

# Audit Report KING

July 2022

Type BEP20

Network BSC

Address 0xE65FCCF2af4Db41E24eC366b1e524242f9F0c237

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# **Table of Contents**

Table of Contents	1
Contract Review	3
Source Files	3
Audit Updates	3
Contract Analysis	4
BC - Blacklisted Contracts	5
Description	5
Recommendation	5
Contract Diagnostics	6
US - Untrusted Source	7
Description	7
Recommendation	7
STC - Succeeded Transfer Check	8
Description	8
Recommendation	8
BLC - Business Logic Concern	9
Description	9
Recommendation	9
DSM - Data Structure Misuse	10
Description	10
Recommendation	10
L01 - Public Function could be Declared External	11
Description	11
Recommendation	11
L02 - State Variables could be Declared Constant	12
Description	12



Recommendation	12
L04 - Conformance to Solidity Naming Conventions	13
Description	13
Recommendation	13
L05 - Unused State Variable	14
Description	14
Recommendation	14
L07 - Missing Events Arithmetic	15
Description	15
Recommendation	15
L09 - Dead Code Elimination	16
Description	16
Recommendation	16
L11 - Unnecessary Boolean equality	17
Description	17
Recommendation	17
L13 - Divide before Multiply Operation	18
Description	18
Recommendation	18
Contract Functions	19
Contract Flow	26
Domain Info	27
Summary	28
Disclaimer	29
About Cyberscope	



# **Contract Review**

Contract Name	KING
Compiler Version	v0.8.7+commit.e28d00a7
Optimization	200 runs
Licence	MIT
Explorer	https://bscscan.com/token/0xE65FCCF2af4Db41E24e C366b1e524242f9F0c237
Symbol	KING
Decimals	18
Total Supply	7,400,000
Domain	https://kongkimking.com

# Source Files

Filename	SHA256
contract.sol	5b37696a5a48068dbfd35d2b658fa37d8358336461767 50c74135f09c11cbb49

# **Audit Updates**

Initial Audit	18th July 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



### BC - Blacklisted Contracts

Criticality	medium
Location	contract.sol#L1402

### Description

The contract owner has the authority to stop contracts from transactions. The owner may take advantage of it by calling the setListed function. In addition, the contract is blacklisting every user that is buying the first three blocks after the start of trades.

```
function setListed(address account, bool status) external onlyOwner(){
    listed[account] = status;
}
```

### 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
•	US	Untrusted Source
•	STC	Succeeded Transfer Check
•	BLC	Business Logic Concern
•	DSM	Data Structure Misuse
•	L01	Public Function could be Declared External
•	L02	State Variables could be Declared Constant
•	L04	Conformance to Solidity Naming Conventions
•	L05	Unused State Variable
•	L07	Missing Events Arithmetic
•	L09	Dead Code Elimination
•	L11	Unnecessary Boolean equality
•	L13	Divide before Multiply Operation



### **US - Untrusted Source**

Criticality	critical
Location	contract.sol#L1191,L1192

### 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.

```
contract KING is Context, IERC20, Ownable {

Nodes Node;
TokenTransfer TokenTransfer1;
```

### Recommendation

The contract should use a trusted external source. A trusted source could be either a commonly recognized or an audited contract. The pointing addresses should not be able to change after the initialization.

### STC - Succeeded Transfer Check

Criticality	minor
Location	contract.sol#L1622,L1419

### 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.

```
IBEP20(token).transfer(msg.sender, amount);
IBEP20(OSK).transfer(recipient, amount);
```

### Recommendation

The contract should check if the result of the transfer methods is successful.



## BLC - Business Logic Concern

Criticality	minor
Location	contract.sol#L1479

### Description

The business logic seems peculiar. The implementation may not follow the expected behavior.

The statement isInvited[sender] != true is redundant.

```
if(isInvited[recipient] != true || isInvited[sender] != true) {
    isInvited[recipient] = true;
    isInvited[sender] != true;
}
```

### Recommendation

The team is advised to carefully check if the implementation follows the expected business logic.

