Ether Authority

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SMART CONTRACT

Security Audit Report

Project: StakingRewards Token
Platform: Binance Smart Chain
Language: Solidity
Date: November 25th, 2021

Table of contents

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THIS IS SECURITY AUDIT REPORT DOCUMENT AND WHICH MAY CONTAIN INFORMATION WHICH IS CONFIDENTIAL. WHICH INCLUDES ANY POTENTIAL VULNERABILITIES AND MALICIOUS CODES WHICH CAN BE USED TO EXPLOIT THE SOFTWARE. THIS MUST BE REFERRED INTERNALLY AND ONLY SHOULD BE MADE AVAILABLE TO THE PUBLIC AFTER ISSUES ARE RESOLVED.

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Introduction

EtherAuthority was contracted by the StakingRewards team to perform the Security audit of the StakingRewards Token smart contract code. The audit has been performed using manual analysis as well as using automated software tools. This report presents all the findings regarding the audit performed on November 25th, 2021.

The purpose of this audit was to address the following:

- Ensure that all claimed functions exist and function correctly.
- Identify any security vulnerabilities that may be present in the smart contract.

Project Background

StakingRewards token is a smart contract, having functionality like reward, staking, stakeRewards, etc

Audit scope

The code for the audit was taken from the following official links:

https://github.com/george-polygod/staking-contract

Name	**Code Review and Security Analysis Report for StakingRewards Token Smart Contract**
Platform	**BSC / Solidity**
File	StakingRewards.sol
File MD5 Hash	895824551D0EA6409F724E5991E278BB
Audit Date	November 25th, 2021

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Claimed Smart Contract Features

Claimed Feature Detail	Our Observation
• StakingRewards can access functionality like: Initialize staking token, stake, withdraw, etc.	**YES, This is valid.**

Audit Summary

According to the standard audit assessment, Customer`s solidity smart contracts are **"Well Secured"**. This token contract does contain owner control, which does not make it fully decentralized.

We used various tools like Slither, Solhint and Remix IDE. At the same time this finding is based on critical analysis of the manual audit.
All issues found during automated analysis were manually reviewed and applicable vulnerabilities are presented in the Audit overview section. General overview is presented in AS-IS section and all identified issues can be found in the Audit overview section.

We found 0 critical, 0 high, 0 medium and 1 low and some very low level issues. These issues are not critical ones.

Investors Advice: Technical audit of the smart contract does not guarantee the ethical nature of the project. Any owner controlled functions should be executed by the owner with responsibility. All investors/users are advised to do their due diligence before investing in the project.

Technical Quick Stats

Main Category	Subcategory	Result
Contract Programming	Solidity version not specified	Passed
	Solidity version too old	Passed
	Integer overflow/underflow	Passed
	Function input parameters lack of check	Moderated
	Function input parameters check bypass	Passed
	Function access control lacks management	Passed
	Critical operation lacks event log	Passed
	Human/contract checks bypass	Passed
	Random number generation/use vulnerability	N/A
	Fallback function misuse	Passed
	Race condition	Passed
	Logical vulnerability	Passed
	Features claimed	Passed
	Other programming issues	Passed
Code Specification	Function visibility not explicitly declared	Passed
	Var. storage location not explicitly declared	Passed
	Use keywords/functions to be deprecated	Passed
	Unused code	Passed
Gas Optimization	“Out of Gas” Issue	Passed
	High consumption ‘for/while’ loop	Passed
	High consumption ‘storage’ storage	Passed
	Assert() misuse	Passed
Business Risk	The maximum limit for mintage not set	Passed
	“Short Address” Attack	Passed
	“Double Spend” Attack	Passed

Overall Audit Result: **PASSED**

Code Quality

This audit scope has 1 smart contract file. Smart contract contains Libraries, Smart contracts, inherits and Interfaces. This is a compact and well written smart contract.

The libraries in StakingRewards Token are part of its logical algorithm. A library is a different type of smart contract that contains reusable code. Once deployed on the blockchain (only once), it is assigned a specific address and its properties / methods can be reused many times by other contracts in the StakingRewards Token.

The StakingRewards Token team has **not** provided scenario and unit test scripts, which would have helped to determine the integrity of the code in an automated way.

Code parts are **not** well commented on smart contracts.

Documentation

We were given a StakingRewards Token smart contracts code in the form of a github web link.The hash of that code is mentioned above in the table.

As mentioned above, code parts are **not well** commented. So it is not easy to quickly understand the programming flow as well as complex code logic. Comments are very helpful in understanding the overall architecture of the protocol.

