



Cyberscope

Audit Report

TycoonFintech

April 2023

Network BSC

Address 0x1B83B2d91f1774582F37C2a95a847d4eD38D1019

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Review

Contract Name	TycoonFintech
Compiler Version	v0.8.18+commit.87f61d96
Optimization	200 runs
Explorer	https://bscscan.com/address/0x1b83b2d91f1774582f37c2a95a847d4ed38d1019
Address	0x1B83B2d91f1774582F37C2a95a847d4eD38D1019
Network	BSC
Symbol	TFTC
Decimals	18
Total Supply	100,000,000

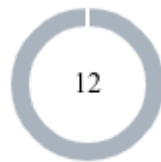
Audit Updates

Initial Audit	24 Mar 2023 https://github.com/cyberscope-io/audits/tree/main/tycoonfintech/v1/audit.pdf
Corrected Phase 2	30 Mar 2023 https://github.com/cyberscope-io/audits/tree/main/tycoonfintech/v2/audit.pdf
Corrected Phase 3	6 April 2023

Source Files

Filename	SHA256
TycoonFintech.sol	d782979fdd50c051cc34d57d0d252b192d770113d2fa933c246f9de946cfec61

Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	12

Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	0	0	0	0
● Medium	0	0	0	0
● Minor / Informative	12	0	0	0

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

Severity	Code	Description	Status
●	ST	Stops Transactions	Passed
●	OCTD	Transfers Contract's Tokens	Passed
●	OTUT	Transfers User's Tokens	Passed
●	ELFM	Exceeds Fees Limit	Passed
●	ULTW	Transfers Liquidity to Team Wallet	Passed
●	MT	Mints Tokens	Passed
●	BT	Burns Tokens	Passed
●	BC	Blacklists Addresses	Passed

Diagnostics

● Critical ● Medium ● Minor / Informative

Severity	Code	Description	Status
●	DDP	Decimal Division Precision	Unresolved
●	RSML	Redundant SafeMath Library	Unresolved
●	IDI	Immutable Declaration Improvement	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L05	Unused State Variable	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L09	Dead Code Elimination	Unresolved
●	L13	Divide before Multiply Operation	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L15	Local Scope Variable Shadowing	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved

DDP - Decimal Division Precision

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1143,1144,1151,1152,1169,1170
Status	Unresolved

Description

Division of decimal (fixed point) numbers can result in rounding errors due to the way that division is implemented in Solidity. Thus, it may produce issues with precise calculations with decimal numbers.

Solidity represents decimal numbers as integers, with the decimal point implied by the number of decimal places specified in the type (e.g. decimal with 18 decimal places). When a division is performed with decimal numbers, the result is also represented as an integer, with the decimal point implied by the number of decimal places in the type. This can lead to rounding errors, as the result may not be able to be accurately represented as an integer with the specified number of decimal places.

Hence, the splitted shares will not have the exact precision and some funds may not be calculated as expected.

```
tokensForLiquidity += fees * sellLiquidityFee / sellTotalFees;
tokensForMarketing += fees * sellMarketingFee / sellTotalFees;
...
tokensForLiquidity += fees * buyLiquidityFee / buyTotalFees;
tokensForMarketing += fees * buyMarketingFee / buyTotalFees;
...
tokensForLiquidity += fees * transferLiquidityFee / transferTotalFees;
tokensForMarketing += fees * transferMarketingFee / transferTotalFees;
```

Recommendation

The contract could calculate the subtraction of the divided funds in the last calculation in order to avoid the division rounding issue.

RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	TycoonFintech.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, and 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 at

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

IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	TycoonFintech.sol#L938,957
Status	Unresolved

Description

The contract is using variables that initialize them only in the constructor. The other functions are not mutating the variables. These variables are not defined as `immutable`.

```
_decimals  
bonusHolder
```

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.

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	TycoonFintech.sol#L35,36,53,726,861,875,922,1039,1046,1053,1060
Status	Unresolved

Description

The Solidity style guide is a set of guidelines for writing clean and consistent Solidity code. Adhering to a style guide can help improve the readability and maintainability of the Solidity code, making it easier for others to understand and work with.

The followings are a few key points from the Solidity style guide:

1. Use camelCase for function and variable names, with the first letter in lowercase (e.g., myVariable, updateCounter).
2. Use PascalCase for contract, struct, and enum names, with the first letter in uppercase (e.g., MyContract, UserStruct, ErrorEnum).
3. Use uppercase for constant variables and enums (e.g., MAX_VALUE, ERROR_CODE).
4. Use indentation to improve readability and structure.
5. Use spaces between operators and after commas.
6. Use comments to explain the purpose and behavior of the code.
7. Keep lines short (around 120 characters) to improve readability.

```
function DOMAIN_SEPARATOR() external view returns (bytes32);
function PERMIT_TYPEHASH() external pure returns (bytes32);
function MINIMUM_LIQUIDITY() external pure returns (uint);
function WETH() external pure returns (address);
IERC20 IERC20_token
address public constant deadAddress = address(0xdead)
event marketingWalletUpdated(address indexed newWallet, address indexed
oldWallet);
uint256 _marketingFee
uint256 _liquidityFee
uint256 _negativaRewardShare
```

Recommendation

By following the Solidity naming convention guidelines, the codebase increased the readability, maintainability, and makes it easier to work with.

Find more information on the Solidity documentation

<https://docs.soliditylang.org/en/v0.8.17/style-guide.html#naming-convention>.

L05 - Unused State Variable

Criticality	Minor / Informative
Location	TycoonFintech.sol#L657
Status	Unresolved

Description

An unused state variable is a state variable that is declared in the contract, but is never used in any of the contract's functions. This can happen if the state variable was originally intended to be used, but was later removed or never used.

Unused state variables can create clutter in the contract and make it more difficult to understand and maintain. They can also increase the size of the contract and the cost of deploying and interacting with it.

```
int256 private constant MAX_INT256 = ~(int256(1) << 255)
```

Recommendation

To avoid creating unused state variables, it's important to carefully consider the state variables that are needed for the contract's functionality, and to remove any that are no longer needed. This can help improve the clarity and efficiency of the contract.

L07 - Missing Events Arithmetic

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1040,1047,1054,1061
Status	Unresolved

Description

Events are a way to record and log information about changes or actions that occur within a contract. They are often used to notify external parties or clients about events that have occurred within the contract, such as the transfer of tokens or the completion of a task.

