

Advanced Manual Smart Contract Audit

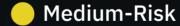


Project: The tree token

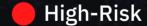
Website: https://thetreetoken.io/



9 low-risk code issues found



0 medium-risk code issues found



0 high-risk code issues found

Contract Address

0x976242a0f07F4C5211299aa66B72F4cf938c1Fdb

Disclaimer: Coinsult is not responsible for any financial losses. Nothing in this contract audit is financial advice, please do your own research.

Disclaimer

Coinsult is not responsible if a project turns out to be a scam, rug-pull or honeypot. We only provide a detailed analysis for your own research.

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Coinsult can not be held responsible for when a project turns out to be a rug-pull, honeypot or scam.

Tokenomics

| Rank | Address | Quantity (Token) | Percentage |
|------|--|------------------|------------|
| 1 | 0x608427c75256f800f3eba463c00c695ce5dd51ac | 333,333,333 | 100.0000% |

Source Code

Coinsult was comissioned by The tree token to perform an audit based on the following smart contract:

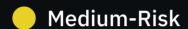
https://bscscan.com/address/0x976242a0f07f4c5211299aa66b72f4cf938c1fdb#code

Manual Code Review

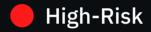
In this audit report we will highlight all these issues:



9 low-risk code issues found



0 medium-risk code issues found



0 high-risk code issues found

The detailed report continues on the next page...

Contract contains Reentrancy vulnerabilities

Additional information: This combination increases risk of malicious intent. While it may be justified by some complex mechanics (e.g. rebase, reflections, buyback).

More information: Slither

```
function _transfer(address from, address to, uint256 amount) private open(from, to)
{
    require(from != address(0), "ERC20: transfer from the zero address");
    require(to != address(0), "ERC20: transfer to the zero address");
    require(amount > 0, "Transfer amount must be greater than zero");

    if(!_isExemptFromTxLimit[from] && !_isExemptFromTxLimit[to])
    {
        require(amount = _minimumTokensBeforeSwap;

        if (!inSwapAndLiquify && swapAndLiquifyEnabled && from != uniswapV2Pair)
        if (overMinimumTokenBalance)
        {
            contractTokenBalance = _minimumTokensBeforeSwap;
            swapAndLiquify(contractTokenBalance);
        }
    }
    bool takeFee = true;
    //if any account belongs to _isExcludedFromFee account then remove the fee
    if(_isExcludedFromFee[from] II _isExcludedFromFee[to])
    }
}
```

Recommendation

Apply the check-effects-interactions pattern.

Exploit scenario

```
function withdrawBalance(){
    // send userBalance[msg.sender] Ether to msg.sender
    // if mgs.sender is a contract, it will call its fallback function
    if( ! (msg.sender.call.value(userBalance[msg.sender])() ) ){
        throw;
    }
    userBalance[msg.sender] = 0;
}
```

Bob uses the re-entrancy bug to call withdrawBalance two times, and withdraw more than its initial deposit to the contract.

Avoid relying on block.timestamp

block.timestamp can be manipulated by miners.

```
function getTime() public view returns (uint256) {
   return block.timestamp;
}
```

Recommendation

Do not use block. timestamp, now or blockhash as a source of randomness

Exploit scenario

```
contract Game {
    uint reward_determining_number;
    function guessing() external{
        reward_determining_number = uint256(block.blockhash(10000)) % 10;
    }
}
```

Eve is a miner. Eve calls guessing and re-orders the block containing the transaction. As a result, Eve wins the game.

No zero address validation for some functions

Detect missing zero address validation.

```
function setMarketingAddress(address _Address) external onlyOwner()
{
    marketingAddress = payable(_Address);
}
```

Recommendation

Check that the new address is not zero.

Exploit scenario

```
contract C {
  modifier onlyAdmin {
    if (msg.sender != owner) throw;
    -;
}

function updateOwner(address newOwner) onlyAdmin external {
    owner = newOwner;
}
```

Bob calls updateOwner without specifying the newOwner, soBob loses ownership of the contract.

Functions that send Ether to arbitrary destinations

Unprotected call to a function sending Ether to an arbitrary address.

```
function swapAndLiquify(uint256 contractTokenBalance) private lockTheSwap
{
    swapTokensForEth(contractTokenBalance);
    uint256 _totalFees = _marketingFee+_charityFee+_stakingFee+_lotteryFee;
    uint256 newBalance = address(this).balance;
    uint256 marketingShare = newBalance.mul(_marketingFee).div(_totalFees);
    marketingAddress.transfer(marketingShare);
    uint256 charityShare = newBalance.mul(_charityFee).div(_totalFees);
    charityAddress.transfer(charityShare);
    uint256 stakingShare = newBalance.mul(_stakingFee).div(_totalFees);
    stakingAddress.transfer(stakingShare);
    uint256 lotteryShare = newBalance.sub(marketingShare).sub(charityShare).sub(stakingShare) lotteryAddress.transfer(lotteryShare);
}
```

Recommendation

Ensure that an arbitrary user cannot withdraw unauthorized funds.

