



Cyberscope

Audit Report

EXIT Designer Token

February 2024

Network BSC

Address 0xdEbd6e2da378784A69Dc6Ec99Fe254223b312287

Audited by © cyberscope

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

| Severity | Code | Description | Status |
|----------|------|-------------------------|--------|
| ● | ST | Stops Transactions | Passed |
| ● | OTUT | Transfers User's Tokens | Passed |
| ● | ELFM | Exceeds Fees Limit | Passed |
| ● | MT | Mints Tokens | Passed |
| ● | BT | Burns Tokens | Passed |
| ● | BC | Blacklists Addresses | Passed |

Diagnostics

● Critical ● Medium ● Minor / Informative

| Severity | Code | Description | Status |
|----------|------|-----------------------------------|------------|
| ● | IDI | Immutable Declaration Improvement | Unresolved |
| ● | RRS | Redundant Require Statement | Unresolved |
| ● | RSML | Redundant SafeMath Library | Unresolved |
| ● | L09 | Dead Code Elimination | Unresolved |

Table of Contents

| | |
|---|-----------|
| Analysis | 1 |
| Diagnostics | 2 |
| Table of Contents | 3 |
| Review | 4 |
| Audit Updates | 4 |
| Source Files | 4 |
| Findings Breakdown | 5 |
| IDI - Immutable Declaration Improvement | 6 |
| Description | 6 |
| Recommendation | 6 |
| Description | 7 |
| Recommendation | 8 |
| RSML - Redundant SafeMath Library | 9 |
| Description | 9 |
| Recommendation | 9 |
| L09 - Dead Code Elimination | 10 |
| Description | 10 |
| Recommendation | 10 |
| Functions Analysis | 11 |
| Inheritance Graph | 14 |
| Flow Graph | 15 |
| Summary | 16 |
| Disclaimer | 17 |
| About Cyberscope | 18 |

Review

| | |
|------------------|---|
| Contract Name | Btoken |
| Compiler Version | v0.8.13+commit.abaa5c0e |
| Optimization | 200 runs |
| Explorer | https://bscscan.com/address/0xdebd6e2da378784a69dc6ec99fe254223b312287 |
| Address | 0xdebd6e2da378784a69dc6ec99fe254223b312287 |
| Network | BSC |
| Symbol | EXIT |
| Decimals | 18 |
| Total Supply | 1,000,000,000 |

Audit Updates

| | |
|---------------|-------------|
| Initial Audit | 06 Feb 2024 |
|---------------|-------------|

Source Files

| | |
|------------|--|
| Filename | SHA256 |
| Btoken.sol | 48618b7259960abe48027ce90b31fe4511eccb6aca55c01b3bf847b02dc82d56 |

Findings Breakdown



| | |
|---------------------|---|
| Critical | 0 |
| Medium | 0 |
| Minor / Informative | 4 |

| Severity | Unresolved | Acknowledged | Resolved | Other |
|---------------------|------------|--------------|----------|-------|
| Critical | 0 | 0 | 0 | 0 |
| Medium | 0 | 0 | 0 | 0 |
| Minor / Informative | 4 | 0 | 0 | 0 |

IDI - Immutable Declaration Improvement

| | |
|--------------------|---------------------|
| Criticality | Minor / Informative |
| Location | Btoken.sol#L157 |
| Status | Unresolved |

Description

The contract declares state variables that their value is initialized once in the constructor and are not modified afterwards. The `immutable` is a special declaration for this kind of state variables that saves gas when it is defined.

```
_decimals
```

Recommendation

By declaring a variable as immutable, the Solidity compiler is able to make certain optimizations. This can reduce the amount of storage and computation required by the contract, and make it more gas-efficient.

RRS - Redundant Require Statement

| | |
|-------------|---------------------|
| Criticality | Minor / Informative |
| Location | Btoken.sol#L59,269 |
| Status | Unresolved |

Description

The contract utilizes a `require` statement within the `add` function aiming to prevent overflow errors. This function is designed based on the SafeMath library's principles. In Solidity version 0.8.0 and later, arithmetic operations revert on overflow and underflow, making the overflow check within the function redundant. This redundancy could lead to extra gas costs and increased complexity without providing additional security.