It's important to carefully design and implement the events in a contract, and to ensure that all required events are included. It's also a good idea to test the contract to ensure that all events are being properly triggered and logged.

```
buyMarketingFee = _marketingFee  
sellMarketingFee = _marketingFee  
transferMarketingFee = _marketingFee  
negativaRewardShare = _negativaRewardShare
```

Recommendation

By including all required events in the contract and thoroughly testing the contract's functionality, the contract ensures that it performs as intended and does not have any missing events that could cause issues with its arithmetic.

L09 - Dead Code Elimination

Criticality	Minor / Informative
Location	TycoonFintech.sol#L402,703,709,716
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 _burn(address account, uint256 amount) internal virtual {
    require(account != address(0), "ERC20: burn from the zero address");

    _beforeTokenTransfer(account, address(0), amount);

    _balances[account] = _balances[account].sub(amount, "ERC20: burn amount exceeds balance");
    _totalSupply = _totalSupply.sub(amount);
    emit Transfer(account, address(0), amount);
}

function abs(int256 a) internal pure returns (int256) {
    require(a != MIN_INT256);
    return a < 0 ? -a : a;
}

...
```

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.

L13 - Divide before Multiply Operation

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1142,1143,1144,1151,1152,1169,1170
Status	Unresolved

Description

It is important to be aware of the order of operations when performing arithmetic calculations. This is especially important when working with large numbers, as the order of operations can affect the final result of the calculation. Performing divisions before multiplications may cause a loss of prediction.

```
fees = amount.mul(sellTotalFees).div(100)
tokensForLiquidity += fees * sellLiquidityFee / sellTotalFees
```

Recommendation

To avoid this issue, it is recommended to carefully consider the order of operations when performing arithmetic calculations in Solidity. It's generally a good idea to use parentheses to specify the order of operations. The basic rule is that the multiplications should be prior to the divisions.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	TycoonFintech.sol#L960
Status	Unresolved

Description

Using an uninitialized local variable can lead to unpredictable behavior and potentially cause errors in the contract. It's important to always initialize local variables with appropriate values before using them.

```
address currentRouter
```

Recommendation

By initializing local variables before using them, the contract ensures that the functions behave as expected and avoid potential issues.

L15 - Local Scope Variable Shadowing

Criticality	Minor / Informative
Location	TycoonFintech.sol#L936,940
Status	Unresolved

Description

Local scope variable shadowing occurs when a local variable with the same name as a variable in an outer scope is declared within a function or code block. When this happens, the local variable "shadows" the outer variable, meaning that it takes precedence over the outer variable within the scope in which it is declared.

```
address _owner = msg.sender
uint256 totalSupply = 1 * 1e10 * (10**_decimals)
```

Recommendation

It's important to be aware of shadowing when working with local variables, as it can lead to confusion and unintended consequences if not used correctly. It's generally a good idea to choose unique names for local variables to avoid shadowing outer variables and causing confusion.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1084,1088
Status	Unresolved

Description

The contract performs operations on variables that have been configured on user-supplied input. These variables are missing of proper check for the case where a value is zero. This can lead to problems when the contract is executed, as certain actions may not be properly handled when the value is zero.

```
marketingWallet = newMarketingWallet  
bonusAddress = newbonusAddress
```

Recommendation

By adding the proper check, the contract will not allow the variables to be configured with zero value. This will ensure that the contract can handle all possible input values and avoid unexpected behavior or errors. Hence, it can help to prevent the contract from being exploited or operating unexpectedly.

L19 - Stable Compiler Version

Criticality	Minor / Informative
Location	TycoonFintech.sol#L7
Status	Unresolved

Description

The `^` symbol indicates that any version of Solidity that is compatible with the specified version (i.e., any version that is a higher minor or patch version) can be used to compile the contract. The version lock is a mechanism that allows the author to specify a minimum version of the Solidity compiler that must be used to compile the contract code. This is useful because it ensures that the contract will be compiled using a version of the compiler that is known to be compatible with the code.