Use of Dependencies

As per our observation, the libraries are used in this smart contract infrastructure that are based on well known industry standard open source projects.

Apart from libraries, its functions are used in external smart contract calls.

AS-IS overview

Functions

Sl.	Functions	Type	Observation	Conclusion
1	constructor	write	Passed	No Issue
2	initialize	write	access by initializer	No Issue
3	updateFees	external	access only Owner	No Issue
4	updateHoldingTime	external	access only Owner	No Issue
5	totalSupply	external	Passed	No Issue
6	balanceOf	external	Passed	No Issue
7	lastTimeRewardApplicable	read	Passed	No Issue
8	rewardPerToken	read	Passed	No Issue
9	earned	read	Passed	No Issue
10	getRewardForDuration	external	Passed	No Issue
11	stake	external	access by updateReward	No Issue
12	withdraw	write	access by updateReward	No Issue
13	stakeRewards	external	access by updateReward	No Issue
14	_partialFee	internal	Passed	No Issue
15	_calculateFeeAmount	internal	Passed	No Issue
16	getReward	write	access by updateReward	No Issue
17	exit	external	Passed	No Issue
18	notifyRewardAmount	external	Function input parameters lack of check	Refer Audit Findings
19	updatePeriodFinish	external	access only Owner	No Issue
20	_transferFeesWallets	write	access only Owner	No Issue
21	updateTotalFees	external	access only Owner	No Issue
22	updateCHoldingTime	external	access only Owner	No Issue
23	recoverERC20	external	Function input parameters lack of check	Refer Audit Findings
24	setRewardsDuration	external	access only Owner	No Issue
25	updateReward	modifier	Passed	No Issue
26	__ReentrancyGuard_init	internal	Passed	No Issue

27	__ReentrancyGuard_init_unchained	internal	Passed	No Issue
28	nonReentrant	modifier	Passed	No Issue
29	__Context_init	internal	Passed	No Issue
30	__Context_init_unchained	internal	Passed	No Issue
31	_msgSender	internal	Passed	No Issue
32	_msgData	internal	Passed	No Issue
33	__Ownable_init	internal	Passed	No Issue
34	__Ownable_init_unchained	internal	Passed	No Issue
35	owner	read	Passed	No Issue
36	onlyOwner	modifier	Passed	No Issue
37	renounceOwnership	write	access only Owner	No Issue
38	transferOwnership	write	access only Owner	No Issue
39	_transferOwnership	internal	Passed	No Issue

Severity Definitions

Risk Level	Description
Critical	Critical vulnerabilities are usually straightforward to exploit and can lead to token loss etc.
High	High-level vulnerabilities are difficult to exploit; however, they also have significant impact on smart contract execution, e.g. public access to crucial
Medium	Medium-level vulnerabilities are important to fix; however, they can't lead to tokens lose
Low	Low-level vulnerabilities are mostly related to outdated, unused etc. code snippets, that can't have significant impact on execution
Lowest / Code Style / Best Practice	Lowest-level vulnerabilities, code style violations and info statements can't affect smart contract execution and can be ignored.

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Audit Findings

Critical Severity

No Critical severity vulnerabilities were found.

High Severity

No High severity vulnerabilities were found.

Medium

No medium severity vulnerabilities were found.

Low

(1) Function input parameters lack of check:
Variable validation is not performed in below functions:

- notifyRewardAmount - reward
- recoverERC20 - tokenAddress , tokenAmount

Resolution: We suggest using validation like for numerical variables that should be greater than 0 and for address type check variables that are not address(0).

Very Low / Informational / Best practices:

No Informational severity vulnerabilities were found.

Centralization

This smart contract has some functions which can be executed by the Admin (Owner) only. If the admin wallet private key would be compromised, then it would create trouble. Following are Admin functions:

- updateFees: Owner can update fees.
- updateHoldingTime: Owner can update holding time.
- notifyRewardAmount: Owner can notify rewards amount.
- updatePeriodFinish: Owner can update the reward period time.
- _transferFeesWallets: Owner can transfer fees wallets.
- updateTotalFees: Owner can update total fees.
- updateCHoldingTime: Owner can update Cholding time.
- recoverERC20: Owner can be added to support recovering LP Rewards from other systems such as BAL to be distributed to holders from other systems such as BAL to be distributed to holders.
- setRewardsDuration: Owner can set reward duration time period.

Conclusion

We were given a contract code. And we have used all possible tests based on given objects as files. We observed some issues in the smart contracts, but they are not critical ones. So, **it's good to go to production**.

