes the following:
  - i) Review of the specifications, sources, and instructions provided to SolidProof to make sure we understand the size, scope, and functionality of the smart contract.
  - ii) Manual review of code, which is the process of reading source code line-by-line in an attempt to identify potential vulnerabilities.
  - iii) Comparison to specification, which is the process of checking whether the code does what the specifications, sources, and instructions provided to SolidProof describe.
2. Testing and automated analysis that includes the following:
  - i) Test coverage analysis, which is the process of determining whether the test cases are actually covering the code and how much code is exercised when we run those test cases.
  - ii) Symbolic execution, which is analyzing a program to determine what inputs causes each part of a program to execute.
3. Best practices review, which is a review of the smart contracts to improve efficiency, effectiveness, clarify, maintainability, security, and control based on the established industry and academic practices, recommendations, and research.
4. Specific, itemized, actionable recommendations to help you take steps to secure your smart contracts.

## Used Code from other Frameworks/Smart Contracts (direct imports)

### Imported packages:

```
📄 @openzeppelin/contracts/utils/math/SafeMath.sol
📄 @openzeppelin/contracts/access/Ownable.sol
📄 @openzeppelin/contracts/utils/Counters.sol
{ } pragma ... (1)
🔗 D2TPresale
🔗 IERC20
🔗 IpD2T
🔗 IUniswapV2Router01
🔗 IUniswapV2Router02
```

```
📄 @openzeppelin/contracts/access/Ownable.sol
📄 @openzeppelin/contracts/token/ERC20/ERC20.sol
📄 @openzeppelin/contracts/utils/math/SafeMath.sol
```



## Tested Contract Files

This audit covered the following files listed below with a SHA-1 Hash.

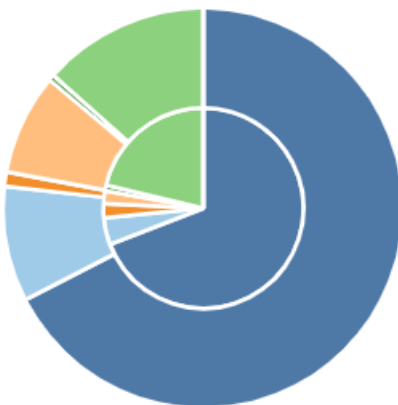
A file with a different Hash has been modified, intentionally or otherwise, after the security review. A different Hash could be (but not necessarily) an indication of a changed condition or potential vulnerability that was not within the scope of this review.

v1.0

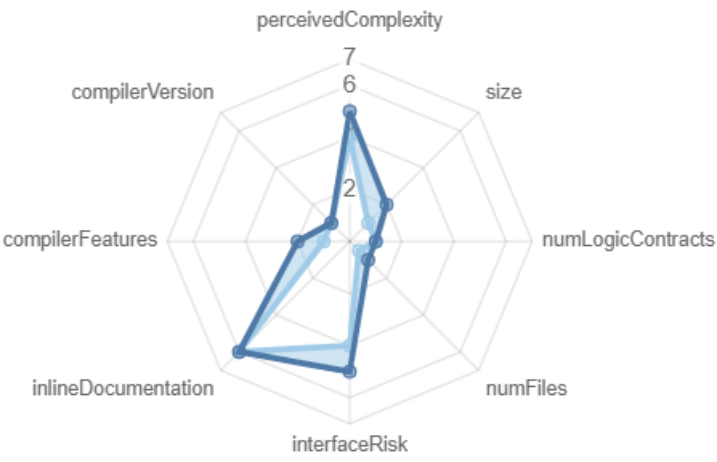
File Name	SHA-1 Hash
contracts/presale.sol	d6e63583ee4991e166c397d152b1f2dde0c97e12
contracts/D2T_Token.sol	344dc58e37744b0663f0aeefaf1fe672d6ebbad7

# Metrics

## Source Lines v1.0





## Risk Level v1.0



# Capabilities

## v1.0

## Components

 Contracts	 Libraries	 Interfaces	 Abstract
2	0	7	0


### Exposed Functions

This section lists functions that are explicitly declared public or payable. Please note that getter methods for public stateVars are not included.