```
pragma solidity ^0.8.9;
```

Recommendation

The team is advised to lock the pragma to ensure the stability of the codebase. The locked pragma version ensures that the contract will not be deployed with an unexpected version. An unexpected version may produce vulnerabilities and undiscovered bugs. The compiler should be configured to the lowest version that provides all the required functionality for the codebase. As a result, the project will be compiled in a well-tested LTS (Long Term Support) environment.

Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
IUniswapV2Pair	Interface			
	name	External		-
	symbol	External		-
	decimals	External		-
	totalSupply	External		-
	balanceOf	External		-
	allowance	External		-
	approve	External	✓	-
	transfer	External	✓	-
	transferFrom	External	✓	-
	DOMAIN_SEPARATOR	External		-
	PERMIT_TYPEHASH	External		-
	nonces	External		-
	permit	External	✓	-

	MINIMUM_LIQUIDITY	External		-
	factory	External		-
	token0	External		-
	token1	External		-
	getReserves	External		-
	price0CumulativeLast	External		-
	price1CumulativeLast	External		-
	kLast	External		-
	mint	External	✓	-
	burn	External	✓	-
	swap	External	✓	-
	skim	External	✓	-
	sync	External	✓	-
	initialize	External	✓	-
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-

	setFeeToSetter	External	✓	-
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
IERC20Metadata	Interface	IERC20		
	name	External		-
	symbol	External		-
	decimals	External		-
ERC20	Implementation	Context, IERC20, IERC20Meta data		
		Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-

	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
Ownable	Implementation	Context		

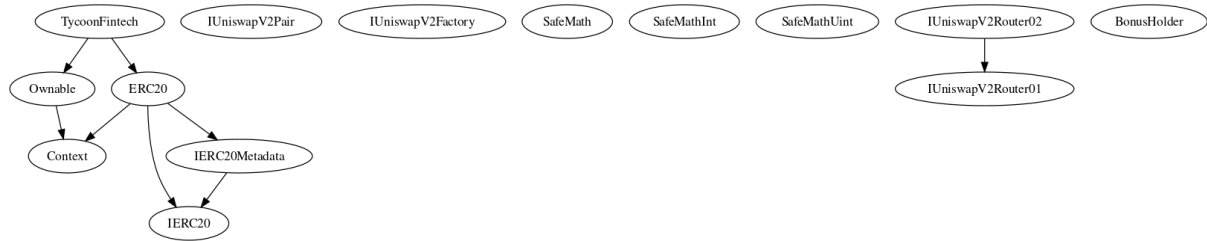
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
SafeMathInt	Library			
	mul	Internal		
	div	Internal		
	sub	Internal		
	add	Internal		
	abs	Internal		
	toUint256Safe	Internal		
SafeMathUint	Library			
	toInt256Safe	Internal		
IUniswapV2Router01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	✓	-
	removeLiquidityETH	External	✓	-

	removeLiquidityWithPermit	External	✓	-
	removeLiquidityETHWithPermit	External	✓	-
	swapExactTokensForTokens	External	✓	-
	swapTokensForExactTokens	External	✓	-
	swapExactETHForTokens	External	Payable	-
	swapTokensForExactETH	External	✓	-
	swapExactTokensForETH	External	✓	-
	swapETHForExactTokens	External	Payable	-
	quote	External		-
	getAmountOut	External		-
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-
IUniswapV2Router02	Interface	IUniswapV2Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-
	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
BonusHolder	Implementation			

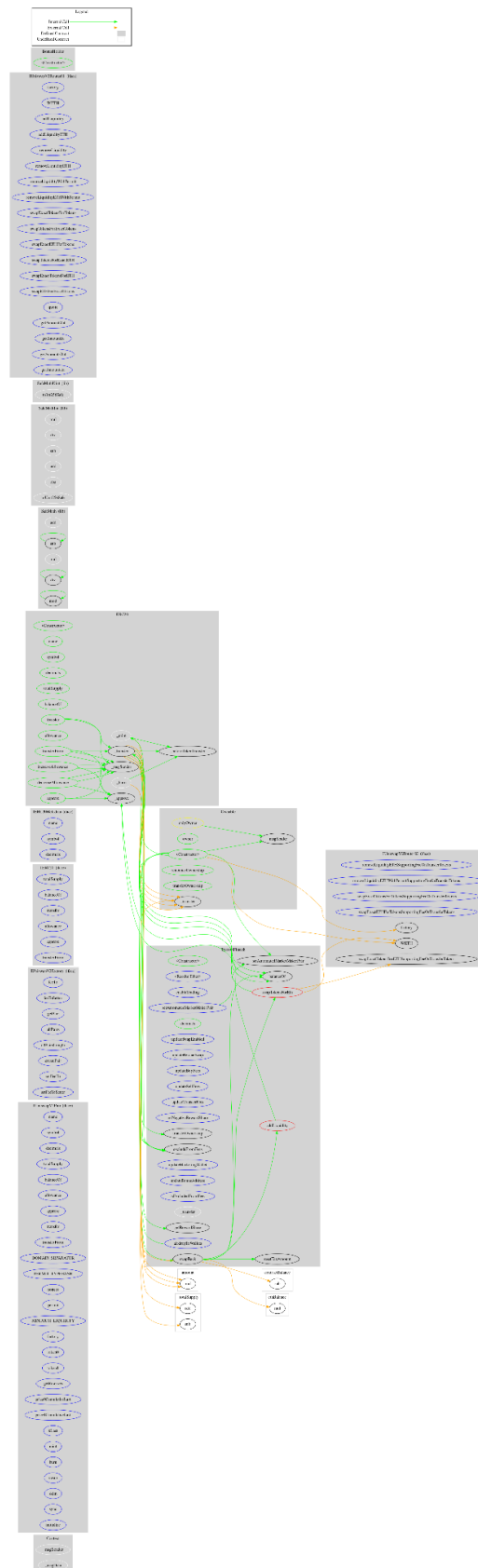
		Public	✓	-
TycoonFintech	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-
	enableTrading	External	✓	onlyOwner
	airdropToWallets	External	✓	onlyOwner
	decimals	Public		-
	updateSwapEnabled	External	✓	onlyOwner
	updateRescueSwap	External	✓	onlyOwner
	updateBuyFees	External	✓	onlyOwner
	updateSellFees	External	✓	onlyOwner
	updateTransferFees	External	✓	onlyOwner
	setNegativaRewardShare	External	✓	onlyOwner
	excludeFromFees	Public	✓	onlyOwner
	setAutomatedMarketMakerPair	External	✓	onlyOwner
	_setAutomatedMarketMakerPair	Private	✓	
	updateMarketingWallet	External	✓	onlyOwner
	updateBonusAddress	External	✓	onlyOwner
	isExcludedFromFees	External		-
	_transfer	Internal	✓	
	getRewardShare	Private		
	swapTokensForEth	Private	✓	

	addLiquidity	Private	✓	
	resetTaxAmount	Public	✓	onlyOwner
	swapBack	Private	✓	

Inheritance Graph



Flow Graph



Summary

TycoonFintech contract implements a token mechanism. This audit investigates security issues, business logic concerns, and potential improvements. TycoonFintech 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. There is also a limit of max 10% fees.

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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>



Cyberscope

Audit Report

TycoonFintech

March 2023

Type BEP20

Network BSC

Address 0xf53c90C672E526545ae41C48183f64e413Bf2F61

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Review

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Compiler Version	v0.8.18+commit.87f61d96
Optimization	200 runs
Explorer	https://bscscan.com/address/0xf53c90c672e526545ae41c48183f64e413bf2f61
Address	0xf53c90c672e526545ae41c48183f64e413bf2f61
Network	BSC
Symbol	TFTC
Decimals	18
Total Supply	10,000,000,000

Audit Updates

Initial Audit	24 Mar 2023
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Source Files

Filename	SHA256
TycoonFintech.sol	5c9c564b6fc66fb39977f32ca9392e0ee4b7e79c01b671f2405de52ebd13b16b

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

Severity	Code	Description	Status
●	ST	Stops Transactions	Passed
●	OCTD	Transfers Contract's Tokens	Unresolved
●	OTUT	Transfers User's Tokens	Passed
●	ELFM	Exceeds Fees Limit	Passed
●	ULTW	Transfers Liquidity to Team Wallet	Passed
●	MT	Mints Tokens	Passed
●	BT	Burns Tokens	Passed
●	BC	Blacklists Addresses	Passed

OCTD - Transfers Contract's Tokens

Criticality	Critical
Location	TycoonFintech.sol#L1225
Status	Unresolved

Description

The contract owner has the authority to claim all the balance of the contract. The owner may take advantage of it by calling the `swapBack` function as part of the transfer flow.

The `tokensForLiquidity` and `tokensForMarketing` accumulates tokens that are meant to be swapped. If the owner enables the `rescueSwap` variable, then the contract will transfer all of its tokens to the `marketingWallet` address. The contract's balance will become zero, but the contract does not reset the `tokensForLiquidity` and `tokensForMarketing` variables back to zero. Afterwards, if the owner sets the `rescueSwap` to false, then these variables will have an amount greater than the contract's balance actual amount. As a result, the transaction will revert.