### DSM - Data Structure Misuse

Criticality	minor
Location	contract.sol#L1255

### Description

The contract uses the valuable \_confirmedSnipers as an array. The business logic of the contract does not require to iterate this structure sequentially. Thus, unnecessary loops are produced that increase the required gas.

Since data structure invite maps the invited address, the inviteBool is redundant. The non invited addressed will be the zero address.

```
mapping (address => bool) public inviteBool;
mapping (address => address) public invite;
```

#### Recommendation

The contract could use a data structure that provides instant access. For instance, a Set or a Map would fit better to the business logic of the contract. This way the time complexity will be reduced from o(n) to o(1).

### L01 - Public Function could be Declared External

Criticality	minor	
Location	contract.sol#L1418,960,1328,903,1439,883,1348,1358,1344,794,568,1362,1078, 1336,1332,937,1120,1043,1353,898,927,579,573,1444,966,798,994,1110,1410,1 324,983,1379	

### Description

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

setProxyContract
setMarket
name
getCirculatingSupply
nodeOwnerWithdraw
userRewardUpdate
ProxyTransfer
massUpdateNodes
transferFrom
...

### Recommendation

Use the external attribute for functions never called from the contract.

### L02 - State Variables could be Declared Constant

Criticality	minor	
Location	contract.sol#L1220,1254,1248,1266,855,1267,548,1233,843,1241,1259,1261,1243,1256,1255,1262,1260,1249,549,1257,1264,1265,1216,1242	

### Description

Constant state variables should be declared constant to save gas.

swapAndLiquifyByLimitOnly
OSK
\_creatorShare
\_liquidityShare
\_buyMarketingFee
\_lockTime
\_symbol
\_sellCreatorFee
\_sellMarketingFee
...

### Recommendation

Add the constant attribute to state variables that never change.



# L04 - Conformance to Solidity Naming Conventions

Criticality	minor
Location	contract.sol#L794,988,1271,856,1227,1266,617,633,1188,1043,787,1261,616,12 62,1187,1078,960,1138,1269,946,798,1265,1120,1259,1267,1216,1257,1260,78 8,1254,1379,652,1264,1256,1255,1270

### 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.

```
_totalTaxlfSelling
_buyCreatorFee
_buyVoterFee
_amount
_liquidityShare
WETH
NodeCon
_buyLiquidityFee
Token
...
```

### Recommendation

Follow the Solidity naming convention.

https://docs.soliditylang.org/en/v0.4.25/style-guide.html#naming-conventions.

### L05 - Unused State Variable

Criticality	minor
Location	contract.sol#L843,549,548,855

### Description

There are segments that contain unused state variables.

inited asdasd \_lockTime test

### Recommendation

Remove unused state variables.

# L07 - Missing Events Arithmetic

Criticality	minor
Location	contract.sol#L994

### 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.

totalUserReward = totalUserReward.add(userR.mul(98).div(100))

### Recommendation

Emit an event for critical parameter changes.

### L09 - Dead Code Elimination

Criticality	minor
Location	contract.sol#L378,433,179,174,447,457,349,414,404

### Description

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

functionCall
isContract
\_functionCallWithValue
functionCallWithValue
min
sqrt
sendValue

### Recommendation

Remove unused functions.



### L11 - Unnecessary Boolean equality

Criticality	minor
Location	contract.sol#L1451,1611,1576

### Description

The comparison to boolean constants is redundant. Boolean constants can be used directly and do not need to be compared to true or false.

```
inviteBool[recipient] == false
isInvited[recipient] != true || isInvited[sender] != true
require(bool,string)(listed[sender] != true,You are a robot.)
amount >= 10 ** _decimals && inviteBool[recipient] == false && sender != uniswapPair &&
recipient != uniswapPair && sender != address(uniswapV2Router) && recipient !=
address(uniswapV2Router) && sender != deadAddress && recipient != deadAddress && sender !=
address(0) && recipient != address(0) && sender != address(this) &&
isInvited[recipient] != true
require(bool)(isExcludedFromFee[msg.sender] == true)
isInvited[sender] != true
```

### Recommendation

Remove the equality to the boolean constant.