Furthermore, the `_burn` internal function utilizes a `require` statement to check for the zero address. However, this function is invoked only from the `burn` public function, which can be called only by the contract owner, since the `_burnFrom` internal function is not called by anywhere in the contract. As a result, the check for the zero address is redundant.

```
function add(uint256 a, uint256 b) internal pure returns (uint256) {
    uint256 c = a + b;
    require(c >= a, "SafeMath: addition overflow");
    return c;
}

function _burn(address account, uint256 amount) internal {
    require(account != address(0), "EXIT: burn from the zero address");

    _balances[account] = _balances[account].sub(
        amount,
        "EXIT: burn amount exceeds balance"
    );
    _totalSupply = _totalSupply.sub(amount);
    emit Transfer(account, address(0), amount);
}
```


Recommendation

It is recommended to remove the `require` statement from the `add` function since the contract is using a Solidity pragma version equal to or greater than 0.8.0. By doing so, the contract will leverage the built-in overflow and underflow checks provided by the Solidity language itself, simplifying the code and reducing gas consumption. This change will uphold the contract's integrity in handling arithmetic operations while optimizing for efficiency and cost-effectiveness.

It is also recommended to remove the redundant `require` statement from the `_burn` function. This change will improve the code's clarity and gas usage.

RSML - Redundant SafeMath Library

| | |
|-------------|---------------------|
| Criticality | Minor / Informative |
| Location | Btoken.sol |
| Status | Unresolved |

Description

SafeMath is a popular Solidity library that provides a set of functions for performing common arithmetic operations in a way that is resistant to integer overflows and underflows.

Starting with Solidity versions that are greater than or equal to 0.8.0, the arithmetic operations revert to underflow and overflow. As a result, the native functionality of the Solidity operations replaces the SafeMath library. Hence, the usage of the SafeMath library adds complexity, overhead and increases gas consumption unnecessarily.

```
library SafeMath {...}
```

Recommendation

The team is advised to remove the SafeMath library. Since the version of the contract is greater than `0.8.0` then the pure Solidity arithmetic operations produce the same result.

If the previous functionality is required, then the contract could exploit the `unchecked { ... }` statement.

Read more about the breaking change on

<https://docs.soliditylang.org/en/v0.8.16/080-breaking-changes.html#solidity-v0-8-0-breaking-changes>.

L09 - Dead Code Elimination

| | |
|-------------|---------------------|
| Criticality | Minor / Informative |
| Location | Btoken.sol#L292 |
| Status | Unresolved |

Description

In Solidity, dead code is code that is written in the contract, but is never executed or reached during normal contract execution. Dead code can occur for a variety of reasons, such as:

- Conditional statements that are always false.
- Functions that are never called.
- Unreachable code (e.g., code that follows a return statement).

Dead code can make a contract more difficult to understand and maintain, and can also increase the size of the contract and the cost of deploying and interacting with it.

```
function _burnFrom(address account, uint256 amount) internal {
    _burn(account, amount);
    _approve(
        account,
        _msgSender(),
        _allowances[account][_msgSender()].sub(
            amount,
            "EXIT: burn amount exceeds allowance"
        )
    );
}
```

Recommendation

To avoid creating dead code, it's important to carefully consider the logic and flow of the contract and to remove any code that is not needed or that is never executed. This can help improve the clarity and efficiency of the contract.