```
function swapBack() private {
    uint256 contractBalance = balanceOf(address(this));

    if (rescueSwap){
        if (contractBalance > 0){
            super._transfer(address(this), marketingWallet, contractBalance);
        }
        return;
    }
    ...
}
```

Recommendation

The contract should reset the `tokensForLiquidity` and `tokensForMarketing` values back to zero, when `rescueSwap` is enabled and the contract transfers its balance to the `marketingWallet`. The team should carefully manage the private keys of the owner's account. We strongly recommend a powerful security mechanism that will prevent a single user from accessing the contract admin functions. Some suggestions are:

- Introduce a time-locker mechanism with a reasonable delay.
- Introduce a multi-sign wallet so that many addresses will confirm the action.
- Introduce a governance model where users will vote about the actions.
- Renouncing the ownership will eliminate the threats but it is non-reversible.

Diagnostics

● Critical ● Medium ● Minor / Informative

Severity	Code	Description	Status
●	DDP	Decimal Division Precision	Unresolved
●	RSML	Redundant SafeMath Library	Unresolved
●	IDI	Immutable Declaration Improvement	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L05	Unused State Variable	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L09	Dead Code Elimination	Unresolved
●	L13	Divide before Multiply Operation	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L15	Local Scope Variable Shadowing	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved

DDP - Decimal Division Precision

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1139,1140,1147,1148,1165,1166
Status	Unresolved

Description

Division of decimal (fixed point) numbers can result in rounding errors due to the way that division is implemented in Solidity. Thus, it may produce issues with precise calculations with decimal numbers.

Solidity represents decimal numbers as integers, with the decimal point implied by the number of decimal places specified in the type (e.g. decimal with 18 decimal places). When a division is performed with decimal numbers, the result is also represented as an integer, with the decimal point implied by the number of decimal places in the type. This can lead to rounding errors, as the result may not be able to be accurately represented as an integer with the specified number of decimal places.

Hence, the splitted shares will not have the exact precision and some funds may not be calculated as expected.

```
tokensForLiquidity += fees * sellLiquidityFee / sellTotalFees;  
tokensForMarketing += fees * sellMarketingFee / sellTotalFees;  
...  
tokensForLiquidity += fees * buyLiquidityFee / buyTotalFees;  
tokensForMarketing += fees * buyMarketingFee / buyTotalFees;  
...  
tokensForLiquidity += fees * transferLiquidityFee / transferTotalFees;  
tokensForMarketing += fees * transferMarketingFee / transferTotalFees;
```

Recommendation

The contract could calculate the subtraction of the divided funds in the last calculation in order to avoid the division rounding issue.

RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	TycoonFintech.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 on 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, and 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>.

IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	TycoonFintech.sol#L934,953
Status	Unresolved

Description

The contract is using variables that initialize them only in the constructor. The other functions are not mutating the variables. These variables are not defined as `immutable`.

```
_decimals  
bonusHolder
```

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.

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	TycoonFintech.sol#L31,32,49,722,857,871,918,1035,1042,1049,1056
Status	Unresolved

Description

The Solidity style guide is a set of guidelines for writing clean and consistent Solidity code. Adhering to a style guide can help improve the readability and maintainability of the Solidity code, making it easier for others to understand and work with.

The followings are a few key points from the Solidity style guide:

1. Use camelCase for function and variable names, with the first letter in lowercase (e.g., myVariable, updateCounter).
2. Use PascalCase for contract, struct, and enum names, with the first letter in uppercase (e.g., MyContract, UserStruct, ErrorEnum).
3. Use uppercase for constant variables and enums (e.g., MAX_VALUE, ERROR_CODE).
4. Use indentation to improve readability and structure.
5. Use spaces between operators and after commas.
6. Use comments to explain the purpose and behavior of the code.
7. Keep lines short (around 120 characters) to improve readability.

```
function DOMAIN_SEPARATOR() external view returns (bytes32);
function PERMIT_TYPEHASH() external pure returns (bytes32);
function MINIMUM_LIQUIDITY() external pure returns (uint);
function WETH() external pure returns (address);
IERC20 IERC20_token
address public constant deadAddress = address(0xdead)
event marketingWalletUpdated(address indexed newWallet, address indexed oldWallet);
uint256 _marketingFee
uint256 _liquidityFee
uint256 _negativaRewardShare
```

Recommendation

By following the Solidity naming convention guidelines, the codebase increased the readability, maintainability, and makes it easier to work with.

Find more information on the Solidity documentation

<https://docs.soliditylang.org/en/v0.8.17/style-guide.html#naming-convention>.

L05 - Unused State Variable

Criticality	Minor / Informative
Location	TycoonFintech.sol#L653
Status	Unresolved

Description

An unused state variable is a state variable that is declared in the contract, but is never used in any of the contract's functions. This can happen if the state variable was originally intended to be used, but was later removed or never used.

Unused state variables can create clutter in the contract and make it more difficult to understand and maintain. They can also increase the size of the contract and the cost of deploying and interacting with it.

```
int256 private constant MAX_INT256 = ~(int256(1) << 255)
```

Recommendation

To avoid creating unused state variables, it's important to carefully consider the state variables that are needed for the contract's functionality, and to remove any that are no longer needed. This can help improve the clarity and efficiency of the contract.

L07 - Missing Events Arithmetic

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1036,1043,1050,1057
Status	Unresolved

Description

Events are a way to record and log information about changes or actions that occur within a contract. They are often used to notify external parties or clients about events that have occurred within the contract, such as the transfer of tokens or the completion of a task.

It's important to carefully design and implement the events in a contract, and to ensure that all required events are included. It's also a good idea to test the contract to ensure that all events are being properly triggered and logged.

```
buyMarketingFee = _marketingFee  
sellMarketingFee = _marketingFee  
transferMarketingFee = _marketingFee  
negativaRewardShare = _negativaRewardShare
```

Recommendation

By including all required events in the contract and thoroughly testing the contract's functionality, the contract ensures that it performs as intended and does not have any missing events that could cause issues with its arithmetic.

L09 - Dead Code Elimination

Criticality	Minor / Informative
Location	TycoonFintech.sol#L398,699,705,712
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 _burn(address account, uint256 amount) internal virtual {
    require(account != address(0), "ERC20: burn from the zero address");

    _beforeTokenTransfer(account, address(0), amount);

    _balances[account] = _balances[account].sub(amount, "ERC20: burn amount exceeds balance");
    _totalSupply = _totalSupply.sub(amount);
    emit Transfer(account, address(0), amount);
}

function abs(int256 a) internal pure returns (int256) {
    require(a != MIN_INT256);
    return a < 0 ? -a : a;
}

...
```

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.

