

# **SMART CONTRACT AUDIT REPORT**

## **For**

## **Liquid ICP**

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# Table of Content

- Disclaimer
- Overview of the audit
- Attacks made to the contract
- Good things in smart contract
- Critical vulnerabilities found in the contract
- Medium vulnerabilities found in the contract
- Low severity vulnerabilities found in the contract
- Summary of the audit

## • **Disclaimer**

The audit makes no statements or warranties about utility of the code, safety of the code, suitability of the business model, regulatory regime for the business model, or any other statements about fitness of the contracts to purpose, or their bug free status. The audit documentation is for discussion purposes only.

## • **Overview of the audit**

The project has 1 file. It contains approx 359 lines of Solidity code. All the functions and state variables are well commented using the natspec documentation, but that does not create any vulnerability.

## • **Attacks made to the contract**

In order to check for the security of the contract, we tested several attacks in order to make sure that the contract is secure and follows best practices.

- **Over and under flows**

An overflow happens when the limit of the type variable `uint256`,  $2^{256}$ , is exceeded. What happens is that the value resets to zero instead of incrementing more. On the other hand, an underflow happens when you try to subtract 0 minus a number bigger than 0. For example, if you subtract  $0 - 1$  the result will be  $= 2^{256}$  instead of  $-1$ . This is quite dangerous.

This contract **does** check for overflows and underflows by using OpenZeppelin's `SafeMath` to mitigate this attack, but all the functions have strong validations, which prevented this attack.

- **Short address attack**

If the token contract has enough amount of tokens and the buy function doesn't check the length of the address of the sender, the ethereum's virtual machine will just add zeros to the transaction until the address is complete.

Although this contract **is not vulnerable** to this attack, but there are some point where users can mess themselves due to this (Please see below). It is highly recommended to call functions after checking validity of the address.

- **Visibility & Delegate call**

It is also known as, The Parity Hack, which occurs while misuse of Delegate call.

**No such issues found** in this smart contract and visibility also properly addressed. There are some places where there is no visibility defined. Smart Contract will assume "Public" visibility if there is no visibility defined. It is good practice to explicitly define the visibility, but again, the contract is not prone to any vulnerability due to this in this case.

- **Reentrancy / TheDAO hack**

Reentrancy occurs in this case: any interaction from a contract (A) with another contract (B) and any transfer of ethereum hands over control to that contract (B).

This makes it possible for B to call back into A before this interaction is completed.

Use of “require” function in this smart contract mitigated this vulnerability.

- **Forcing Ethereum to a contract**

While implementing “selfdestruct” in smart contract, it sends all the ethereum to the target address. Now, if the target address is a contract address, then the fallback function of target contract does not get called. And thus Hacker can bypass the “Required” conditions. Here, the Smart Contract’s balance has never been used as guard, which mitigated this vulnerability.

- **Good things in smart contract**

- **SafeMath library:-**

- You are using SafeMath library it is a good thing. This protects you from underflow and overflow attacks.

```
123
124 ▾ library SafeMath {
125
126 ▾     function add(uint256 a, uint256 b) internal pure returns (uint256) {
127         uint256 c = a + b;
128         require(c >= a, "SafeMath: addition overflow");
129
130
131     }
```

- **Good required condition in functions:-**

- Here you are checking that newOwner address is valid and proper,

```
60
61 ▾     function transferOwnership(address newOwner) public virtual onlyOwner {
62         require(
63             newOwner != address(0),
64             "Ownable: new owner is the zero address"
65         );
66
67     }
```

- Here you are checking that previous owner is not msg.sender and \_lockTime is smaller than current time.

```

85 function unlock() public virtual {
86     require(
87         _previousOwner == msg.sender,
88         "You don't have permission to unlock"
89     );
90     require(block.timestamp > _lockTime, "Contract is locked until 7 days");
91     emit OwnershipTransferred(_owner, _previousOwner);
92     _lockTime = block.timestamp + 7 days;

```

- Here you are checking that endDate is bigger than current time, availableTokensICO should be bigger than 0 and smaller than totalSupply, and \_minPurchase should be bigger than 0.

```

220 //Start Pre-Sale
221 function startICO(uint endDate, uint _minPurchase, uint _maxPurchase, uint _supply) public {
222     availableTokensICO = _token.balanceOf(address(this));
223     require(endDate > block.timestamp, 'duration should be > 0');
224     require(availableTokensICO > 0 && availableTokensICO <= _token.totalSupply, 'availableTokensICO should be > 0 && <= totalSupply');
225     require(_minPurchase > 0, '_minPurchase should > 0');
226     _endDate = endDate;
227     _minPurchase = _minPurchase;
228     _maxPurchase = _maxPurchase;
229     _supply = _supply;
230     _startICO();
231 }

```

- Here you are checking that beneficiary address is valid and proper, weiAmount should be not 0 and \_weiRaised + weiAmount should be smaller than hardCap.

```

258 function _preValidatePurchase(address beneficiary, uint256 weiAmount) internal {
259     require(beneficiary != address(0), "Crowdsale: beneficiary is the zero address");
260     require(weiAmount != 0, "Crowdsale: weiAmount is 0");
261     require((_weiRaised + weiAmount) < hardCap, 'Hard Cap reached');
262 }