Since possible test cases can be unlimited for such smart contracts protocol, we provide no such guarantee of future outcomes. We have used all the latest static tools and manual observations to cover maximum possible test cases to scan everything.

Smart contracts within the scope were manually reviewed and analyzed with static analysis tools. Smart Contract's high-level description of functionality was presented in the As-is overview section of the report.

Audit report contains all found security vulnerabilities and other issues in the reviewed code.

Security state of the reviewed contract, based on standard audit procedure scope, is **"Well Secured"**.

Our Methodology

We like to work with a transparent process and make our reviews a collaborative effort. The goals of our security audits are to improve the quality of systems we review and aim for sufficient remediation to help protect users. The following is the methodology we use in our security audit process.

Manual Code Review:

In manually reviewing all of the code, we look for any potential issues with code logic, error handling, protocol and header parsing, cryptographic errors, and random number generators. We also watch for areas where more defensive programming could reduce the risk of future mistakes and speed up future audits. Although our primary focus is on the in-scope code, we examine dependency code and behavior when it is relevant to a particular line of investigation.

Vulnerability Analysis:

Our audit techniques included manual code analysis, user interface interaction, and whitebox penetration testing. We look at the project's web site to get a high level understanding of what functionality the software under review provides. We then meet with the developers to gain an appreciation of their vision of the software. We install and use the relevant software, exploring the user interactions and roles. While we do this, we brainstorm threat models and attack surfaces. We read design documentation, review other audit results, search for similar projects, examine source code dependencies, skim open issue tickets, and generally investigate details other than the implementation.

Documenting Results:

We follow a conservative, transparent process for analyzing potential security vulnerabilities and seeing them through successful remediation. Whenever a potential issue is discovered, we immediately create an Issue entry for it in this document, even though we have not yet verified the feasibility and impact of the issue. This process is conservative because we document our suspicions early even if they are later shown to not represent exploitable vulnerabilities. We generally follow a process of first documenting the suspicion with unresolved questions, then confirming the issue through code analysis, live experimentation, or automated tests. Code analysis is the most tentative, and we strive to provide test code, log captures, or screenshots demonstrating our confirmation. After this we analyze the feasibility of an attack in a live system.

Suggested Solutions:

We search for immediate mitigations that live deployments can take, and finally we suggest the requirements for remediation engineering for future releases. The mitigation and remediation recommendations should be scrutinized by the developers and deployment engineers, and successful mitigation and remediation is an ongoing collaborative process after we deliver our report, and before the details are made public.

Disclaimers

EtherAuthority.io Disclaimer

EtherAuthority team has analyzed this smart contract in accordance with the best industry practices at the date of this report, in relation to: cybersecurity vulnerabilities and issues in smart contract source code, the details of which are disclosed in this report, (Source Code); the Source Code compilation, deployment and functionality (performing the intended functions).