L13 - Divide before Multiply Operation

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1138,1139,1140,1146,1147,1148,1164,1165,1166
Status	Unresolved

Description

It is important to be aware of the order of operations when performing arithmetic calculations. This is especially important when working with large numbers, as the order of operations can affect the final result of the calculation. Performing divisions before multiplications may cause a loss of prediction.

```
fees = amount.mul(buyTotalFees).div(100)
tokensForLiquidity += fees * buyLiquidityFee / buyTotalFees
```

Recommendation

To avoid this issue, it is recommended to carefully consider the order of operations when performing arithmetic calculations in Solidity. It's generally a good idea to use parentheses to specify the order of operations. The basic rule is that the multiplications should be prior to the divisions.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	TycoonFintech.sol#L956
Status	Unresolved

Description

Using an uninitialized local variable can lead to unpredictable behavior and potentially cause errors in the contract. It's important to always initialize local variables with appropriate values before using them.

```
address currentRouter
```

Recommendation

By initializing local variables before using them, the contract ensures that the functions behave as expected and avoid potential issues.

L15 - Local Scope Variable Shadowing

Criticality	Minor / Informative
Location	TycoonFintech.sol#L932,936
Status	Unresolved

Description

Local scope variable shadowing occurs when a local variable with the same name as a variable in an outer scope is declared within a function or code block. When this happens, the local variable "shadows" the outer variable, meaning that it takes precedence over the outer variable within the scope in which it is declared.

```
address _owner = msg.sender
uint256 totalSupply = 1 * 1e10 * (10**_decimals)
```

Recommendation

It's important to be aware of shadowing when working with local variables, as it can lead to confusion and unintended consequences if not used correctly. It's generally a good idea to choose unique names for local variables to avoid shadowing outer variables and causing confusion.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1080,1084
Status	Unresolved

Description

The contract performs operations on variables that have been configured on user-supplied input. These variables are missing of proper check for the case where a value is zero. This can lead to problems when the contract is executed, as certain actions may not be properly handled when the value is zero.

```
marketingWallet = newMarketingWallet  
bonusAddress = newbonusAddress
```

Recommendation

By adding the proper check, the contract will not allow the variables to be configured with zero value. This will ensure that the contract can handle all possible input values and avoid unexpected behavior or errors. Hence, it can help to prevent the contract from being exploited or operating unexpectedly.

L19 - Stable Compiler Version

Criticality	Minor / Informative
Location	TycoonFintech.sol#L3
Status	Unresolved

Description

The  symbol indicates that any version of Solidity that is compatible with the specified version (i.e., any version that is a higher minor or patch version) can be used to compile the contract. The version lock is a mechanism that allows the author to specify a minimum version of the Solidity compiler that must be used to compile the contract code. This is useful because it ensures that the contract will be compiled using a version of the compiler that is known to be compatible with the code.

```
pragma solidity ^0.8.9;
```

Recommendation

The team is advised to lock the pragma to ensure the stability of the codebase. The locked pragma version ensures that the contract will not be deployed with an unexpected version. An unexpected version may produce vulnerabilities and undiscovered bugs. The compiler should be configured to the lowest version that provides all the required functionality for the codebase. As a result, the project will be compiled in a well-tested LTS (Long Term Support) environment.

Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
IUniswapV2Pair	Interface			
	name	External		-
	symbol	External		-
	decimals	External		-
	totalSupply	External		-
	balanceOf	External		-
	allowance	External		-
	approve	External	✓	-
	transfer	External	✓	-
	transferFrom	External	✓	-
	DOMAIN_SEPARATOR	External		-
	PERMIT_TYPEHASH	External		-
	nonces	External		-
	permit	External	✓	-
	MINIMUM_LIQUIDITY	External		-
	factory	External		-
	token0	External		-
	token1	External		-
	getReserves	External		-

	price0CumulativeLast	External		-
	price1CumulativeLast	External		-
	kLast	External		-
	mint	External	✓	-
	burn	External	✓	-
	swap	External	✓	-
	skim	External	✓	-
	sync	External	✓	-
	initialize	External	✓	-
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
IERC20Metadata	Interface	IERC20		

	name	External		-
	symbol	External		-
	decimals	External		-
ERC20	Implementation	Context, IERC20, IERC20Met adata		
		Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	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		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
SafeMathInt	Library			
	mul	Internal		
	div	Internal		
	sub	Internal		
	add	Internal		
	abs	Internal		
	toUint256Safe	Internal		
SafeMathUint	Library			
	toInt256Safe	Internal		
IUniswapV2Router01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	✓	-
	removeLiquidityETH	External	✓	-

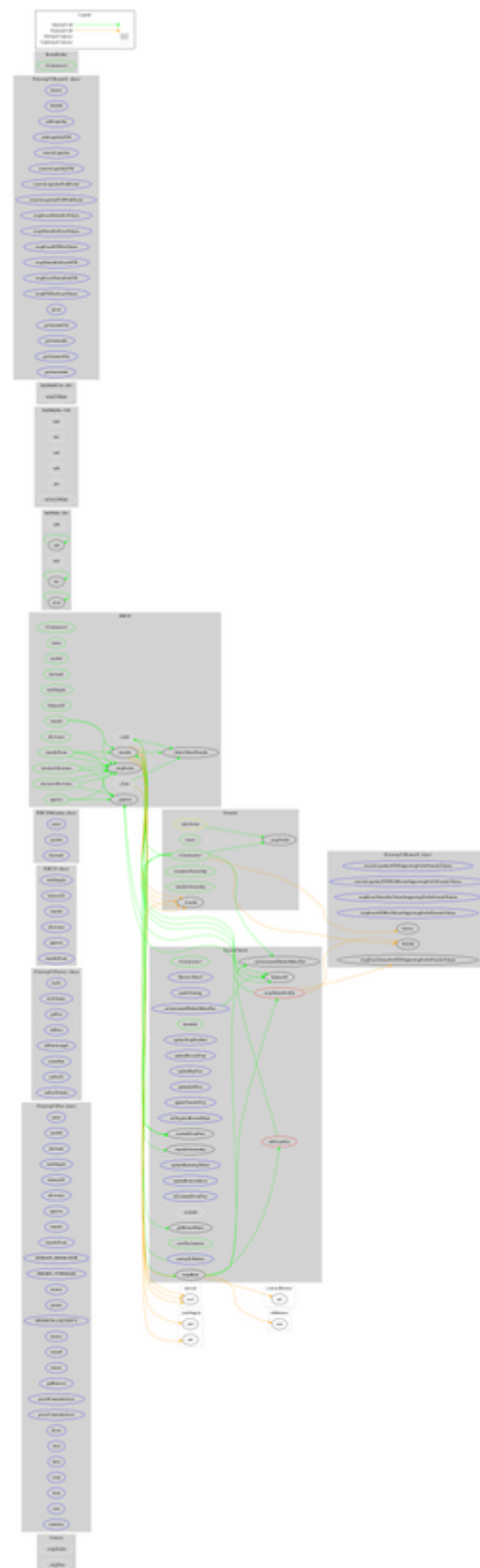
	removeLiquidityWithPermit	External	✓	-
	removeLiquidityETHWithPermit	External	✓	-
	swapExactTokensForTokens	External	✓	-
	swapTokensForExactTokens	External	✓	-
	swapExactETHForTokens	External	Payable	-
	swapTokensForExactETH	External	✓	-
	swapExactTokensForETH	External	✓	-
	swapETHForExactTokens	External	Payable	-
	quote	External		-
	getAmountOut	External		-
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-
IUniswapV2Router02	Interface	IUniswapV2 Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-
	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
BonusHolder	Implementation			
		Public	✓	-
TycoonFintech	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-