 Public	 Payable
89	10

External	Internal	Private	Pure	View
73	59	3	10	23

### StateVariables

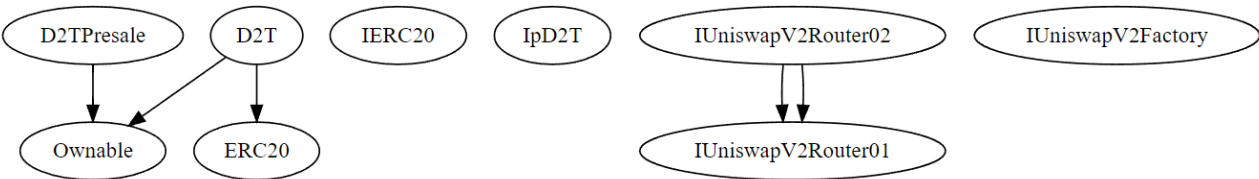
Total	 Public
30	25

### Capabilities

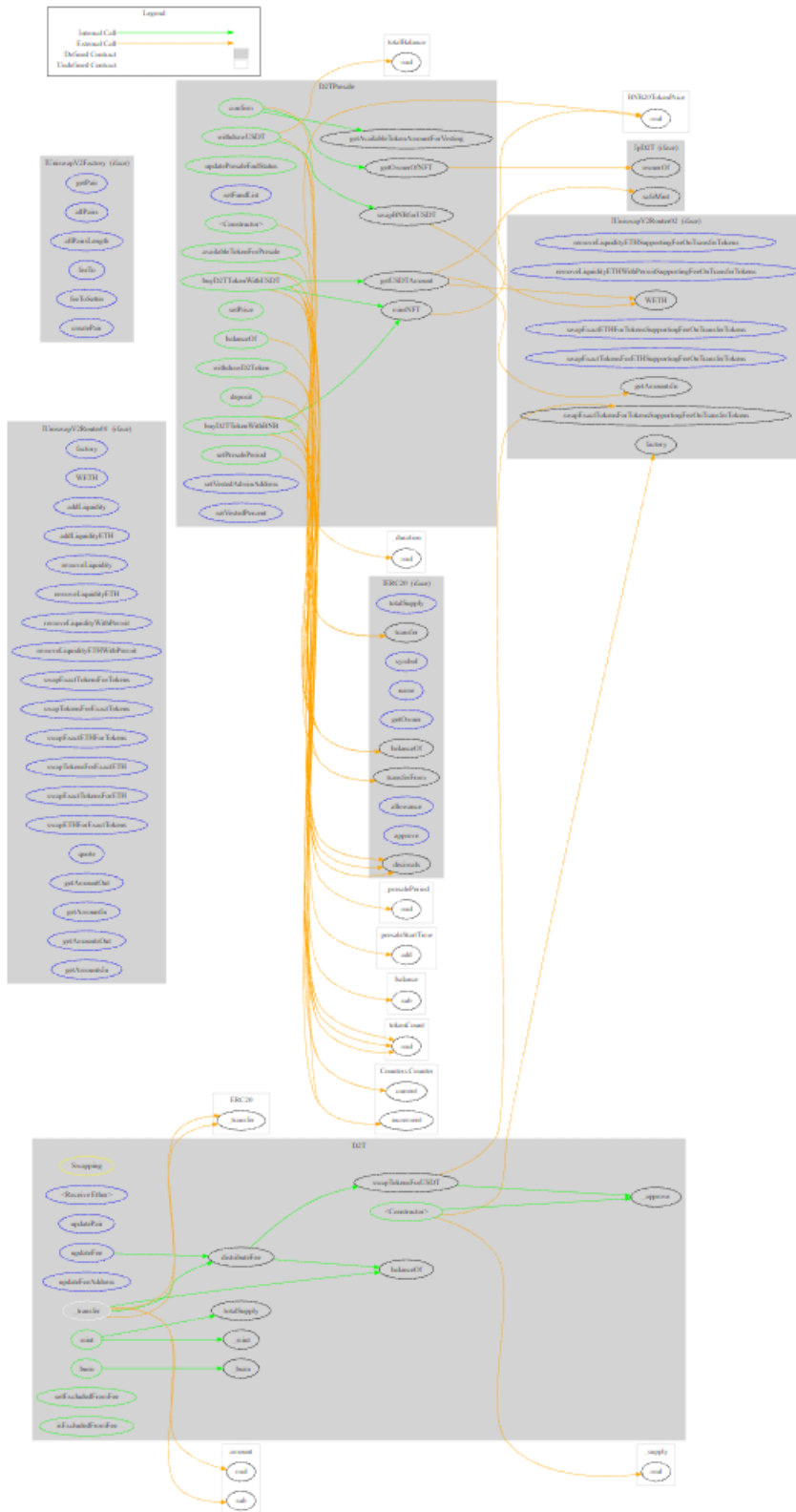
Solidity Versions observed	 Experimental Features	 Can Receive Funds	 Uses Assembly	 Has Destroyable Contracts	
<input type="text" value="^0.8.7"/>		<input type="text" value="yes"/>	<input type="text"/>	<input type="text"/>	
 Transfers ETH	 Low-Level Calls	 DelegateCall	 Uses Hash Functions	 ECRrecover	 New/Create/Create2
<input type="text" value="yes"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
 TryCatch	 Σ Unchecked				
<input type="text"/>	<input type="text"/>				

