

# BDL CW3 REPORT

## Part 1

### I used the following state variables:

- *owner* (public)
- *\_totalSupply* – defaults at 0. internal with getter *totalSupply()*.
- *name* – internal with getter *getName()*.
- *symbol* – internal with getter *getSymbol()*.
- *price* – internal with getter *getPrice()*.
- *balances* – internal with getter for individual balances *balanceOf()*.

### Minting tokens:

Minting (creating) tokens and giving them to a certain account can be done only by the owner through the *mint* function. I used an *onlyOwner* modifier to ensure that only the owner can call this function.

The process of minting is simple:

- Add the tokens into the token balance of the receiving account (both specified by owner)
- Update the *totalSupply* variable to realise this addition of tokens in circulation.

### Transferring tokens:

Transferring tokens from account to account can be done by anyone as long as the caller has enough tokens in their balance, that is, their balance must be more than or equal to the amount they wish to transfer. This is checked through a *require* statement.

Here is the process of transferring tokens (The important steps of the *transfer* function):

- Check token balance of *msg.sender* satisfies with requirements outlined above.
- Take tokens out of *msg.sender*'s token balance.
- Add tokens into the token balance of the recipient specified by *msg.sender*.

### Selling tokens:

A specific number of tokens can be sold by any token holder on two conditions: they must have at least as many tokens as they specified to sell in their token balance, and the contracts balance must be at least the amount of wei due to the seller (i.e., (contracts balance  $\geq$  price \* #OfTokensToSell) must hold).

Here is the process of Selling tokens (the important steps of the *Sell* function):

- Check first requirement explained above. (checks)
- Check second requirement explained above. (checks)
- Take the tokens out of *msg.sender*'s token balance. (effects)
- Update the *totalSupply* variable to realise this reduction of tokens in circulation. (effects)
- Make the ether transaction (wei sent from contract to seller) (interaction)

### Users accessing information:

Users are able to access a token balance via the *balanceOf* function, with the argument of the address of the account they wish to view the token balance of.

Users are able to access the total supply, name, symbol, and price of the token via the getters *totalSupply()*, *getName()*, *getSymbol()*, and *getPrice()* respectively.

Users are also able to view the owners address through a call to the variable since it is a public state variable.

#### **Hazard - Re-entrancy:**

In the *sell* function, there is a *call* statement that is used to transfer wei into the sellers account. This opens up a potential re-entrancy attack where this transfer triggers another contracts fallback function, which could again call a function in the contract. The consequences could be devastating; it could be that the contracts entire balance is emptied unfairly.

#### **Solution - checks-effects-interaction pattern:**

Using the checks effects interaction pattern, attackers mounting a re-entrancy attack would have no unfair gain. This is because the internal state (the attackers token balance) is changed before any wei is transferred out of the contracts account, and so any looped call to the *sell* function would first check that the seller has enough tokens, then it would take their tokens away, then it would make the transfer. Now, an attempt of re-entrancy where the attacker calls the *sell* function repeatedly would just end up making the attacker sell all (or most of) their tokens (fairly). Using *transfer* instead of *call* to send wei would be another fix to re-entrancy, because *transfer* only allows 2300 gas to be used whereas there is no limit on *call*. The reason I don't use this is if the price of ether increases and 2300 gas becomes insufficient to complete some required actions done by another contract, then they would never be able to *sell* their tokens until the price drops again so that 2300 gas is enough to complete actions.

#### **Things to note – cost affective techniques:**

- My functionality allows for users to transfer tokens with themselves. Since this has no security implications, I decided not to constrain this with checks, to allow for fewer lines of code and ultimately fewer gas costs at deployment and usage.
- Similarly, users can transfer tokens to accounts that do not exist yet (i.e., addresses that isn't in the *balances* mapping yet). For the same reason as above, I allow this. What happens is this new address simply gets added to the mapping.
- Similarly, the only restriction on the number of tokens that one can transfer is that the transferrer must have the number of tokens they wish to transfer. Notice how a user can transfer 0 tokens. I choose to allow this for the same reason as mentioned above.
- Similarly, I allow for 0 tokens to be sold, causing a 0 value transfer, which is known to be harmless, and only causes the seller to pay the transaction costs. (Note, this makes the usage of the *customSend* function in the provided library fail on the value check if 0 tokens is being sold).