Exploit scenario

```
contract ArbitrarySend{
   address destination;
   function setDestination(){
       destination = msg.sender;
   }

   function withdraw() public{
       destination.transfer(this.balance);
   }
}
```

Bob calls setDestination and withdraw. As a result he withdraws the contract's balance.

Divide before multiply

Solidity integer division might truncate. As a result, performing multiplication before division can sometimes avoid loss of precision.

```
uint256 public _maxTxAmount = _tTotal.div(100).mul(5); //5%
```

Recommendation

Consider ordering multiplication before division.

Exploit scenario

```
contract A {
    function f(uint n) public {
       coins = (oldSupply / n) * interest;
    }
}
```

If n is greater than oldSupply, coins will be zero. For example, with oldSupply = 5; n = 10, interest = 2, coins will be zero. If (oldSupply * interest / n) was used, coins would have been 1. In general, it's usually a good idea to re-arrange arithmetic to perform multiplication before division, unless the limit of a smaller type makes this dangerous.

Missing events arithmetic

Detect missing events for critical arithmetic parameters.

```
function setMaxTxAmount(uint256 _mount) external onlyOwner()
{
    require(_mount>_tTotal.div(1000), "Too low Txn limit"); // Min 0.1%
    _maxTxAmount = _mount;
}
```

Recommendation

Emit an event for critical parameter changes.

Exploit scenario

```
contract C {
  modifier onlyAdmin {
    if (msg.sender != owner) throw;
    -;
}

function updateOwner(address newOwner) onlyAdmin external {
    owner = newOwner;
}
```

updateOwner() has no event, so it is difficult to track off-chain changes in the buy price.

Conformance to Solidity naming conventions

Allow _ at the beginning of the mixed_case match for private variables and unused parameters.

uint256 private _previousCharityFee = _charityFee;

Recommendation

Follow the Solidity naming convention.

Rule exceptions

- Allow constant variable name/symbol/decimals to be lowercase (ERC20).
- Allow _ at the beginning of the mixed_case match for private variables and unused parameters.

Redundant Statements

Detect the usage of redundant statements that have no effect.

```
function _msgData() internal view virtual returns (bytes memory) {
   this; // silence state mutability warning without generating bytecode - see https://gith
   return msg.data;
}
```

Recommendation

Remove redundant statements if they congest code but offer no value.

Exploit scenario

```
contract RedundantStatementsContract {
    constructor() public {
        uint; // Elementary Type Name
        bool; // Elementary Type Name
        RedundantStatementsContract; // Identifier
    }
    function test() public returns (uint) {
        uint; // Elementary Type Name
        assert; // Identifier
        test; // Identifier
        return 777;
    }
}
```

Each commented line references types/identifiers, but performs no action with them, so no code will be generated for such statements and they can be removed.

Costly operations inside a loop

Costly operations inside a loop might waste gas, so optimizations are justified.

```
function includeInReward(address account) external onlyOwner() {
    require(_isExcluded[account], "Account is already excluded");
    for (uint256 i = 0; i < _excluded.length; i++) {
        if (_excluded[i] == account) {
            _excluded[i] = _excluded.length - 1];
            _towned[account] = 0;
            _isExcluded[account] = false;
            _excluded.pop();
        break;
    }
}
```

Recommendation

Use a local variable to hold the loop computation result.

Exploit scenario

```
contract CostlyOperationsInLoop{
   function bad() external{
      for (uint i=0; i < loop_count; i++){
          state_variable++;
      }
   }
}

function good() external{
   uint local_variable = state_variable;
   for (uint i=0; i < loop_count; i++){
      local_variable++;
    }
   state_variable = local_variable;
}</pre>
```

Incrementing state_variable in a loop incurs a lot of gas because of expensive SSTOREs, which might lead to an out-of-gas.

Owner privileges

- Owner cannot set fees higher than 25%
- Owner can change max transaction amount
- Owner can exclude from fees
- Owner can pause the contract

Extra notes by the team

No notes

Contract Snapshot

```
contract TreeToken is Context, IBEP20, LockToken
{
   using SafeMath for uint256;
   using Address for address;

   address payable public marketingAddress = payable(0x608427C75256F800f3EBa463c00c695Ce5DD address payable public charityAddress = payable(0x7A824cf7903AbA6f7240d6D15138C232530Da3 address payable public stakingAddress = payable(0xa7C017194C164DF4aB1362a94a9ebb204718cd address payable public lotteryAddress = payable(0x94BDF3A04D676171D34FF9094d894729e242e9

mapping (address => uint256) private _rOwned;
   mapping (address => uint256) private _tOwned;
   mapping (address => mapping (address => uint256)) private _allowances;
   mapping (address => bool) private _isExcludedFromWhale;
   mapping (address => bool) private _isExcluded;
   mapping (address => bool) private _isExemptFromTxLimit;
   address[] private _excluded;
```

Website Review

Coinsult checks the website completely manually and looks for visual, technical and textual errors. We also look at the security, speed and accessibility of the website. In short, a complete check to see if the website meets the current standard of the web development industry.

- Mobile Friendly
- Does not contain jQuery errors
- SSL Secured
- No major spelling errors

Project Overview

KYC verified by Coinsult

