Lord Of The Inu

Token Audit Report

CONTENTS

OVERVIEW

This document is a security audit of the contract Token.sol included with this delivery.

Following files / results are included with this delivery:

1. Original Contract Code
2. Report
3. Contract Overview diagram
4. Custom Test Result

GLOSSARY

The automated tests are performed against a knowledgebase of commonly known issues and assigned a SEVERITY as per the security issue.

Severity is categorized into three levels starting from 1 up to 3. Higher the number, higher is the threat.

- Severity 1 - Low threat
- Severity 2 - Medium threat
- Severity 3 - High threat

Apart from security issues, notes might also be added to point out a certain functionality.

DISCLAIMER

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

CONTRACT OVERVIEW

Note: Contract Diagram has been included with this delivery for tracking contract inheritance, functionality calls

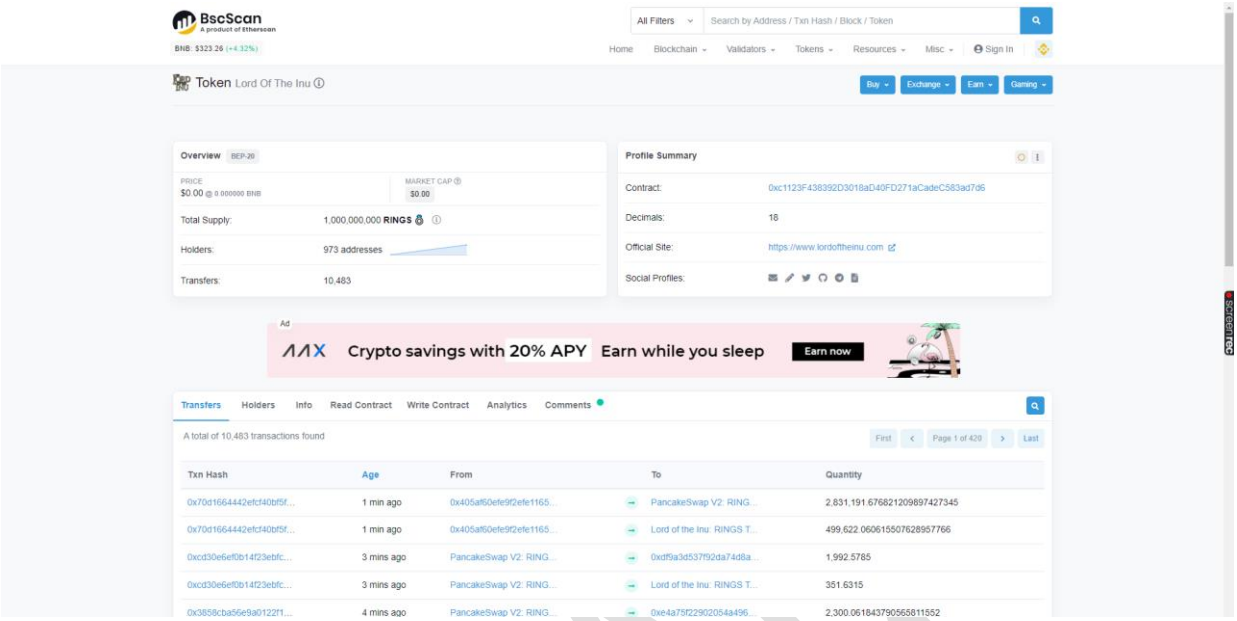
This document details **Load Of The Inu** token findings and recommended solutions. This audit was performed on July 31, 2021. We audited a deployed token.

Token Name	Load Of The Inu
Token Symbol	RINGS
Contract Address	0xc1123F438392D3018aD40FD271aCadeC583ad7d6
BSCScan Link	https://bscscan.com/token/0xc1123F438392D3018aD40FD271aCadeC583ad7d6

AUDIT RESULT

NO.	Audited Items	Function's role of Token	Audit Result
1	Overflow Audit	N/A	Passed
2	Race Conditions Audit	N/A	Passed
3	Authority Control Audit	N/A	Passed
4	Safe Design Audit	N/A	Passed
5	Denial of Service Audit	N/A	Passed
6	Gas Optimization Audit	N/A	Passed
7	Design Logic Audit	N/A	Passed
8	Malicious Event Log Audit	N/A	Passed
9	"False Deposit" Vulnerability Audit	N/A	Passed

10	Uninitialized Storage Pointers Audit	N/A	Passed
11	Arithmetic Accuracy Deviation Audit	N/A	Passed
12	Compiler errors	N/A	Passed
13	Private user data leaks	N/A	Passed
14	Possibly delays in data delivery	N/A	Passed
15	Methods execution permissions	N/A	Passed
16	_transfer()	Sending token between two accounts	Passed
17	swapAndLiquify()	Swapping token and Creating liquidity	Passed
18	addLiquidity()	Addition Liqudity(It calls frequently in farming and pools)	Passed
19	setMarketingFee()	Setting Fee amount that goes to Marketing wallet	Passed
20	setLiquidityFee()	Setting Fee amount that goes to Liqudity wallet	Passed
21	setMaxSellTransactionAmount()	Setting the limitation amount that can sell at once	Failed
22	setMaxWalletToken()	Setting the limitation of tokens that can be taken in a wallet	Passed
23	updateLiquidityWallet()	Updating Liqudity Wallet Address. Liqudity fee will be sent to this address	Passed
24	updateMarketingWallet()	Updating Marketing wallet Address. Marketing fee will be sent to this address	Passed



High Severity Issues

- Issues:

  Maximum amount of token can buy or sell at once has a problem.

