



Cyberscope

# Audit Report

## Aicasino

March 2023

Type	BEP20
Network	BSC
Address	0xc0294a83761168bd3c50ad985ba444a428326608
Audited by	© cyberscope

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## Review

Contract Name	AiCasino
Compiler Version	v0.8.18+commit.87f61d96
Optimization	200 runs
Explorer	<a href="https://bscscan.com/address/0xc0294a83761168bd3c50ad985ba444a428326608">https://bscscan.com/address/0xc0294a83761168bd3c50ad985ba444a428326608</a>
Address	0xc0294a83761168bd3c50ad985ba444a428326608
Network	BSC
Symbol	\$AIC
Decimals	18
Total Supply	200,000,000

## Audit Updates

Initial Audit	11 Mar 2023
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## Source Files

Filename	SHA256
AiCasino.sol	d0d2baa45d40d33f4ec9454f501ac339df5c7d28a79176a9a8407bfaee8960db

# Analysis

● Critical ● Medium ● Minor / Informative ● Pass

Severity	Code	Description	Status
●	ST	Stops Transactions	Passed
●	OCTD	Transfers Contract's Tokens	Passed
●	OTUT	Transfers User's Tokens	Passed
●	ELFM	Exceeds Fees Limit	Unresolved
●	ULTW	Transfers Liquidity to Team Wallet	Passed
●	MT	Mints Tokens	Passed
●	BT	Burns Tokens	Passed
●	BC	Blacklists Addresses	Unresolved

## ELFM - Exceeds Fees Limit

<b>Criticality</b>	Critical
<b>Location</b>	AiCasino.sol#L644
<b>Status</b>	Unresolved

### Description

The contract owner has the authority to increase over the allowed limit of 25%. The owner may take advantage of it by not setting the `protections` before the trades.

```
if (address(protections) == address(this)
    && (block.chainid == 1
    || block.chainid == 56)) { currentFee = 4500; }
```

### Recommendation

The contract could embody a check for the maximum acceptable value. 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. Some suggestions are:

- Introduce a time-locker mechanism with a reasonable delay.
- Introduce a multi-sign wallet so that many addresses will confirm the action.
- Introduce a governance model where users will vote about the actions.
- Renouncing the ownership will eliminate the threats but it is non-reversible.

## BC - Blacklists Addresses

<b>Criticality</b>	Critical
<b>Location</b>	AiCasino.sol#L612
<b>Status</b>	Unresolved

### Description

The contract owner has the authority to massively stop addresses from transactions. The owner may take advantage of it by manipulating the `protections` external contract.

```
if (_hasLimits(from, to)) { bool checked;  
    try protections.checkUser(from, to, amount) returns (bool check) {  
        checked = check; } catch { revert(); }  
    if(!checked) { revert(); }  
}
```

### 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. Some suggestions are:

- Introduce a time-locker mechanism with a reasonable delay.
- Introduce a multi-sign wallet so that many addresses will confirm the action.
- Introduce a governance model where users will vote about the actions.
- Renouncing the ownership will eliminate the threats but it is non-reversible.

# Diagnostics

● Critical   ● Medium   ● Minor / Informative

Severity	Code	Description	Status
●	US	Untrusted Source	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L12	Using Variables before Declaration	Unresolved
●	L13	Divide before Multiply Operation	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L20	Succeeded Transfer Check	Unresolved



## US - Untrusted Source

<b>Criticality</b>	Critical
<b>Location</b>	AiCasino.sol#L352
<b>Status</b>	Unresolved

### Description

The contract uses an external contract in order to determine the transaction's flow. The external contract is untrusted. As a result, it may produce security issues and harm the transactions.

```
function setInitializer(address initializer) external onlyOwner {  
    require(!tradingEnabled);  
    require(initializer != address(this), "Can't be self.");  
    protections = Protections(initializer);  
}
```

### Recommendation

The contract should use a trusted external source. A trusted source could be either a commonly recognized or an audited contract.

## L04 - Conformance to Solidity Naming Conventions

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L37,115,116,117,118,119,133,139,145,146,162,378
<b>Status</b>	Unresolved

### Description

The Solidity style guide is a set of guidelines for writing clean and consistent Solidity code. Adhering to a style guide can help improve the readability and maintainability of the Solidity code, making it easier for others to understand and work with.