## L13 - Divide before Multiply Operation

Criticality	minor
Location	contract.sol#L1507

### Description

Performing divisions before multiplications may cause lose of prediction.

```
amountOSKNodeCreator = amountReceived.mul(_creatorShare).div(totalOSKFee).mul(98).div(100) amountOSKNodeVoter = amountReceived.mul(_voterShare).div(totalOSKFee).mul(98).div(100)
```

### Recommendation

The multiplications should be prior to the divisions.



# **Contract Functions**

Contract	Туре	Bases		
	Function Name	Visibility	Mutability	Modifiers
SafeMath	Library			
Jaiemani	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
		Internal		
	div			
	mod	Internal		
	mod .	Internal		
	min	Internal		
	sqrt	Internal		
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	<b>✓</b>	-
	transferFrom	External	1	-
IBEP20	Interface			
	totalSupply	External		-
	decimals	External		-
	symbol	External		-
	name	External	1	_

	getOwner	External		-
	balanceOf	External		-
	transfer	External	1	-
	allowance	External		-
	approve	External	1	-
	transferFrom	External	1	-
IFarm	Interface			
	pendingFonvity	External		-
	deposit	External	1	-
	withdraw	External	1	-
Address	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	1	
	functionCall	Internal	1	
	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	1	
	_functionCallWithValue	Private	✓	
ReentrancyGu ard	Implementation			
	<constructor></constructor>	Public	1	-
Ownable	Implementation	Context		
	<constructor></constructor>	Public	✓	-
	owner	Public		-
	waiveOwnership	Public	1	onlyOwner
	transferOwnership	Public	1	onlyOwner
	getTime	Public		-
IUniswapV2Fa ctory	Interface			
	feeTo	External		-
			_	-



KING Token Audit

	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	1	-
	setFeeToSetter	External	1	-
IUniswapV2Pa ir	Interface			
	name	External		-
	symbol	External		-
	decimals	External		-
	totalSupply	External		-
	balanceOf	External		-
	allowance	External		-
	approve	External	✓	-
	transfer	External	✓	-
	transferFrom	External	1	-
	DOMAIN_SEPARATOR	External		-
	PERMIT_TYPEHASH	External		-
	nonces	External		-
	permit	External	1	-
	MINIMUM_LIQUIDITY	External		-
	factory	External		-
	token0	External		-
	token1	External		-
	getReserves	External		-
	price0CumulativeLast	External		-
	price1CumulativeLast	External		-
	kLast	External		-
	burn	External	<b>✓</b>	-
	swap	External	<b>✓</b>	-
	skim	External	✓	-
	sync	External	<b>✓</b>	-

	initialize	External	✓	-
IUniswapV2Ro uter01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	1	-
	removeLiquidityETH	External	1	-
	removeLiquidityWithPermit	External	✓	-
	removeLiquidityETHWithPermit	External	<b>✓</b>	-
	swapExactTokensForTokens	External	<b>✓</b>	-
	swapTokensForExactTokens	External	<b>✓</b>	-
	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		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	<b>√</b>	-
	removeLiquidityETHWithPermitSupp ortingFeeOnTransferTokens	External	1	-
	swapExactTokensForTokensSupporti ngFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupporting FeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupporting FeeOnTransferTokens	External	1	-