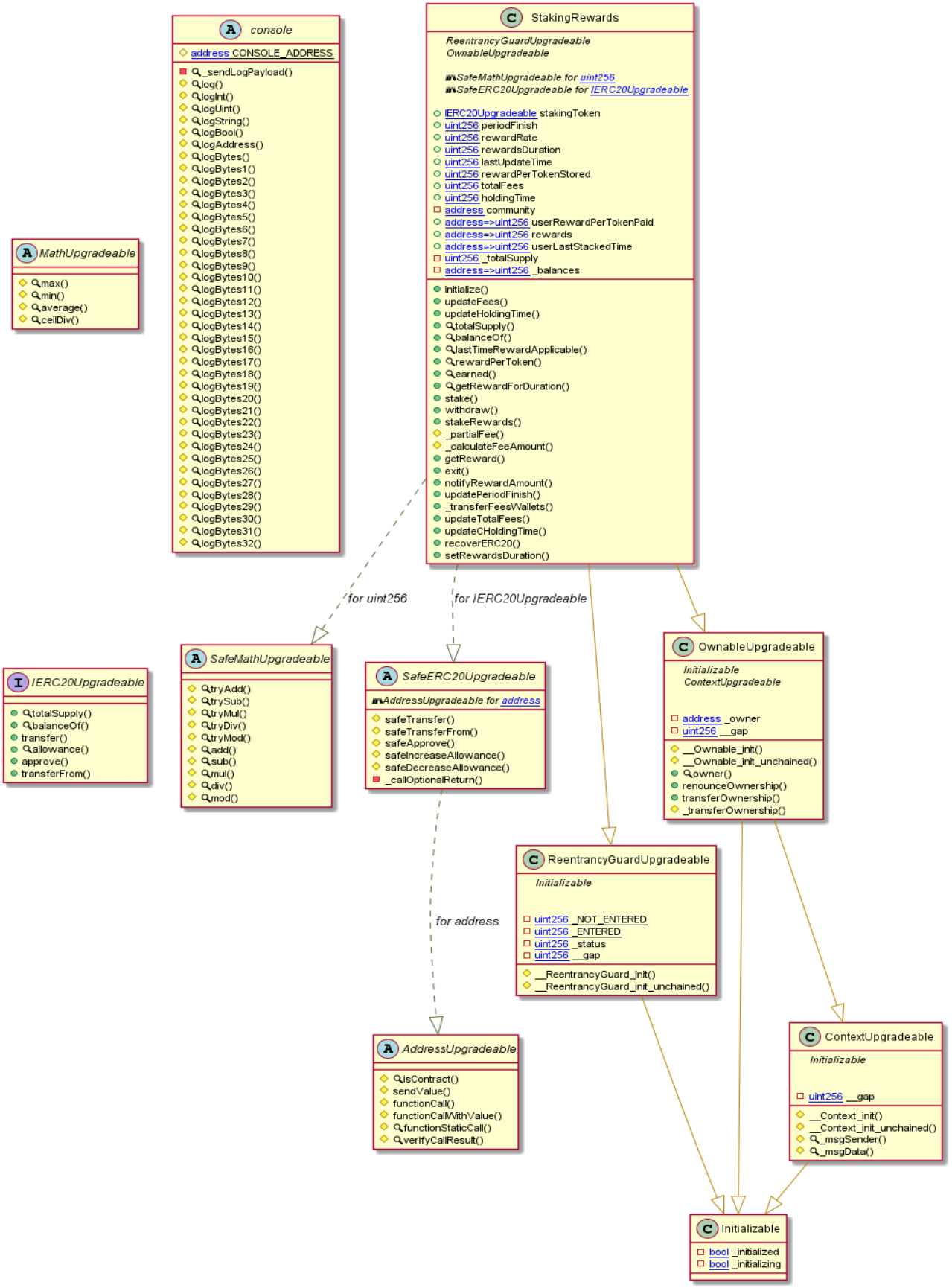
Due to the fact that the total number of test cases are unlimited, the audit makes no statements or warranties on security of the code. It also cannot be considered as a sufficient assessment regarding the utility and safety of the code, bugfree status or any other statements of the contract. While we have done our best in conducting the analysis and producing this report, it is important to note that you should not rely on this report only. We also suggest conducting a bug bounty program to confirm the high level of security of this smart contract.

Technical Disclaimer

Smart contracts are deployed and executed on the blockchain platform. The platform, its programming language, and other software related to the smart contract can have their own vulnerabilities that can lead to hacks. Thus, the audit can’t guarantee explicit security of the audited smart contracts.