	enableTrading	External	✓	onlyOwner
	airdropToWallets	External	✓	onlyOwner
	decimals	Public		-
	updateSwapEnabled	External	✓	onlyOwner
	updateRescueSwap	External	✓	onlyOwner
	updateBuyFees	External	✓	onlyOwner
	updateSellFees	External	✓	onlyOwner
	updateTransferFees	External	✓	onlyOwner
	setNegativaRewardShare	External	✓	onlyOwner
	excludeFromFees	Public	✓	onlyOwner
	setAutomatedMarketMakerPair	External	✓	onlyOwner
	_setAutomatedMarketMakerPair	Private	✓	
	updateMarketingWallet	External	✓	onlyOwner
	updateBonusAddress	External	✓	onlyOwner
	isExcludedFromFees	External		-
	_transfer	Internal	✓	
	getRewardShare	Private		
	swapTokensForEth	Private	✓	
	addLiquidity	Private	✓	
	resetTaxAmount	Public	✓	onlyOwner
	swapBack	Private	✓	

Inheritance Graph



Flow Graph



Summary

TycoonFintech contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. There are some functions that can be abused by the owner like drain the contract's tokens. A multi-wallet signing pattern will provide security against potential hacks. Temporarily locking the contract or renouncing ownership will eliminate all the contract threats. There is also a limit of max 10% fees.

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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>



Cyberscope

Audit Report

TycoonFintech

March 2023

Network BSC

Address 0xaf2c49c4a9ad2b944704388a51054e1fec088bd8

Audited by © cyberscope

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Review

Contract Name	TycoonFintech
Compiler Version	v0.8.18+commit.87f61d96
Optimization	200 runs
Explorer	https://bscscan.com/address/0xaf2c49c4a9ad2b944704388a51054e1fec088bd8
Address	0xaf2c49c4a9ad2b944704388a51054e1fec088bd8
Network	BSC
Symbol	TFTC
Decimals	18
Total Supply	10,000,000,000

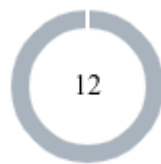
Audit Updates

Initial Audit	24 Mar 2023 https://github.com/cyberscope-io/audits/tree/main/tycoonfintech/v1/audit.pdf
Corrected Phase 2	30 Mar 2023

Source Files

Filename	SHA256
TycoonFintech.sol	d782979fdd50c051cc34d57d0d252b192d770113d2fa933c246f9de946cfec61

Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	12

Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	0	0	0	0
● Medium	0	0	0	0
● Minor / Informative	12	0	0	0

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

Severity	Code	Description	Status
●	ST	Stops Transactions	Passed
●	OCTD	Transfers Contract's Tokens	Passed
●	OTUT	Transfers User's Tokens	Passed
●	ELFM	Exceeds Fees Limit	Passed
●	ULTW	Transfers Liquidity to Team Wallet	Passed
●	MT	Mints Tokens	Passed
●	BT	Burns Tokens	Passed
●	BC	Blacklists Addresses	Passed

Diagnostics

● Critical ● Medium ● Minor / Informative

Severity	Code	Description	Status
●	DDP	Decimal Division Precision	Unresolved
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DDP - Decimal Division Precision

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1139,1140,1147,1148,1165,1166
Status	Unresolved

Description

Division of decimal (fixed point) numbers can result in rounding errors due to the way that division is implemented in Solidity. Thus, it may produce issues with precise calculations with decimal numbers.

Solidity represents decimal numbers as integers, with the decimal point implied by the number of decimal places specified in the type (e.g. decimal with 18 decimal places). When a division is performed with decimal numbers, the result is also represented as an integer, with the decimal point implied by the number of decimal places in the type. This can lead to rounding errors, as the result may not be able to be accurately represented as an integer with the specified number of decimal places.

Hence, the splitted shares will not have the exact precision and some funds may not be calculated as expected.

```
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tokensForMarketing += fees * sellMarketingFee / sellTotalFees;
...
tokensForLiquidity += fees * buyLiquidityFee / buyTotalFees;
tokensForMarketing += fees * buyMarketingFee / buyTotalFees;
...
tokensForLiquidity += fees * transferLiquidityFee / transferTotalFees;
tokensForMarketing += fees * transferMarketingFee / transferTotalFees;
```

Recommendation

The contract could calculate the subtraction of the divided funds in the last calculation in order to avoid the division rounding issue.

RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	TycoonFintech.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, and 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 at

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

IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	TycoonFintech.sol#L934,953
Status	Unresolved

Description

The contract is using variables that initialize them only in the constructor. The other functions are not mutating the variables. These variables are not defined as `immutable`.

```
_decimals  
bonusHolder
```

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.

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	TycoonFintech.sol#L31,32,49,722,857,871,918,1035,1042,1049,1056
Status	Unresolved

Description

The Solidity style guide is a set of guidelines for writing clean and consistent Solidity code. Adhering to a style guide can help improve the readability and maintainability of the Solidity code, making it easier for others to understand and work with.