TokenTransfer	Implementation			
	<constructor></constructor>	Public	✓	-
	ProxyApprove	Public	1	-
	ProxyTransfer	Public	✓	-
Nodes	Implementation	Reentrancy Guard		
	<constructor></constructor>	Public	<b>✓</b>	-
	<receive ether=""></receive>	External	Payable	-
	back	Public	✓	-
	getNodeIndexFromAddress	Internal		
	isActiveNode	Public		-
	reg	Public	<b>✓</b>	nonReentrant
	unreg	Public	1	nonReentrant
	update	Public	1	-
	pendingFonvity	Public		validateNodeB yPid
	ownerPendingFonvity	Public		validateNodeB yPid
	massUpdateNodes	Public	1	-
	setMarket	Public	1	-
	updateNode	Internal	1	
	userRewardUpdate	Public	<b>√</b>	-
	rankUp	Internal	<b>√</b>	
	rankDown	Internal	1	
	rankDel	Internal	<b>✓</b>	
	deposit	Public	<b>√</b>	validateNodeB yPid nonReentrant
	withdraw	Public	1	validateNodeB yPid nonReentrant
	nodeOwnerWithdraw	Public	1	-
	emergencyWithdraw	Public	1	validateNodeB yPid nonReentrant
	safeFonvityTransfer	Internal	1	
	nodeLength	External		-

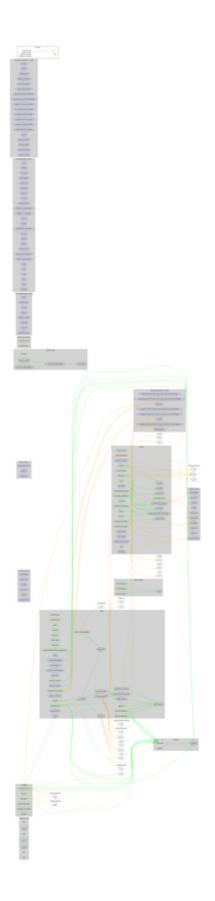


	rankLength	External		-
	userDepositedCount	External		-
	userPage	External		-
	rankPage	External		-
KING	Implementation	Context, IERC20, Ownable		
	<constructor></constructor>	Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	allowance	Public		-
	increaseAllowance	Public	1	-
	decreaseAllowance	Public	✓	-
	minimumTokensBeforeSwapAmount	Public		-
	approve	Public	✓	-
	_approve	Private	✓	
	setMarketingWallet	External	1	onlyOwner
	setProxyContract	Public	1	onlyOwner
	setDeadWallet	External	1	onlyOwner
	setIsExcludedFromFee	External	1	onlyOwner
	setListed	External	1	onlyOwner
	setnodeCreator	External	<b>✓</b>	onlyOwner
	setnodeVoter	External	<b>✓</b>	onlyOwner
	getCirculatingSupply	Public		-
	transferToAddressOSK	Private	<b>✓</b>	
	changeRouterVersion	Public	<b>✓</b>	onlyOwner
	<receive ether=""></receive>	External	Payable	-
	transfer	Public	1	-
	transferFrom	Public	1	-
	_transfer	Private	1	
	_basicTransfer	Internal	1	

swapAndLiquify	Private	✓	lockTheSwap
swapTokensForEth	Private	✓	
addLiquidity	Private	✓	
takeFee	Internal	✓	
back	External	✓	-



# **Contract Flow**



# Domain Info

Domain Name	kongkimking.com
Registry Domain ID	2710452700_DOMAIN_COM-VRSN
Creation Date	2022-07-12T09:03:43Z
Updated Date	2022-07-12T09:03:43Z
Registry Expiry Date	2023-07-12T09:03:43Z
Registrar WHOIS Server	grs-whois.aliyun.com
Registrar URL	http://www.alibabacloud.com
Registrar	ALIBABA.COM SINGAPORE E-COMMERCE PRIVATE LIMITED
Registrar IANA ID	3775

The domain has been created in 12 months before the creation of the audit.

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

# Summary

The Smart Contract analysis reported one medium severity issue. The contract owner has the authority to 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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Coinscope audit and K.Y.C. service has been rebranded to Cyberscope.

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.

Cyberscope and Coinscope are aiming to make crypto discoverable and efficient globally. They provide all the essential tools to assist users draw their own conclusions.



The Cyberscope team