# Inheritance Graph

v1.0



# Call Graph



## Scope of Work/Verify Claims

The above token Team provided us with the files that needs to be tested (Github, Bscscan, Etherscan, files, etc.). The scope of the audit is the main contract (usual the same name as team appended with .sol).

We will verify the following claims:

1. Is contract an upgradeable
2. Correct implementation of Token standard
3. Deployer cannot mint any new tokens
4. Deployer cannot burn or lock user funds
5. Deployer cannot pause the contract
6. Deployer can set fees
7. Deployer can blacklist/antisnipe address
8. Overall checkup (Smart Contract Security)

## Is contract an upgradeable

Name	
Is contract an upgradeable?	No



## Correct implementation of Token standard

ERC20				
Function	Description	Exist	Tested	Verified
totalSupply	Provides information about the total token supply			
balanceOf	Provides account balance of the owner's account			
transfer	Executes transfers of a specified number of tokens to a specified address			
transferFrom	Executes transfers of a specified number of tokens from a specified address			
approve	Allow a spender to withdraw a set number of tokens from a specified account			
allowance	Returns a set number of tokens from a spender to the owner			

ERC721				
Function	Description	Exist	Tested	Verified
BalanceOf	Count all NFTs assigned to an owner			
OwnerOf	Find the owner of an NFT			
SafeTransferFrom	Transfers the ownership of an NFT from one address to another address			
SafeTransferFrom	See above - Difference is that this function has an extra data parameter			
TransferFrom	Transfer ownership of an NFT			
Approve	Change or reaffirm the approved address for an NFT			
SetApprovalForAll	Enable or disable approval for a third party ("operator") to manage all of `msg.sender`'s assets			
GetApproved	Get the approved address for a single NFT			
IsApprovedForAll	Query if an address is an authorized operator for another address			



SupportsInterface	Query if a contract implements an interface			
Name	Provides information about the name			
Symbol	Provides information about the symbol			
TokenURI	Provides information about the TokenUri			

## Write functions of contracts v1.0

Presale

D2T\_Token

- ◆ deposit
- ◆ updatePresaleEndStatus
- ◆ setFundList
- ◆ setPresalePeriod
- ◆ withdrawD2Token
- ◆ confirm
- ◆ setPrice
- ◆ buyD2TTokenWithBNB 💰
- ◆ buyD2TTokenWithUSDT
- ◆ withdrawUSDT
- ◆ setVestedAdminAddress
- ◆ setVestedPercent

- ◆ mint
- ◆ burn

## Deployer cannot mint any new tokens

Name	Exist	Tested	Status
Deployer cannot mint			
Max / Total Supply	N/A		

### Comments:

- The supply will be decided at the time of deployment.
- The owner can mint tokens but not more than the max supply.

## Deployer cannot burn or lock user funds

Name	Exist	Tested	Status
Deployer cannot lock			
Deployer cannot burn			

### Comments:

- The owner can burn tokens from any account and any amount.

