## COMP4901W Homework 6

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## Exercise 1

- 1. For createNewDoggy function, it is inefficient to check from index 0 to the end as the number of doggies is not constrained and this may end up out-of-gas. Moreover, if uint i is initialized to 0, it could be initialized to uint8 type. Therefore, I modified it to traverse from the end to the beginning. If (birthBlock[doggies[i]] >= block.number 1000) is false, I changed it to break the loop since doggies is kept in a chronological order. This version is safer from the denial-of-service attack than the previous version.
- 2. Even within the for loop in createNewDoggy function, multiplying 101 and 100 respectively to paidCreationFee[doggies[i]] and msg.value can result in overflow. Therefore, I added two condition checks as followed before comparing two multiplied values.

```
require(paidCreationFee[doggies[i]] * 101 >= paidCreationFee[doggies[i]]);
require(msg.value * 100 >= msg.value);
```

- 3. For require(owner[my\_doggy] == msg.sender); in sellDoggy function, the validation should not be done by comparing tx.origin that returns original address that started the transaction. A potential attacker can create another contract to phish people to invoke his contract and sell their doggy at the price that attacker wants. The victims might sell their doggies at the price that they didn't want. This is resolved my replacing it with msg.sender.
- 4. In the constructor(), the address of the developer should be set by tx.origin instead of msg.sender. This is to set the address who kicked off the creation transaction to be the developer of the contract instance. There could be a possible attacker being in the middle to become the actual developer so that the reclaimed fees will be paid to the attacker.
- 5. recipient.call{value: price[my\_former\_doggy]}("") from receiveMoney function is vulnerable to reentrancy attack since it triggers the fallback function of the address. Therefore, it is replaced by transfer that is hardcoded to avoid reentrancy attacks. It also has a gas limit. To prevent multiple times of money receival, it first saves the amount of money, set price[my\_former\_doggy] to zero, and then transfer the saved amount of money.
- 6. When seller sells his doggy, the current contract does not charge the selling fee. Therefore, in receiveMoney function, sellingFee is subtracted from the amount of money to be transferred.
- 7. Following previous correction, asking\_price must be greater than or equal to the sellingFee. Therefore, in the sellDoggy function, I set another condition checking with the code below before setting the asking price.

```
require(asking_price >= sellingFee);
```

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- 8. When buyer buys a doggy for sale, the amount of money is kept in the contract's balance until seller invokes receiveMoney. If the developer invokes reclaimFees during that time, the seller will not be able to get the money as it is hijacked by the developer with the following code: developer.transfer(address(this).balance);. To fix this problem, I created another variable called uint256 devBalance = 0 ether; to keep track of the developer's balance. In createNewDoggy and breedDoggy functions, msg.value amounts (creationFee, breedingFee) are added to devBalance. In receiveMoney and buyDoggy functions, sellingFee and buyingFee are respectively added to devBalance. In reclaimFees function, devBalance is saved to a temporary variable and is set to 0. Then, the developer get transferred devBalance amount of money.
- 9. For breedDoggy function, once two doggy owners bred once, they can breed again by only one of them invoke the function again since the currentMate is not reset. Therefore, when breeding is finished both currentMate[my\_doggy] and currentMate[other\_doggy] are set to 0.
- 10. The random\_uint16 function is not actually random. The random number is generated by using block.number and tx.gasprice that can be determined and priorly calculated by the miner. To securely generate a random number, a seed needs to be sent off-chain resources such as oracle. As implementing this feature would be too confusing to be graded, I left this security vulnerability as it is. I also left comment in the codes.