The followings are a few key points from the Solidity style guide:

1. Use camelCase for function and variable names, with the first letter in lowercase (e.g., myVariable, updateCounter).
2. Use PascalCase for contract, struct, and enum names, with the first letter in uppercase (e.g., MyContract, UserStruct, ErrorEnum).
3. Use uppercase for constant variables and enums (e.g., MAX\_VALUE, ERROR\_CODE).
4. Use indentation to improve readability and structure.
5. Use spaces between operators and after commas.
6. Use comments to explain the purpose and behavior of the code.
7. Keep lines short (around 120 characters) to improve readability.

```
function WETH() external pure returns (address);
uint256 constant private startingSupply = 200_000_000
string constant private _name = "AiCasino"
string constant private _symbol = "$AIC"
uint8 constant private _decimals = 18
uint256 constant private _tTotal = startingSupply * 10**_decimals

Fees public _taxRates = Fees({
    buyFee: 400,
    sellFee: 400,
    transferFee: 0
})

...
```

## Recommendation

By following the Solidity naming convention guidelines, the codebase increased the readability, maintainability, and makes it easier to work with.

Find more information on the Solidity documentation

<https://docs.soliditylang.org/en/v0.8.17/style-guide.html#naming-convention>.

## L07 - Missing Events Arithmetic

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L413,423
<b>Status</b>	Unresolved

### Description

Events are a way to record and log information about changes or actions that occur within a contract. They are often used to notify external parties or clients about events that have occurred within the contract, such as the transfer of tokens or the completion of a task.

It's important to carefully design and implement the events in a contract, and to ensure that all required events are included. It's also a good idea to test the contract to ensure that all events are being properly triggered and logged.

```
swapThreshold = (_tTotal * thresholdPercent) / thresholdDivisor  
piSwapPercent = priceImpactSwapPercent
```

### Recommendation

By including all required events in the contract and thoroughly testing the contract's functionality, the contract ensures that it performs as intended and does not have any missing events that could cause issues with its arithmetic.

## L12 - Using Variables before Declaration

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L577,609
<b>Status</b>	Unresolved

### Description

The contract is using a variable before the declaration. This is usually happening either if it has not been declared yet or if the variable has been declared in a different scope. It is not a good practice to use a local variable before it has been declared.

```
uint256 initThreshold  
uint256 initSwapAmount  
bool check
```

### Recommendation

By declaring local variables before using them, contract ensures that it operates correctly. It's important to be aware of this rule when working with local variables, as using a variable before it has been declared can lead to unexpected behavior and can be difficult to debug.

## L13 - Divide before Multiply Operation

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L518,536
<b>Status</b>	Unresolved

### Description

It is important to be aware of the order of operations when performing arithmetic calculations. This is especially important when working with large numbers, as the order of operations can affect the final result of the calculation. Performing divisions before multiplications may cause loss of prediction.

```
uint256 toLiquify = ((contractTokenBalance * ratios.liquidity) /  
ratios.totalSwap) / 2  
uint256 liquidityBalance = (amtBalance * toLiquify) / swapAmt
```

### Recommendation

To avoid this issue, it is recommended to carefully consider the order of operations when performing arithmetic calculations in Solidity. It's generally a good idea to use parentheses to specify the order of operations. The basic rule is that the multiplications should be prior to the divisions.

## L14 - Uninitialized Variables in Local Scope

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L577,608,609
<b>Status</b>	Unresolved

### Description

Using an uninitialized local variable can lead to unpredictable behavior and potentially cause errors in the contract. It's important to always initialize local variables with appropriate values before using them.

```
uint256 initSwapAmount  
uint256 initThreshold  
bool checked  
bool check
```

### Recommendation

By initializing local variables before using them, the contract ensures that the functions behave as expected and avoid potential issues.

## L16 - Validate Variable Setters

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L259
<b>Status</b>	Unresolved

### Description

The contract performs operations on variables that have been configured on user-supplied input. These variables are missing of proper check for the case where a value is zero. This can lead to problems when the contract is executed, as certain actions may not be properly handled when the value is zero.

```
operator = newOperator
```

### Recommendation

By adding the proper check, the contract will not allow the variables to be configured with zero value. This will ensure that the contract can handle all possible input values and avoid unexpected behavior or errors. Hence, it can help to prevent the contract from being exploited or operating unexpectedly.



## L20 - Succeeded Transfer Check

<b>Criticality</b>	Minor / Informative
<b>Location</b>	AiCasino.sol#L596
<b>Status</b>	Unresolved

### Description

According to the ERC20 specification, the transfer methods should be checked if the result is successful. Otherwise, the contract may wrongly assume that the transfer has been established.

```
TOKEN.transfer(_owner, TOKEN.balanceOf(address(this)))
```

### Recommendation

The contract should check if the result of the transfer methods is successful. The team is advised to check the SafeERC20 library from the [Openzeppelin library](#).