  Because, there is also Maximum wallet token amount limitation.

  If people select the Maximum sell or buy amount below than maximum wallet token amount, it has no any problem. It will work exactly.

  But in otherwise, the maximum sell or buy amount has no meaning.

```
function updateLiquidityWallet(address newLiquidityWallet) public onlyOwner {
    require(newLiquidityWallet != liquidityWallet, "LordoftheInu: The liquidity wallet is already this address");
    excludeFromFees(newLiquidityWallet, true);
    emit LiquidityWalletUpdated(newLiquidityWallet, liquidityWallet);
    liquidityWallet = newLiquidityWallet;

}

function updateMarketingWallet(address newMarketingWallet) public onlyOwner {
    excludeFromFees(newMarketingWallet, true);
    emit MarketingWalletUpdated(newMarketingWallet, marketingWallet);
    marketingWallet = newMarketingWallet;

}

function setMaxWalletToken(uint256 value) external onlyOwner{
    require(value >= 20000000 * (10**18), "LordoftheInu: Minimum max wallet limit is 2 percent");
    _maxWalletToken = value;

}

function setMaxSellTransactionAmount(uint256 value) external onlyOwner{
     maxSellTransactionAmount = value;

}

function setBUSDRewardsFee(uint256 value) external onlyOwner{
    BUSDRewardsFee = value;
    totalFees = BUSDRewardsFee.add(liquidityFee).add(marketingFee);
}

function setLiquidityFee(uint256 value) external onlyOwner{
    liquidityFee = value;
    totalFees = BUSDRewardsFee.add(liquidityFee).add(marketingFee);
}

function setMarketingFee(uint256 value) external onlyOwner{
    marketingFee = value;
    totalFees = BUSDRewardsFee.add(liquidityFee).add(marketingFee);
```

- Comments:

The setMaxSellTransactionAmount() function should be changed so that user can't set high value than maximum wallet token amount.

It should be fixed like below image.

```
function updateLiquidityWallet(address newLiquidityWallet) public onlyOwner {
    require(newLiquidityWallet != liquidityWallet, "LordoftheInu: The liquidity wallet is already this address");
    excludeFromFees(newLiquidityWallet, true);
    emit LiquidityWalletUpdated(newLiquidityWallet, liquidityWallet);
    liquidityWallet = newLiquidityWallet;

}

function updateMarketingWallet(address newMarketingWallet) public onlyOwner {
    excludeFromFees(newMarketingWallet, true);
    emit MarketingWalletUpdated(newMarketingWallet, marketingWallet);
    marketingWallet = newMarketingWallet;

}

function setMaxWalletToken(uint256 value) external onlyOwner{
    require(value >= 20000000 * (10**18), "LordoftheInu: Minimum max wallet limit is 2 percent");
    _maxWalletToken = value;

}

function setMaxSellTransactionAmount(uint256 value) external onlyOwner{
     require(
          value <= _maxWalletToken,
          "Maximum Sell transaction Amount should be low than Maximum Wallet Token amount."
       );
     maxSellTransactionAmount = value;

}

function setBUSDRewardsFee(uint256 value) external onlyOwner{
    BUSDRewardsFee = value;
    totalFees = BUSDRewardsFee.add(liquidityFee).add(marketingFee);
}

function setLiquidityFee(uint256 value) external onlyOwner{
    liquidityFee = value;
    totalFees = BUSDRewardsFee.add(liquidityFee).add(marketingFee);
}

function setMarketingFee(uint256 value) external onlyOwner{
    marketingFee = value;
    totalFees = BUSDRewardsFee.add(liquidityFee).add(marketingFee);

}

function updateGasForProcessing(uint256 newValue) public onlyOwner {
    require(newValue >= 200000 && newValue <= 500000, "LordoftheInu: gasForProcessing must be between 200,000 and 500,000");
    require(newValue != gasForProcessing, "LordoftheInu: Cannot update gasForProcessing to same value");
```

Medium Severity Issues

- Issue:

  Token Owner can change liquidity fee any time if he wants.

  Liqudity fee is used when people create liquidity or sending it to another wallet.

  But people don't often focus on fee. They will see it at beginning time at once.

  People may not know if the liquidity fee is changed

- Comments:

  The Liqudity Fee should be static value. So people will always be paid the same fee

Low Severity Issues

- None.

CONCLUSION

High severity issue and medium severity issue found. These issues are not so serious problems. But if user selects high maximum sell or buy amount then he can't sell or buy it, he can't understand it. I think it should be fixed. All other functions are working very well, it is great. It can be fixed by changed the contract code and re-deploy it.