```

- Here you are checking that balance of contract is bigger than 0.

```

278
279 function _forwardFunds() internal {
280     require(address(this).balance > 0, 'Contract has no money');
281     _wallet.transfer(address(this).balance);
282 }

```

- Here you are checking that startRefund is false and balance of contract is bigger than 0.

```

283
284 function withdraw() external onlyOwner icoNotActive {
285     require(startRefund == false);
286     require(address(this).balance > 0, 'Contract has no money');
287     _wallet.transfer(address(this).balance);
288 }

```

- Here you are checking that tokenAmt should be bigger than 0.

```

329 function takeTokens(IERC20 tokenAddress) public onlyOwner icoNotActive {
330     IERC20 tokenBEP = tokenAddress;
331     uint256 tokenAmt = tokenBEP.balanceOf(address(this));
332     require(tokenAmt > 0, 'BEP-20 balance is 0');
333     _takeTokens(tokenAddress, tokenAmt);
334 }

```

- Here you are checking that startRefund should be true.

```
336 ▾ function refundMe() public icoNotActive{
337     require(startRefund == true, 'no refund available');
338     uint amount = _contributions[msg.sender];
339     if (address(this).balance >= amount) {
340         if (address(this).balance >= amount) {
```

- **Critical vulnerabilities found in the contract**

=> No Critical vulnerabilities found

- **Medium vulnerabilities found in the contract**

=> No Medium vulnerabilities found

- **Low severity vulnerabilities found**

- **7.1: Compiler version is not fixed:-**

=> In this file you have put “pragma solidity ^0.8.4;” which is not a good way to define compiler version.

=> Solidity source files indicate the versions of the compiler they can be compiled with. Pragma solidity ^0.8.4; // bad: compiles 0.8.4 and above  
pragma solidity 0.8.4; //good: compiles 0.8.4 only

=> If you put(>=) symbol then you are able to get compiler version 0.8.4 and above. But if you don't use(^/>=) symbol then you are able to use only 0.8.4 version. And if there are some changes come in the compiler and you use the old version then some issues may come at deploy time.

## ○ 7.2: Suggestions to add validations:-

=> You have implemented required validation in contract.

=> There are some place where you can improve validation and security of your code.

=> These are all just suggestion it is not bug.

+ **Function: - setRate, setAvailableTokens, setHardCap, setSoftCap, setMaxPurchase, setMinPurchase**

```
293
294 ▾ function setRate(uint256 newRate) external onlyOwner icoNotActive{
295     _rate = newRate;
296 }
297
298 ▾ function setAvailableTokens(uint256 amount) public onlyOwner icoNotActive{
299     availableTokensICO = amount;
300 }
301
302 }
```

```
312
313 ▾ function setHardCap(uint256 value) external onlyOwner{
314     hardCap = value;
315 }
316
317 ▾ function setSoftCap(uint256 value) external onlyOwner{
318     softCap = value;
319 }
320
321 ▾ function setMaxPurchase(uint256 value) external onlyOwner{
322     maxPurchase = value;
323 }
324
325 ▾ function setMinPurchase(uint256 value) external onlyOwner{
326     minPurchase = value;
327 }
```

○ Here in all functions you need to check that parameter value should be bigger than 0.

### ○ 7.3: Uncheck return response of transfer method:-

=> I have found that you are transferring fund to address using a transfer method.

=> It is always good to check the return value or response from a function call.

=> Here are some functions where you forgot to check a response.

=> I suggest if there is a possibility then please check the response.

✚ **Function: - \_deliverTokens, \_forwardFunds, withdraw, takeTokens, refundMe**

```
265 ▾ function _deliverTokens(address beneficiary, uint256 tokenAmount) internal {  
266     _token.transfer(beneficiary, tokenAmount);  
267 }  
268
```

```
279 ▾ function _forwardFunds() internal {  
280     require(address(this).balance > 0, 'Contract has no money');  
281     _wallet.transfer(address(this).balance);  
282 }  
283
```

```
284 ▾ function withdraw() external onlyOwner icoNotActive{  
285     require(startRefund == false);  
286     require(address(this).balance > 0, 'Contract has no money');  
287     _wallet.transfer(address(this).balance);  
288 }  
289
```

```
330     IERC20 tokenBEP = tokenAddress;  
331     uint256 tokenAmt = tokenBEP.balanceOf(address(this));  
332     require(tokenAmt > 0, 'BEP-20 balance is 0');  
333     tokenBEP.transfer(_wallet, tokenAmt);  
334 }  
335
```

```
341 ▾     if (amount > 0) {  
342         address payable recipient = payable(msg.sender);  
343         recipient.transfer(amount);  
344         emit Refund(msg.sender, amount);  
345     }  
346
```

- Here you are calling transferFrom method 5 times. It is good to check that the transfer is successfully done or not.



## • Summary of the Audit

Overall, the code is written with all validation and all security is implemented. Code is performs well and there is no way to steal fund from this contract.

Please try to check the address and value of token externally before sending to the solidity code.

Our final recommendation would be to pay more attention to the visibility of the functions , hardcoded address and mapping since it's quite important to define who's supposed to executed the functions and to follow best practices regarding the use of assert, require etc. (which you are doing ;) ).

- **Good Point:** Code performance and quality is good. Address validation and value validation is done properly.
- **Suggestions:** Please use the static version of solidity, try to include suggested validation in code and check return response of transfer and transfer method call.