I am not 100% sure on my statement above that it “has no security implications”. Maybe it can be that a user can spam transfers of 0 tokens, or transfers to themselves, potentially causing a DOS due to overwhelming the contract with lots of function calls. I am not sure if this scenario is possible, i.e., I am not sure how possible it is to overwhelm a contract in this way. One can argue that the attacker in this scenario would be paying the transaction fees anyway, so it doesn't really matter. However, if such an attack is possible, an easy fix would be to add the following:

- Require the *to* argument in the *transfer* function to be different from *msg.sender*.
- Require the *value* argument in the *transfer* function to be greater than 0.
- Require the *value* argument in the *sell* function to be greater than 0.

**Cost of deployment:**

Transaction fee : 0.002837967676677375 Ether (gas price \* gas used)  
At gas price : 0.000000002505433955 Ether  
Amount of gas used : 1,132,725  
My address : 0x0c15891cc34414d422028e7cab662aceb3961a3a  
Contract address : 0xbf1b568fb2a30765f8d99ac03f1b77ea7da5d1c2

**Cost of sending ether 0.2 ether to contract (via *receive* function; no calldata):**

Transaction fee : 0.000052659925575225 Ether  
Gas price : 0.000000002501065095 Ether  
Gas used : 21,055

**Cost of minting tokens (via the *mint* function):**

Argument *to* : 0x0c15891cc34414d422028e7cab662aceb3961a3a  
Argument *value* : 10  
Transaction fee: 0.00017736770258042 Ether  
Gas price : 0.000000002500249543 Ether  
Gas used : 70,940

**Cost of transferring tokens (via the *transfer* function):**

Argument *to* : 0x95A1Eb250375D36834Da1d66017938Cc091CCb7f  
Argument *value* : 5  
Transaction fee: 0.00013087639800675 Ether  
Gas price : 0.000000002500026705 Ether  
Gas used : 52,350

**Cost of Selling tokens (via the *sell* function):**

Argument *value* : 2  
Transaction fee : 0.000110113480309565 Ether  
Gas price : 0.000000002500022257 Ether  
Gas used : 44,045

**Transaction history of deployment and interaction:**

Refer to appendix 1.

**Code of my contract:**

Refer to appendix 2.

**Owner assumptions:**

In order for this implementation to be secure, we must assume that the owner is trustworthy. Users who decide to invest in these tokens should be able to sell them at any point. This requires the contract to have enough ether in it such that it can handle all the sell requests. So, we require the owner to top up the contracts balance to deal with this. Otherwise, the owner would be able to make all tokens unsellable through insufficient contract balance and therefore users would lose their tokens worth. Note, there can be a check in the mint function that makes sure the contract has enough ether to be able to handle every sell request at the time of the minting, but this doesn't stop the owner from then spending wei from the contracts balance later on, making the check pointless, so I left it out to save gas.

It is also key to note that the owner could call the *close* function at any point in time causing all the users to lose their tokens completely (with no compensation). So, we need to assume that the owner acts in a reasonable manner for this contract to be secure. We could have made sure to pay all token holders as part of the *close* function however this would've required some checks with the contracts balance as well as multiple (potentially a lot) of transfers (each with their own checks). To reduce any security risks as well as to save gas (for the owner), I have decided to keep the *close* function simple (paying out nobody), and putting all the trust in the owner. The owner is also allowed to create tokens (for free) and give them to anyone (including themselves). The owner must act faithfully.

## Part 2

To link the deployed library to my contract here is what I had to do:

1. Add the line `"import './customLib.sol'"` to tell remix that we are using a library.
2. Add the line `"using customLib for uint"` making it so that we can use the `customSend` function as a function for `uint`, in this case, the `value` parameter.
3. Call the function like so: `"(value * price).customSend(msg.sender)"`

Once we have done this, we need to tell remix that the library `customLib` is already deployed at the address `0x9DA4c8B1918BA29eBA145Ee3616BCDFcFAA2FC51`. We do this by editing the metadata (json) file of my token contract. There are placeholders for addresses for libraries that are imported into the file, we can simply add the library there under the `goerli` network. This will tell remix to use the library which is deployed at that address. I also had to update the `autoDeployLib` to `false` so that remix does not deploy the library (which is already deployed).

I avoided the use of `delegateCall` because if used, the address associated with the owner variable of my contract would get changed because it is also assigned in the library; and all the code in the library is run in my contracts context.

### Cost of Selling tokens (via the *sell* function):

Argument *value* : 2

Transaction fee : 0.000120805001159728 Ether

Gas price : 0.000000002500000024 Ether

Gas used : 58,138

Transaction Hash: `0x1b20b686581251c93238f9cb924fcbf745833c4c7a72fbf098cc23e75a1f0517`

Note, this costs more gas than selling from part 1.