Deployer cannot pause the contract

Name	Exist	Tested	Status
Deployer cannot pause			



## Deployer can set fees

Name	Exist	Tested	Status
Deployer can set fees over 25%			
Deployer can set fees to nearly 100% or more			



Deployer cannot blacklist/antisnipe addresses

Name	Exist	Tested	Status
Deployer can blacklist/antisnipe addresses			



## Overall checkup (Smart Contract Security)

Tested	Verified

### Legend

Attribute	Symbol
Verified / Checked	
Partly Verified	
Unverified / Not checked	
Not available	

# Modifiers and public functions

## v1.0

### Presale

- deposit
- onlyOwner
- updatePresaleEndStatus
- onlyOwner
- setFundList
- onlyOwner
- setPresalePeriod
- onlyOwner
- withdrawD2Token
- onlyOwner
- confirm
- setPrice
- onlyOwner
- buyD2TokenWithBNB
- buyD2TokenWithUSDT
- withdrawUSDT
- onlyOwner
- setVestedAdminAddress
- onlyOwner
- setVestedPercent

### D2T\_Token

- mint
- onlyOwner
- burn
- onlyOwner



## Comments:

### The owner can:

- Deposit tokens in the presale contract
- Update presale status
- Set fund list and presale period
- Withdraw the native D2Token from the presale contract after the presale ends but it can be done earlier because the presale period can be set by the owner as many times they please.
- Set the BNB token price for the native token in the presale contract to whatever is desired without any limitations which is not recommended.
- Withdraw USDT from the presale contract
- Include/exclude wallets from fee
- Set vested address/percent but not more than the percent precision

# Source Units in Scope

v1.0

File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score
contracts/presale.sol	1	4	488	267	203	78	279
contracts/D2T_Token.sol	1	3	292	143	99	3	173
Totals	2	7	780	410	302	81	452

## Legend

Attribute	Description
Lines	total lines of the source unit
nLines	normalized lines of the source unit (e.g. normalizes functions spanning multiple lines)
nSLOC	normalized source lines of code (only source-code lines; no comments, no blank lines)
Comment Lines	lines containing single or block comments
Complexity Score	a custom complexity score derived from code statements that are known to introduce code complexity (branches, loops, calls, external interfaces, ...)

# Audit Results

# AUDIT PASSED

## Critical issues

No critical issues

## High issues

No high issues

## Medium issues

No medium issues

## Low issues

Issue	File	Type	Line	Description
#1	All	Floating Pragma	-	The current pragma Solidity directive is " <code>^0.8.7</code> ". Contracts should be deployed with the same compiler version and flags that they have been tested with thoroughly. Locking the pragma helps to ensure that contracts do not accidentally get deployed using other versions.

## Informational issues

Issue	File	Type	Line	Description
#1	All	NatSpec documentation missing	-	If you started to comment your code, also comment all other functions, variables etc.
#2	Presale.sol	Unchecked return value	155-173,196	Always check the return value

## Audit Comments

We recommend you to use the special form of comments (NatSpec Format, Follow link for more information <https://docs.soliditylang.org/en/v0.5.10/natspec-format.html>) for your contracts to provide rich documentation for functions, return variables and more. This helps investors to make clear what that variables, functions etc. do.

### 21. September, 2022:

- There is still an owner (Owner still has not renounced ownership)
- In the presale contract there are a few functions which are called in an interface and the actual code of that interface was not provided to us so we can't comment on the source code of those interfaces. However, it can be anything. For example, @L481, and @L363
- Read the whole report and modifiers section for more information.

## SWC Attacks

ID	Title	Relationships	Status
<a href="#">SWC-1136</a>	Unencrypted Private Data On-Chain	<a href="#">CWE-767: Access to Critical Private Variable via Public Method</a>	PASSED
<a href="#">SWC-1135</a>	Code With No Effects	<a href="#">CWE-1164: Irrelevant Code</a>	PASSED
<a href="#">SWC-1134</a>	Message call with hardcoded gas amount	<a href="#">CWE-655: Improper Initialization</a>	PASSED
<a href="#">SWC-1133</a>	Hash Collisions With Multiple Variable Length Arguments	<a href="#">CWE-294: Authentication Bypass by Capture-replay</a>	PASSED
<a href="#">SWC-1132</a>	Unexpected Ether balance	<a href="#">CWE-667: Improper Locking</a>	PASSED
<a href="#">SWC-1131</a>	Presence of unused variables	<a href="#">CWE-1164: Irrelevant Code</a>	PASSED

131			
SWC:130	Right-To-Left-Override control character (U+202E)	<a href="#">CWE-451: User Interface (UI) Misrepresentation of Critical Information</a>	PASSED
SWC:129	Typographical Error	<a href="#">CWE-480: Use of Incorrect Operator</a>	PASSED
SWC:128	DoS With Block Gas Limit	<a href="#">CWE-400: Uncontrolled Resource Consumption</a>	PASSED
SWC:127	Arbitrary Jump with Function Type Variable	<a href="#">CWE-695: Use of Low-Level Functionality</a>	PASSED
SWC:125	Incorrect Inheritance Order	<a href="#">CWE-696: Incorrect Behavior Order</a>	PASSED
SWC:	Write to Arbitrary	<a href="#">CWE-123: Write-what-where Condition</a>	PASSED