# Functions Analysis

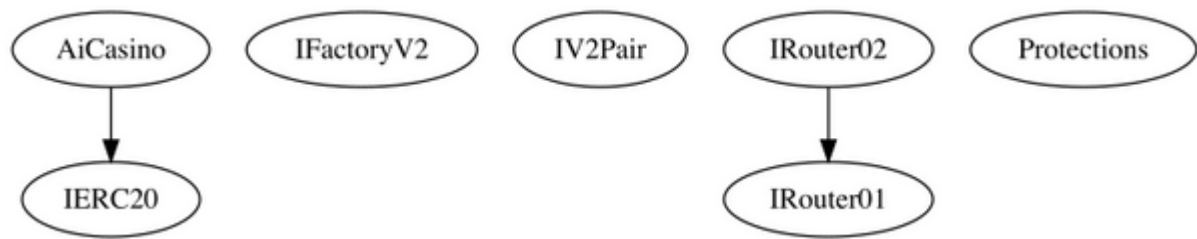
Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
<b>IERC20</b>	Interface			
	totalSupply	External		-
	decimals	External		-
	symbol	External		-
	name	External		-
	getOwner	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
<b>IFactoryV2</b>	Interface			
	getPair	External		-
	createPair	External	✓	-
<b>IV2Pair</b>	Interface			
	factory	External		-
	getReserves	External		-
	sync	External	✓	-
<b>IRouter01</b>	Interface			
	factory	External		-
	WETH	External		-

	addLiquidityETH	External	Payable	-
	addLiquidity	External	✓	-
	swapExactETHForTokens	External	Payable	-
	getAmountsOut	External		-
	getAmountsIn	External		-
<b>IRouter02</b>	Interface	IRouter01		
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokens	External	✓	-
<b>Protections</b>	Interface			
	checkUser	External	✓	-
	setLaunch	External	✓	-
	getInits	External	✓	-
	setLpPair	External	✓	-
	setProtections	External	✓	-
	removeSniper	External	✓	-
<b>AiCasino</b>	Implementation	IERC20		
		Public	Payable	-
	transferOwner	External	✓	onlyOwner
	renounceOwnership	External	✓	onlyOwner
	setOperator	Public	✓	-
	renounceOriginalDeployer	External	✓	-
		External	Payable	-
	totalSupply	External		-

	decimals	External		-
	symbol	External		-
	name	External		-
	getOwner	External		-
	allowance	External		-
	balanceOf	Public		-
	transfer	Public	✓	-
	approve	External	✓	-
	_approve	Internal	✓	
	approveContractContingency	External	✓	onlyOwner
	transferFrom	External	✓	-
	setNewRouter	External	✓	onlyOwner
	setLpPair	External	✓	onlyOwner
	setInitializer	External	✓	onlyOwner
	isExcludedFromFees	External		-
	setExcludedFromFees	Public	✓	onlyOwner
	isExcludedFromProtection	External		-
	setExcludedFromProtection	External	✓	onlyOwner
	getCirculatingSupply	Public		-
	removeSniper	External	✓	onlyOwner
	setProtectionSettings	External	✓	onlyOwner
	lockTaxes	External	✓	onlyOwner
	setTaxes	External	✓	onlyOwner
	setRatios	External	✓	onlyOwner
	setWallets	External	✓	onlyOwner
	getTokenAmountAtPriceImpact	External		-
	setSwapSettings	External	✓	onlyOwner
	setPriceImpactSwapAmount	External	✓	onlyOwner
	setContractSwapEnabled	External	✓	onlyOwner

	excludePresaleAddresses	External	✓	onlyOwner
	_hasLimits	Internal		
	_transfer	Internal	✓	
	contractSwap	Internal	✓	inSwapFlag
	_checkLiquidityAdd	Internal	✓	
	enableTrading	Public	✓	onlyOwner
	sweepContingency	External	✓	onlyOwner
	sweepExternalTokens	External	✓	onlyOwner
	multiSendTokens	External	✓	onlyOwner
	finalizeTransfer	Internal	✓	
	takeTaxes	Internal	✓	

## Inheritance Graph



# Flow Graph

# Summary

Aicasino contract implements a token mechanism. This audit investigates security issues, business logic concerns, and potential improvements. There are some functions that can be abused by the owner like manipulating the fees and massively blacklist addresses. 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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The Cyberscope team

<https://www.cyberscope.io>