Appendix

Code Flow Diagram - StakingRewards Token



Slither Results Log

Slither log >> StakingRewards.sol

```
INFO:Detectors:
Reentrancy in StakingRewards.exit() (StakingRewards.sol#2413-2416):
        External calls:
        - withdraw(_balances[msg.sender]) (StakingRewards.sol#2414)
                - returndata = address(token).functionCall(data,SafeERC20: low-level call failed) (StakingRewards.sol#2115)
                - stakingToken.safeTransfer(msg.sender,_partialFee(msg.sender,amount)) (StakingRewards.sol#2373)
                - stakingToken.safeTransfer(community,totalFeeAmount) (StakingRewards.sol#2398)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        - getReward() (StakingRewards.sol#2415)
                - returndata = address(token).functionCall(data,SafeERC20: low-level call failed) (StakingRewards.sol#2115)
                - stakingToken.safeTransfer(msg.sender,reward) (StakingRewards.sol#2408)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        External calls sending eth:
        - withdraw(_balances[msg.sender]) (StakingRewards.sol#2414)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        - getReward() (StakingRewards.sol#2415)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        State variables written after the call(s):
        - getReward() (StakingRewards.sol#2415)
                - _status = _ENTERED (StakingRewards.sol#2194)
                - _status = _NOT_ENTERED (StakingRewards.sol#2200)
        - getReward() (StakingRewards.sol#2415)
                - lastUpdateTime = lastTimeRewardApplicable() (StakingRewards.sol#2480)
        - getReward() (StakingRewards.sol#2415)
                - rewardPerTokenStored = rewardPerToken() (StakingRewards.sol#2479)
        - getReward() (StakingRewards.sol#2415)
                - rewards[msg.sender] = 0 (StakingRewards.sol#2407)
                - rewards[account] = earned(account) (StakingRewards.sol#2483)
        - getReward() (StakingRewards.sol#2415)
                - userRewardPerTokenPaid[account] = rewardPerTokenStored (StakingRewards.sol#2484)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#reentrancy-vulnerabilities
INFO:Detectors:
OwnableUpgradeable.__gap (StakingRewards.sol#2283) shadows:
        - ContextUpgradeable.__gap (StakingRewards.sol#2219)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#state-variable-shadowing
```

```
INFO:Detectors:
StakingRewards.notifyRewardAmount(uint256) (StakingRewards.sol#2419-2441) performs a multiplication on the result of a division:
        -rewardRate = reward.div(rewardsDuration) (StakingRewards.sol#2424)
        -leftover = remaining.mul(rewardRate) (StakingRewards.sol#2427)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#divide-before-multiply
INFO:Detectors:
StakingRewards.rewardPerToken() (StakingRewards.sol#2341-2349) uses a dangerous strict equality:
        - _totalSupply == 0 (StakingRewards.sol#2342)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#dangerous-strict-equalities
INFO:Detectors:
Reentrancy in StakingRewards.notifyRewardAmount(uint256) (StakingRewards.sol#2419-2441):
        External calls:
        - stakingToken.safeTransferFrom(msg.sender,address(this),reward) (StakingRewards.sol#2421)
        State variables written after the call(s):
        - lastUpdateTime = block.timestamp (StakingRewards.sol#2438)
        - periodFinish = block.timestamp.add(rewardsDuration) (StakingRewards.sol#2439)
        - rewardRate = reward.div(rewardsDuration) (StakingRewards.sol#2424)
        - rewardRate = reward.add(leftover).div(rewardsDuration) (StakingRewards.sol#2428)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#reentrancy-vulnerabilities-1
INFO:Detectors:
StakingRewards._transferFeesWallets(address).newOwnerCom (StakingRewards.sol#2448) lacks a zero-check on :
                - community = newOwnerCom (StakingRewards.sol#2449)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#missing-zero-address-validation
INFO:Detectors:
Reentrancy in StakingRewards.exit() (StakingRewards.sol#2413-2416):
        External calls:
        - withdraw(_balances[msg.sender]) (StakingRewards.sol#2414)
                - returndata = address(token).functionCall(data,SafeERC20: low-level call failed) (StakingRewards.sol#2115)
                - stakingToken.safeTransfer(msg.sender,_partialFee(msg.sender,amount)) (StakingRewards.sol#2373)
                - stakingToken.safeTransfer(community,totalFeeAmount) (StakingRewards.sol#2398)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        - getReward() (StakingRewards.sol#2415)
                - returndata = address(token).functionCall(data,SafeERC20: low-level call failed) (StakingRewards.sol#2115)
                - stakingToken.safeTransfer(msg.sender,reward) (StakingRewards.sol#2408)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        External calls sending eth:
        - withdraw(_balances[msg.sender]) (StakingRewards.sol#2414)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
```

```
        - getReward() (StakingRewards.sol#2415)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        Event emitted after the call(s):