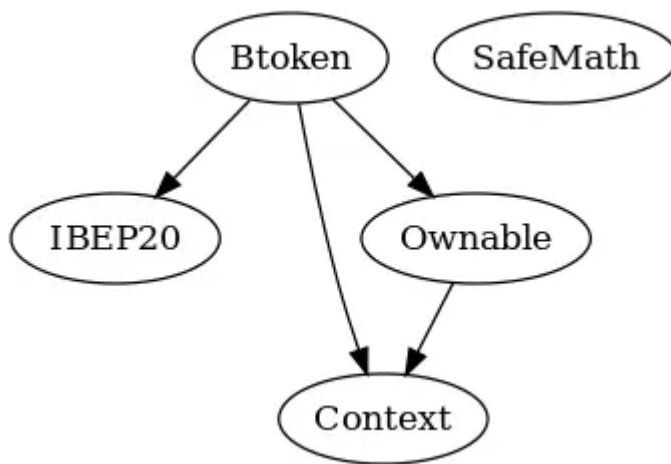
Functions Analysis

| Contract | Type | Bases | | |
|-----------------|----------------|------------|------------|-----------|
| | Function Name | Visibility | Mutability | Modifiers |
| | | | | |
| IBEP20 | Interface | | | |
| | totalSupply | External | | - |
| | decimals | External | | - |
| | symbol | External | | - |
| | name | External | | - |
| | balanceOf | External | | - |
| | transfer | External | ✓ | - |
| | allowance | External | | - |
| | approve | External | ✓ | - |
| | transferFrom | External | ✓ | - |
| | | | | |
| Context | Implementation | | | |
| | | Public | ✓ | - |
| | _msgSender | Internal | | |
| | _msgData | Internal | | |
| | | | | |
| SafeMath | Library | | | |
| | add | Internal | | |
| | sub | Internal | | |

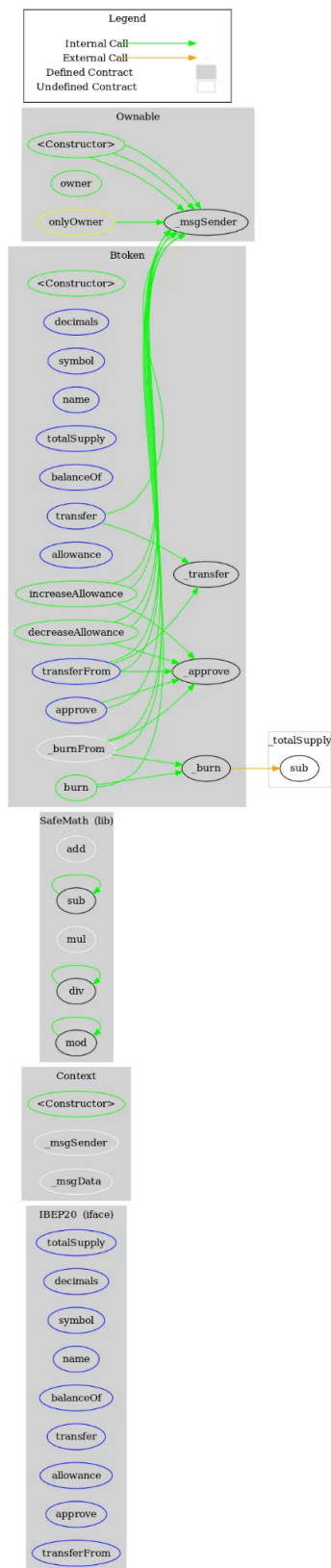
| | | | | |
|----------------|-------------------|--------------------------------|---|---|
| | sub | Internal | | |
| | mul | Internal | | |
| | div | Internal | | |
| | div | Internal | | |
| | mod | Internal | | |
| | mod | Internal | | |
| | | | | |
| Ownable | Implementation | Context | | |
| | | Public | ✓ | - |
| | owner | Public | | - |
| | | | | |
| Btoken | Implementation | Context, IBEP20, Ownable | | |
| | | Public | ✓ | - |
| | decimals | External | | - |
| | symbol | External | | - |
| | name | External | | - |
| | totalSupply | External | | - |
| | balanceOf | External | | - |
| | transfer | External | ✓ | - |
| | allowance | External | | - |
| | approve | External | ✓ | - |
| | transferFrom | External | ✓ | - |
| | increaseAllowance | Public | ✓ | - |

| | | | | |
|--|-------------------|----------|---|-----------|
| | decreaseAllowance | Public | ✓ | - |
| | burn | Public | ✓ | onlyOwner |
| | _transfer | Internal | ✓ | |
| | _burn | Internal | ✓ | |
| | _approve | Internal | ✓ | |
| | _burnFrom | Internal | ✓ | |

Inheritance Graph



Flow Graph



Summary

EXIT Designer Token contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. EXIT Designer Token is an interesting project that has a friendly and growing community. The Smart Contract analysis reported no compiler error or critical issues. The contract Owner can access some admin functions that can not be used in a malicious way to disturb the users' transactions.

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About Cyberscope

Cyberscope is a blockchain cybersecurity company that was founded with the vision to make web3.0 a safer place for investors and developers. Since its launch, it has worked with thousands of projects and is estimated to have secured tens of millions of investors' funds.

Cyberscope is one of the leading smart contract audit firms in the crypto space and has built a high-profile network of clients and partners.



The Cyberscope team

<https://www.cyberscope.io>