The followings are a few key points from the Solidity style guide:

1. Use camelCase for function and variable names, with the first letter in lowercase (e.g., myVariable, updateCounter).
2. Use PascalCase for contract, struct, and enum names, with the first letter in uppercase (e.g., MyContract, UserStruct, ErrorEnum).
3. Use uppercase for constant variables and enums (e.g., MAX_VALUE, ERROR_CODE).
4. Use indentation to improve readability and structure.
5. Use spaces between operators and after commas.
6. Use comments to explain the purpose and behavior of the code.
7. Keep lines short (around 120 characters) to improve readability.

```
function DOMAIN_SEPARATOR() external view returns (bytes32);
function PERMIT_TYPEHASH() external pure returns (bytes32);
function MINIMUM_LIQUIDITY() external pure returns (uint);
function WETH() external pure returns (address);
IERC20 IERC20_token
address public constant deadAddress = address(0xdead)
event marketingWalletUpdated(address indexed newWallet, address indexed
oldWallet);
uint256 _marketingFee
uint256 _liquidityFee
uint256 _negativaRewardShare
```

Recommendation

By following the Solidity naming convention guidelines, the codebase increased the readability, maintainability, and makes it easier to work with.

Find more information on the Solidity documentation

<https://docs.soliditylang.org/en/v0.8.17/style-guide.html#naming-convention>.

L05 - Unused State Variable

Criticality	Minor / Informative
Location	TycoonFintech.sol#L653
Status	Unresolved

Description

An unused state variable is a state variable that is declared in the contract, but is never used in any of the contract's functions. This can happen if the state variable was originally intended to be used, but was later removed or never used.

Unused state variables can create clutter in the contract and make it more difficult to understand and maintain. They can also increase the size of the contract and the cost of deploying and interacting with it.

```
int256 private constant MAX_INT256 = ~(int256(1) << 255)
```

Recommendation

To avoid creating unused state variables, it's important to carefully consider the state variables that are needed for the contract's functionality, and to remove any that are no longer needed. This can help improve the clarity and efficiency of the contract.

L07 - Missing Events Arithmetic

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1036,1043,1050,1057
Status	Unresolved

Description

Events are a way to record and log information about changes or actions that occur within a contract. They are often used to notify external parties or clients about events that have occurred within the contract, such as the transfer of tokens or the completion of a task.

It's important to carefully design and implement the events in a contract, and to ensure that all required events are included. It's also a good idea to test the contract to ensure that all events are being properly triggered and logged.

```
buyMarketingFee = _marketingFee  
sellMarketingFee = _marketingFee  
transferMarketingFee = _marketingFee  
negativaRewardShare = _negativaRewardShare
```

Recommendation

By including all required events in the contract and thoroughly testing the contract's functionality, the contract ensures that it performs as intended and does not have any missing events that could cause issues with its arithmetic.

L09 - Dead Code Elimination

Criticality	Minor / Informative
Location	TycoonFintech.sol#L398,699,705,712
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 _burn(address account, uint256 amount) internal virtual {
    require(account != address(0), "ERC20: burn from the zero address");

    _beforeTokenTransfer(account, address(0), amount);

    _balances[account] = _balances[account].sub(amount, "ERC20: burn amount exceeds balance");
    _totalSupply = _totalSupply.sub(amount);
    emit Transfer(account, address(0), amount);
}

function abs(int256 a) internal pure returns (int256) {
    require(a != MIN_INT256);
    return a < 0 ? -a : a;
}

...
```

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.

L13 - Divide before Multiply Operation

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1138,1139,1140,1146,1147,1148,1165,1166
Status	Unresolved

Description

It is important to be aware of the order of operations when performing arithmetic calculations. This is especially important when working with large numbers, as the order of operations can affect the final result of the calculation. Performing divisions before multiplications may cause a loss of prediction.

```
fees = amount.mul(sellTotalFees).div(100)
tokensForLiquidity += fees * sellLiquidityFee / sellTotalFees
```

Recommendation

To avoid this issue, it is recommended to carefully consider the order of operations when performing arithmetic calculations in Solidity. It's generally a good idea to use parentheses to specify the order of operations. The basic rule is that the multiplications should be prior to the divisions.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	TycoonFintech.sol#L956
Status	Unresolved

Description

Using an uninitialized local variable can lead to unpredictable behavior and potentially cause errors in the contract. It's important to always initialize local variables with appropriate values before using them.

```
address currentRouter
```

Recommendation

By initializing local variables before using them, the contract ensures that the functions behave as expected and avoid potential issues.

L15 - Local Scope Variable Shadowing

Criticality	Minor / Informative
Location	TycoonFintech.sol#L932,936
Status	Unresolved

Description

Local scope variable shadowing occurs when a local variable with the same name as a variable in an outer scope is declared within a function or code block. When this happens, the local variable "shadows" the outer variable, meaning that it takes precedence over the outer variable within the scope in which it is declared.

```
address _owner = msg.sender
uint256 totalSupply = 1 * 1e10 * (10**_decimals)
```

Recommendation

It's important to be aware of shadowing when working with local variables, as it can lead to confusion and unintended consequences if not used correctly. It's generally a good idea to choose unique names for local variables to avoid shadowing outer variables and causing confusion.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	TycoonFintech.sol#L1080,1084
Status	Unresolved

Description

The contract performs operations on variables that have been configured on user-supplied input. These variables are missing of proper check for the case where a value is zero. This can lead to problems when the contract is executed, as certain actions may not be properly handled when the value is zero.

```
marketingWallet = newMarketingWallet  
bonusAddress = newbonusAddress
```

Recommendation

By adding the proper check, the contract will not allow the variables to be configured with zero value. This will ensure that the contract can handle all possible input values and avoid unexpected behavior or errors. Hence, it can help to prevent the contract from being exploited or operating unexpectedly.

L19 - Stable Compiler Version

Criticality	Minor / Informative
Location	TycoonFintech.sol#L3
Status	Unresolved

Description

The `^` symbol indicates that any version of Solidity that is compatible with the specified version (i.e., any version that is a higher minor or patch version) can be used to compile the contract. The version lock is a mechanism that allows the author to specify a minimum version of the Solidity compiler that must be used to compile the contract code. This is useful because it ensures that the contract will be compiled using a version of the compiler that is known to be compatible with the code.