        - RewardPaid(msg.sender,reward) (StakingRewards.sol#2409)
                - getReward() (StakingRewards.sol#2415)
Reentrancy in StakingRewards.getReward() (StakingRewards.sol#2404-2411):
        External calls:
        - stakingToken.safeTransfer(msg.sender,reward) (StakingRewards.sol#2408)
        Event emitted after the call(s):
        - RewardPaid(msg.sender,reward) (StakingRewards.sol#2409)
Reentrancy in StakingRewards.notifyRewardAmount(uint256) (StakingRewards.sol#2419-2441):
        External calls:
        - stakingToken.safeTransferFrom(msg.sender,address(this),reward) (StakingRewards.sol#2421)
        Event emitted after the call(s):
        - RewardAdded(reward) (StakingRewards.sol#2440)
Reentrancy in StakingRewards.recoverERC20(address,uint256) (StakingRewards.sol#2461-2465):
        External calls:
        - IERC20Upgradeable(tokenAddress).safeTransfer(owner(),tokenAmount) (StakingRewards.sol#2463)
        Event emitted after the call(s):
        - Recovered(tokenAddress,tokenAmount) (StakingRewards.sol#2464)
Reentrancy in StakingRewards.stake(uint256) (StakingRewards.sol#2360-2367):
        External calls:
        - stakingToken.safeTransferFrom(msg.sender,address(this),amount) (StakingRewards.sol#2365)
        Event emitted after the call(s):
        - Staked(msg.sender,amount) (StakingRewards.sol#2366)
Reentrancy in StakingRewards.withdraw(uint256) (StakingRewards.sol#2369-2375):
        External calls:
        - stakingToken.safeTransfer(msg.sender,_partialFee(msg.sender,amount)) (StakingRewards.sol#2373)
                - returndata = address(token).functionCall(data,SafeERC20: low-level call failed) (StakingRewards.sol#2115)
                - stakingToken.safeTransfer(community,totalFeeAmount) (StakingRewards.sol#2398)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
```

```
        External calls sending eth:
        - stakingToken.safeTransfer(msg.sender,_partialFee(msg.sender,amount)) (StakingRewards.sol#2373)
                - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
        Event emitted after the call(s):
        - Withdrawn(msg.sender,amount) (StakingRewards.sol#2374)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#reentrancy-vulnerabilities-3
INFO:Detectors:
StakingRewards.rewardPerToken() (StakingRewards.sol#2341-2349) uses timestamp for comparisons
        Dangerous comparisons:
        - _totalSupply == 0 (StakingRewards.sol#2342)
StakingRewards.withdraw(uint256) (StakingRewards.sol#2369-2375) uses timestamp for comparisons
        Dangerous comparisons:
        - require(bool,string)(amount > 0,Cannot withdraw 0) (StakingRewards.sol#2370)
StakingRewards.stakeRewards() (StakingRewards.sol#2378-2386) uses timestamp for comparisons
        Dangerous comparisons:
        - require(bool,string)(reward > 0,Cannot stake 0) (StakingRewards.sol#2380)
StakingRewards._calculateFeeAmount(address,uint256) (StakingRewards.sol#2392-2402) uses timestamp for comparisons
        Dangerous comparisons:
        - block.timestamp.sub(userLastStackedTime[from]) < holdingTime (StakingRewards.sol#2395)
StakingRewards.getReward() (StakingRewards.sol#2404-2411) uses timestamp for comparisons
        Dangerous comparisons:
        - reward > 0 (StakingRewards.sol#2406)
StakingRewards.notifyRewardAmount(uint256) (StakingRewards.sol#2419-2441) uses timestamp for comparisons
        Dangerous comparisons:
        - block.timestamp >= periodFinish (StakingRewards.sol#2423)
        - require(bool,string)(rewardRate <= balance.div(rewardsDuration),Provided reward too high) (StakingRewards.sol#2436)
StakingRewards.recoverERC20(address,uint256) (StakingRewards.sol#2461-2465) uses timestamp for comparisons
        Dangerous comparisons:
        - require(bool,string)(_totalSupply < IERC20Upgradeable(tokenAddress).balanceOf(address(this)).sub(tokenAmount),Cannot withdraw s
taking token) (StakingRewards.sol#2462)
StakingRewards.setRewardsDuration(uint256) (StakingRewards.sol#2467-2474) uses timestamp for comparisons
        Dangerous comparisons:
        - require(bool,string)(block.timestamp > periodFinish,Rewards must be complete) (StakingRewards.sol#2468-2471)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#block-timestamp
INFO:Detectors:
console._sendLogPayload(bytes) (StakingRewards.sol#257-264) uses assembly
        - INLINE ASM (StakingRewards.sol#260-263)
AddressUpgradeable.isContract(address) (StakingRewards.sol#1802-1812) uses assembly
```

```
        - INLINE ASM (StakingRewards.sol#1808-1810)
AddressUpgradeable.verifyCallResult(bool,bytes,string) (StakingRewards.sol#1944-1964) uses assembly
        - INLINE ASM (StakingRewards.sol#1956-1959)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#assembly-usage
INFO:Detectors:
AddressUpgradeable.functionCall(address,bytes) (StakingRewards.sol#1855-1857) is never used and should be removed
AddressUpgradeable.functionCallWithValue(address,bytes,uint256) (StakingRewards.sol#1884-1890) is never used and should be removed
AddressUpgradeable.functionStaticCall(address,bytes) (StakingRewards.sol#1917-1919) is never used and should be removed