For the code of the contract, refer to appendix 3.

## Part 3

The owner of the contract will have a public key  $pk$ .

This key will be publicly known by anyone.

This is the key that recipients of tokens will use to encrypt their identification document.

The owner of the contract will also have a private key  $vk$ .

This is the only key that can decrypt the (encrypted) identification document. This  $pk$  will only be known to the owner of the contract, therefore only the owner will be able to gain information about the identification documents, so long as this  $pk$  is kept safe and **off-chain**.

This key should be kept off chain because, as we know, everything on the chain is public and viewable (even when declared as a private variable).

For this reason, users should also keep their identification documents off-chain, and only put their encrypted document on-chain. So users will need to do some offline pre-processing.

Because the *mint* function is executed by the owner, we would need an additional function (called *sendID*) that allows users to provide encrypted identification documents, which will be stored in a mapping.

### General steps of the process:

(Recipient of new minted tokens = **R**)

(Public key = **pk**)

(Private key = **vk**)

- **R** encrypts their ID using **pk**. Resulting in encrypted ID **eid** (done offline/off-chain).
- **R** calls *sendID* function, passing in **eid** as an argument.
- Owner checks manually that ID is valid (reasoning explained below).
- Owner can call *mint* function as usual.

### eids – new state variable:

We require a new mapping state variable called *eids*. This will map addresses to encrypted identification document (string) of the corresponding account holder of the address.

### sendID function:

This function will take in a string as an argument. This string should be the encrypted identification of the sender.

This function will add an entry into the *eids* state variable, with the address being the caller of the function and the string being the argument passed in.

Of course, it can be that users send something unacceptable, that isn't their id, which I talk about in the next paragraph.

### Mint function:

This can be identical.

We could add a check that there should exist an entry in the *eids* mapping containing the address of the recipient of the minted tokens.

But because users can provide fake id's and make it seem like there is a real id associated with their address, I would require the owner of the contract to manually check that the ID exists and to check (with the private key) that this ID is valid.



### Appendix 1 - Transaction history of deployment and interaction:

[illegible]

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  "stateMutability": "nonpayable",
  "type": "function"
},
{
  "anonymous": false,
  "inputs": [
    {
      "indexed": true,
      "internalType": "address",
      "name": "from",
      "type": "address"
    },
    {
      "indexed": true,
      "internalType": "address",
      "name": "to",
      "type": "address"
    }
  ]
}
```

```
    },
    {
      "indexed": false,
      "internalType": "uint256",
      "name": "value",
      "type": "uint256"
    }
  ],
  "name": "Transfer",
  "type": "event"
},
{
  "stateMutability": "payable",
  "type": "fallback"
},
{
  "stateMutability": "payable",
  "type": "receive"
},
{
  "inputs": [
    {
      "internalType": "address",
      "name": "addr",
      "type": "address"
    }
  ],
  "name": "balanceOf",
  "outputs": [
    {
      "internalType": "uint256",
      "name": "",
      "type": "uint256"
    }
  ],
  "stateMutability": "view",
  "type": "function"
},
{
  "inputs": [],
  "name": "getName",
  "outputs": [
    {
      "internalType": "string",
      "name": "",
      "type": "string"
    }
  ]
},
],
```

```
"stateMutability": "view",
"type": "function"
},
{
  "inputs": [],
  "name": "getPrice",
  "outputs": [
    {
      "internalType": "uint128",
      "name": "",
      "type": "uint128"
    }
  ],
  "stateMutability": "view",
  "type": "function"
},
{
  "inputs": [],
  "name": "getSymbol",
  "outputs": [
    {
      "internalType": "string",
      "name": "",
      "type": "string"
    }
  ],
  "stateMutability": "view",
  "type": "function"
},
{
  "inputs": [],
  "name": "owner",
  "outputs": [
    {
      "internalType": "address payable",
      "name": "",
      "type": "address"
    }
  ],
  "stateMutability": "view",
  "type": "function"
},
{
  "inputs": [],
  "name": "totalSupply",
  "outputs": [
    {
      "internalType": "uint256",
```

```
    "name": "",  
    "type": "uint256"  
  }  
],  
  "stateMutability": "view",  
  "type": "function"  
}  
]  
}  
}
```



## Appendix 2 – Code of my contract:

```
// SPDX-License-Identifier: GPL-3.0
```

```
pragma solidity >= 0.7.0 <0.9.0;
```

```
contract B160966_part1{
```

```
    address payable public owner;
    uint256 internal _totalSupply; //Defaults to 0
    string internal name;
    string internal symbol;
    uint128 internal price;
    mapping(address => uint256) internal balances;
```

```
    constructor() {
        owner = payable(msg.sender);
        name = "CW3Token";
        symbol = "CW3T";
        price = 600 wei;
    }
```

```
    event Transfer(
        address indexed from,
        address indexed to,
        uint256 value
    );
```

```
    event Mint(
        address indexed to,
        uint256 value
    );
```

```
    event Sell(
        address indexed from,
        uint256 value
    );
```

```
    function totalSupply() public view returns (uint256) {
        return _totalSupply;
    }
```

```
    function balanceOf(address addr) public view returns (uint256) {
        return balances[addr];
    }
```

```
    function getName() public view returns (string memory){
        return name;
    }
```

```

}

function getSymbol() public view returns (string memory){
    return symbol;
}

function getPrice() public view returns (uint128){
    return price;
}

function transfer(address to, uint256 value) public returns (bool success) {
    require(balances[msg.sender] >= value, "Insufficient Funds");

    balances[msg.sender] -= value;
    balances[to] += value;

    emit Transfer(msg.sender, to, value);

    return true;
}

modifier onlyOwner(){
    require (msg.sender == owner, "You are not the owner");
    _;
}

function mint(address to, uint256 value) public onlyOwner returns (bool){
    balances[to] += value;
    _totalSupply += value;

    emit Mint(to, value);

    return true;
}

function sell(uint256 value) public returns (bool) {
    require (balances[msg.sender] >= value, "You do not have that many tokens in your balance");
    require (address(this).balance >= value * price, "Contract has insufficient funds");

    balances[msg.sender] -= value;
    _totalSupply -= value;

    (bool sent, ) = msg.sender.call{value: (value * price)}("");
    require(sent, "Failed to send ether into your account");

    emit Sell(msg.sender, value);

    return true;
}

```

```
}
```

```
function close() public onlyOwner{  
    selfdestruct(owner); //This will also transfer the contracts balance to the owner.  
}
```

```
fallback() external payable {}
```

```
receive() external payable {}  
}
```

### Appendix 3 – Code of my contract:

```
// SPDX-License-Identifier: GPL-3.0

pragma solidity >= 0.7.0 <0.9.0;

import "./customLib.sol";

contract Token{
    using customLib for uint;

    address payable public owner;
    uint256 internal _totalSupply; //Defaults to 0
    string internal name;
    string internal symbol;
    uint128 internal price;
    mapping(address => uint256) internal balances;

    constructor() {
        owner = payable(msg.sender);
        name = "CW3Token";
        symbol = "CW3T";
        price = 600 wei;
    }

    event Transfer(
        address indexed from,
        address indexed to,
        uint256 value
    );

    event Mint(
        address indexed to,
        uint256 value
    );

    event Sell(
        address indexed from,
        uint256 value
    );

    function totalSupply() public view returns (uint256) {
        return _totalSupply;
    }

    function balanceOf(address addr) public view returns (uint256) {
        return balances[addr];
    }
}
```

```

function getName() public view returns (string memory){
    return name;
}

function getSymbol() public view returns (string memory){
    return symbol;
}

function getPrice() public view returns (uint128){
    return price;
}

function transfer(address to, uint256 value) public returns (bool success) {
    require(balances[msg.sender] >= value, "Insufficient Funds");

    balances[msg.sender] -= value;
    balances[to] += value;

    emit Transfer(msg.sender, to, value);

    return true;
}

modifier onlyOwner(){
    require (msg.sender == owner, "You are not the owner");
    _;
}

function mint(address to, uint256 value) public onlyOwner returns (bool){
    balances[to] += value;
    _totalSupply += value;

    emit Mint(to, value);

    return true;
}

function sell(uint256 value) public returns (bool) {
    require (balances[msg.sender] >= value, "You do not have that many tokens in your balance");
    require (address(this).balance >= value * price, "Contract has insufficient funds");

    balances[msg.sender] -= value;
    _totalSupply -= value;

    (bool sent) = (value * price).customSend(msg.sender);
    require(sent, "Failed to send ether into your account");
}

```

```
    emit Sell(msg.sender, value);

    return true;
}

function close() public onlyOwner{
    selfdestruct(owner);
    //This will transfer the contracts balance to the owner too.
}

fallback() external payable {}

receive() external payable {}
}
```