<u>1</u> <u>2</u> <u>4</u>	Storage Location		
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>3</u>	Requirement Violation	<a href="#">CWE-573: Improper Following of Specification by Caller</a>	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>2</u>	Lack of Proper Signature Verification	<a href="#">CWE-345: Insufficient Verification of Data Authenticity</a>	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>1</u>	Missing Protection against Signature Replay Attacks	<a href="#">CWE-347: Improper Verification of Cryptographic Signature</a>	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>0</u>	Weak Sources of Randomness from Chain Attributes	<a href="#">CWE-330: Use of Insufficiently Random Values</a>	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>1</u> <u>9</u>	Shadowing State Variables	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	PASSED

<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : <a href="#">1</a> <a href="#">1</a> <a href="#">8</a>	Incorrect Constructor Name	<a href="#">CWE-665: Improper Initialization</a>	<b>PASSED</b>
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : <a href="#">1</a> <a href="#">1</a> <a href="#">7</a>	Signature Malleability	<a href="#">CWE-347: Improper Verification of Cryptographic Signature</a>	<b>PASSED</b>
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : <a href="#">1</a> <a href="#">1</a> <a href="#">6</a>	Timestamp Dependence	<a href="#">CWE-829: Inclusion of Functionality from Untrusted Control Sphere</a>	<b>PASSED</b>
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : <a href="#">1</a> <a href="#">1</a> <a href="#">5</a>	Authorization through tx.origin	<a href="#">CWE-477: Use of Obsolete Function</a>	<b>PASSED</b>
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : <a href="#">1</a> <a href="#">1</a> <a href="#">4</a>	Transaction Order Dependence	<a href="#">CWE-362: Concurrent Execution using Shared Resource with Improper Synchronization ('Race Condition')</a>	<b>PASSED</b>
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : <a href="#">1</a> <a href="#">1</a> <a href="#">3</a>	DoS with Failed Call	<a href="#">CWE-703: Improper Check or Handling of Exceptional Conditions</a>	<b>PASSED</b>



<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : 1 1 2	Delegatecall to Untrusted Callee	<a href="#">CWE-829: Inclusion of Functionality from Untrusted Control Sphere</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : 1 1 1	Use of Deprecated Solidity Functions	<a href="#">CWE-477: Use of Obsolete Function</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : 1 1 0	Assert Violation	<a href="#">CWE-670: Always-Incorrect Control Flow Implementation</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : 1 0 9	Uninitialized Storage Pointer	<a href="#">CWE-824: Access of Uninitialized Pointer</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : 1 0 8	State Variable Default Visibility	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : 1 0 7	Reentrancy	<a href="#">CWE-841: Improper Enforcement of Behavioral Workflow</a>	PASSED

<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : : 1 0 6	Unprotected SELFDESTR UCT Instruction	<a href="#">CWE-284: Improper Access Control</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : : 1 0 5	Unprotected Ether Withdrawal	<a href="#">CWE-284: Improper Access Control</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : : 1 0 4	Unchecked Call Return Value	<a href="#">CWE-252: Unchecked Return Value</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : : 1 0 3	Floating Pragma	<a href="#">CWE-664: Improper Control of a Resource Through its Lifetime</a>	NOT PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : : 1 0 2	Outdated Compiler Version	<a href="#">CWE-937: Using Components with Known Vulnerabilities</a>	PASSED
<a href="#">S</a> <a href="#">W</a> <a href="#">C</a> : : 1 0 1	Integer Overflow and Underflow	<a href="#">CWE-682: Incorrect Calculation</a>	PASSED

<div> <div> <div>S</div> <div>W</div> <div>C</div> <div>.</div> <div>1</div> <div>1</div> <div>0</div> <div>0</div> <div>0</div> <div>1</div> </div> </div>	<div>Function</div> <div>Default</div> <div>Visibility</div>	<div> <div>CWE-710: Improper Adherence</div> <div>to Coding Standards</div> </div>	<div>PASSED</div>
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