AddressUpgradeable.functionStaticCall(address,bytes,string) (StakingRewards.sol#1927-1936) is never used and should be removed
AddressUpgradeable.sendValue(address,uint256) (StakingRewards.sol#1830-1835) is never used and should be removed
ContextUpgradeable.__Context_init() (StakingRewards.sol#2206-2208) is never used and should be removed
ContextUpgradeable._msgData() (StakingRewards.sol#2216-2218) is never used and should be removed
MathUpgradeable.average(uint256,uint256) (StakingRewards.sol#24-27) is never used and should be removed
MathUpgradeable.ceilDiv(uint256,uint256) (StakingRewards.sol#35-38) is never used and should be removed
MathUpgradeable.max(uint256,uint256) (StakingRewards.sol#9-11) is never used and should be removed
SafeERC20Upgradeable.safeApprove(IERC20Upgradeable,address,uint256) (StakingRewards.sol#2067-2080) is never used and should be removed
SafeERC20Upgradeable.safeDecreaseAllowance(IERC20Upgradeable,address,uint256) (StakingRewards.sol#2091-2102) is never used and should be
removed
SafeERC20Upgradeable.safeIncreaseAllowance(IERC20Upgradeable,address,uint256) (StakingRewards.sol#2082-2089) is never used and should be
removed
SafeMathUpgradeable.div(uint256,uint256,string) (StakingRewards.sol#216-225) is never used and should be removed
SafeMathUpgradeable.mod(uint256,uint256) (StakingRewards.sol#176-178) is never used and should be removed
SafeMathUpgradeable.mod(uint256,uint256,string) (StakingRewards.sol#242-251) is never used and should be removed
SafeMathUpgradeable.sub(uint256,uint256,string) (StakingRewards.sol#193-202) is never used and should be removed
SafeMathUpgradeable.tryAdd(uint256,uint256) (StakingRewards.sol#47-53) is never used and should be removed
SafeMathUpgradeable.tryDiv(uint256,uint256) (StakingRewards.sol#89-94) is never used and should be removed
SafeMathUpgradeable.tryMod(uint256,uint256) (StakingRewards.sol#101-106) is never used and should be removed
SafeMathUpgradeable.tryMul(uint256,uint256) (StakingRewards.sol#72-82) is never used and should be removed
SafeMathUpgradeable.trySub(uint256,uint256) (StakingRewards.sol#60-65) is never used and should be removed
console.log() (StakingRewards.sol#266-268) is never used and should be removed
console.log(address) (StakingRewards.sol#434-436) is never used and should be removed
console.log(address,address) (StakingRewards.sol#498-500) is never used and should be removed
console.log(address,address,address) (StakingRewards.sol#754-756) is never used and should be removed
console.log(address,address,address,address) (StakingRewards.sol#1778-1780) is never used and should be removed
console.log(address,address,address,bool) (StakingRewards.sol#1774-1776) is never used and should be removed
console.log(address,address,address,string) (StakingRewards.sol#1770-1772) is never used and should be removed
console.log(address,address,address,uint256) (StakingRewards.sol#1766-1768) is never used and should be removed
console.log(address,address,bool) (StakingRewards.sol#750-752) is never used and should be removed
```

```
console.log(address,address,bool,address) (StakingRewards.sol#1762-1764) is never used and should be removed
console.log(address,address,bool,bool) (StakingRewards.sol#1758-1760) is never used and should be removed
console.log(address,address,bool,string) (StakingRewards.sol#1754-1756) is never used and should be removed
console.log(address,address,bool,uint256) (StakingRewards.sol#1750-1752) is never used and should be removed
console.log(address,address,string) (StakingRewards.sol#746-748) is never used and should be removed
console.log(address,address,string,address) (StakingRewards.sol#1746-1748) is never used and should be removed
console.log(address,address,string,bool) (StakingRewards.sol#1742-1744) is never used and should be removed
console.log(address,address,string,string) (StakingRewards.sol#1738-1740) is never used and should be removed
console.log(address,address,string,uint256) (StakingRewards.sol#1734-1736) is never used and should be removed
console.log(address,address,uint256) (StakingRewards.sol#742-744) is never used and should be removed
console.log(address,address,uint256,address) (StakingRewards.sol#1730-1732) is never used and should be removed
console.log(address,address,uint256,bool) (StakingRewards.sol#1726-1728) is never used and should be removed
console.log(address,address,uint256,string) (StakingRewards.sol#1722-1724) is never used and should be removed
console.log(address,address,uint256,uint256) (StakingRewards.sol#1718-1720) is never used and should be removed
console.log(address,bool) (StakingRewards.sol#494-496) is never used and should be removed
console.log(address,bool,address) (StakingRewards.sol#738-740) is never used and should be removed
console.log(address,bool,address,address) (StakingRewards.sol#1714-1716) is never used and should be removed
console.log(address,bool,address,bool) (StakingRewards.sol#1710-1712) is never used and should be removed
console.log(address,bool,address,string) (StakingRewards.sol#1706-1708) is never used and should be removed