```
pragma solidity ^0.8.9;
```

Recommendation

The team is advised to lock the pragma to ensure the stability of the codebase. The locked pragma version ensures that the contract will not be deployed with an unexpected version. An unexpected version may produce vulnerabilities and undiscovered bugs. The compiler should be configured to the lowest version that provides all the required functionality for the codebase. As a result, the project will be compiled in a well-tested LTS (Long Term Support) environment.

Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
IUniswapV2Pair	Interface			
	name	External		-
	symbol	External		-
	decimals	External		-
	totalSupply	External		-
	balanceOf	External		-
	allowance	External		-
	approve	External	✓	-
	transfer	External	✓	-
	transferFrom	External	✓	-
	DOMAIN_SEPARATOR	External		-
	PERMIT_TYPEHASH	External		-
	nonces	External		-
	permit	External	✓	-

	MINIMUM_LIQUIDITY	External		-
	factory	External		-
	token0	External		-
	token1	External		-
	getReserves	External		-
	price0CumulativeLast	External		-
	price1CumulativeLast	External		-
	kLast	External		-
	mint	External	✓	-
	burn	External	✓	-
	swap	External	✓	-
	skim	External	✓	-
	sync	External	✓	-
	initialize	External	✓	-
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-

	setFeeToSetter	External	✓	-
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
IERC20Metadata	Interface	IERC20		
	name	External		-
	symbol	External		-
	decimals	External		-
ERC20	Implementation	Context, IERC20, IERC20Meta data		
		Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-

	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
Ownable	Implementation	Context		

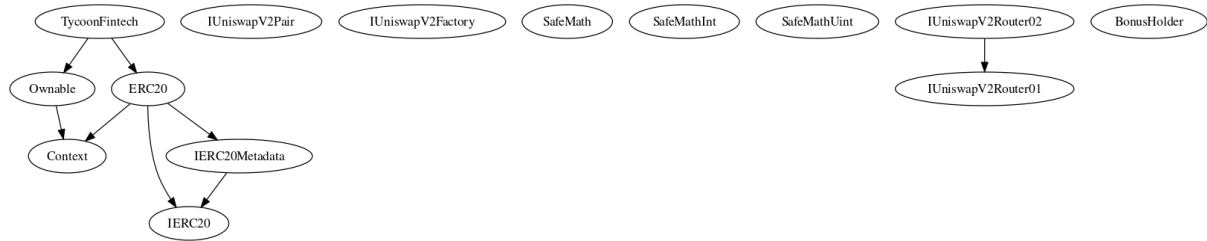
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
SafeMathInt	Library			
	mul	Internal		
	div	Internal		
	sub	Internal		
	add	Internal		
	abs	Internal		
	toUint256Safe	Internal		
SafeMathUint	Library			
	toInt256Safe	Internal		
IUniswapV2Router01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	✓	-
	removeLiquidityETH	External	✓	-

	removeLiquidityWithPermit	External	✓	-
	removeLiquidityETHWithPermit	External	✓	-
	swapExactTokensForTokens	External	✓	-
	swapTokensForExactTokens	External	✓	-
	swapExactETHForTokens	External	Payable	-
	swapTokensForExactETH	External	✓	-
	swapExactTokensForETH	External	✓	-
	swapETHForExactTokens	External	Payable	-
	quote	External		-
	getAmountOut	External		-
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-
IUniswapV2Router02	Interface	IUniswapV2Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-
	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
BonusHolder	Implementation			

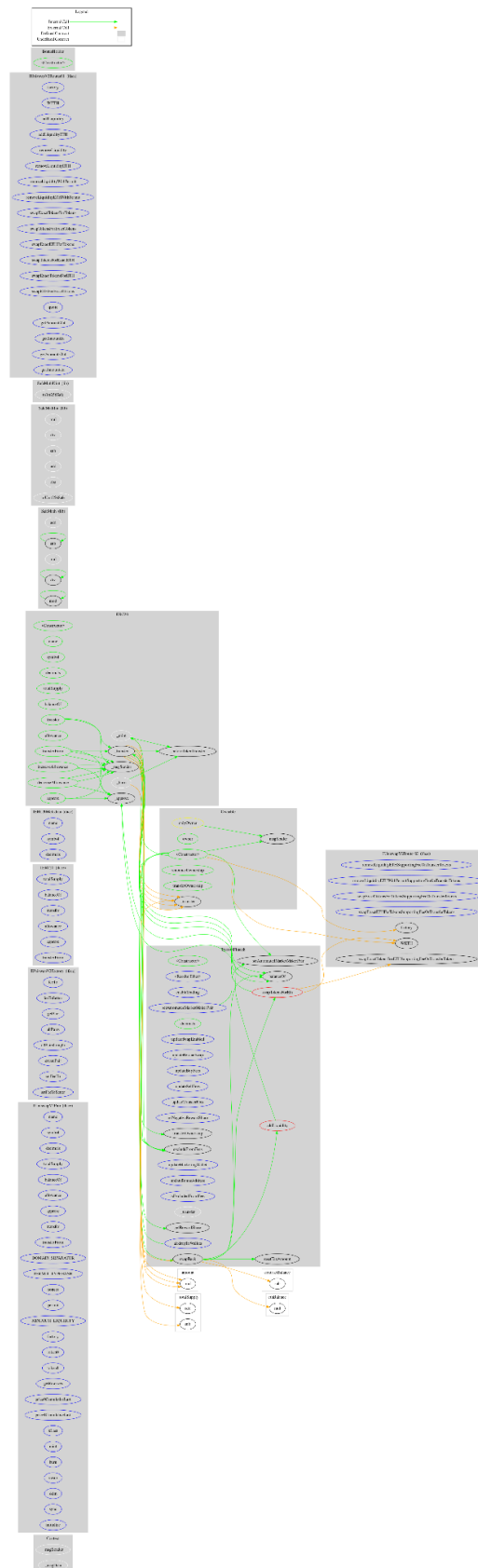
		Public	✓	-
TycoonFintech	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-
	enableTrading	External	✓	onlyOwner
	airdropToWallets	External	✓	onlyOwner
	decimals	Public		-
	updateSwapEnabled	External	✓	onlyOwner
	updateRescueSwap	External	✓	onlyOwner
	updateBuyFees	External	✓	onlyOwner
	updateSellFees	External	✓	onlyOwner
	updateTransferFees	External	✓	onlyOwner
	setNegativaRewardShare	External	✓	onlyOwner
	excludeFromFees	Public	✓	onlyOwner
	setAutomatedMarketMakerPair	External	✓	onlyOwner
	_setAutomatedMarketMakerPair	Private	✓	
	updateMarketingWallet	External	✓	onlyOwner
	updateBonusAddress	External	✓	onlyOwner
	isExcludedFromFees	External		-
	_transfer	Internal	✓	
	getRewardShare	Private		
	swapTokensForEth	Private	✓	

	addLiquidity	Private	✓	
	resetTaxAmount	Public	✓	onlyOwner
	swapBack	Private	✓	

Inheritance Graph



Flow Graph



Summary

TycoonFintech contract implements a token mechanism. This audit investigates security issues, business logic concerns, and potential improvements. TycoonFintech 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. There is also a limit of max 10% fees.

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The Cyberscope team

<https://www.cyberscope.io>