console.log(address,bool,address,uint256) (StakingRewards.sol#1702-1704) is never used and should be removed
console.log(address,bool,bool) (StakingRewards.sol#734-736) is never used and should be removed
console.log(address,bool,bool,address) (StakingRewards.sol#1698-1700) is never used and should be removed
console.log(address,bool,bool,bool) (StakingRewards.sol#1694-1696) is never used and should be removed
console.log(address,bool,bool,string) (StakingRewards.sol#1690-1692) is never used and should be removed
console.log(address,bool,bool,uint256) (StakingRewards.sol#1686-1688) is never used and should be removed
console.log(address,bool,string) (StakingRewards.sol#730-732) is never used and should be removed
console.log(address,bool,string,address) (StakingRewards.sol#1682-1684) is never used and should be removed
console.log(address,bool,string,bool) (StakingRewards.sol#1678-1680) is never used and should be removed
console.log(address,bool,string,string) (StakingRewards.sol#1674-1676) is never used and should be removed
console.log(address,bool,string,uint256) (StakingRewards.sol#1670-1672) is never used and should be removed
console.log(address,bool,uint256) (StakingRewards.sol#726-728) is never used and should be removed
console.log(address,bool,uint256,address) (StakingRewards.sol#1666-1668) is never used and should be removed
console.log(address,bool,uint256,bool) (StakingRewards.sol#1662-1664) is never used and should be removed
console.log(address,bool,uint256,string) (StakingRewards.sol#1658-1660) is never used and should be removed
console.log(address,bool,uint256,uint256) (StakingRewards.sol#1654-1656) is never used and should be removed
console.log(address,string) (StakingRewards.sol#490-492) is never used and should be removed
console.log(address,string,address) (StakingRewards.sol#722-724) is never used and should be removed
console.log(address,string,address,address) (StakingRewards.sol#1650-1652) is never used and should be removed
```

```
console.log(address,string,address,bool) (StakingRewards.sol#1646-1648) is never used and should be removed
console.log(address,string,address,string) (StakingRewards.sol#1642-1644) is never used and should be removed
console.log(address,string,address,uint256) (StakingRewards.sol#1638-1640) is never used and should be removed
console.log(address,string,bool) (StakingRewards.sol#718-720) is never used and should be removed
console.log(address,string,bool,address) (StakingRewards.sol#1634-1636) is never used and should be removed
console.log(address,string,bool,bool) (StakingRewards.sol#1630-1632) is never used and should be removed
console.log(address,string,bool,string) (StakingRewards.sol#1626-1628) is never used and should be removed
console.log(address,string,bool,uint256) (StakingRewards.sol#1622-1624) is never used and should be removed
console.log(address,string,string) (StakingRewards.sol#714-716) is never used and should be removed
console.log(address,string,string,address) (StakingRewards.sol#1618-1620) is never used and should be removed
console.log(address,string,string,bool) (StakingRewards.sol#1614-1616) is never used and should be removed
console.log(address,string,string,string) (StakingRewards.sol#1610-1612) is never used and should be removed
console.log(address,string,string,uint256) (StakingRewards.sol#1606-1608) is never used and should be removed
console.log(address,string,uint256) (StakingRewards.sol#710-712) is never used and should be removed
console.log(address,string,uint256,address) (StakingRewards.sol#1602-1604) is never used and should be removed
console.log(address,string,uint256,bool) (StakingRewards.sol#1598-1600) is never used and should be removed
console.log(address,string,uint256,string) (StakingRewards.sol#1594-1596) is never used and should be removed
console.log(address,string,uint256,uint256) (StakingRewards.sol#1590-1592) is never used and should be removed
console.log(address,uint256) (StakingRewards.sol#486-488) is never used and should be removed
console.log(address,uint256,address) (StakingRewards.sol#706-708) is never used and should be removed
console.log(address,uint256,address,address) (StakingRewards.sol#1586-1588) is never used and should be removed
console.log(address,uint256,address,bool) (StakingRewards.sol#1582-1584) is never used and should be removed
console.log(address,uint256,address,string) (StakingRewards.sol#1578-1580) is never used and should be removed
console.log(address,uint256,address,uint256) (StakingRewards.sol#1574-1576) is never used and should be removed
console.log(address,uint256,bool) (StakingRewards.sol#702-704) is never used and should be removed
console.log(address,uint256,bool,address) (StakingRewards.sol#1570-1572) is never used and should be removed
console.log(address,uint256,bool,bool) (StakingRewards.sol#1566-1568) is never used and should be removed
console.log(address,uint256,bool,string) (StakingRewards.sol#1562-1564) is never used and should be removed
console.log(address,uint256,bool,uint256) (StakingRewards.sol#1558-1560) is never used and should be removed
console.log(address,uint256,string) (StakingRewards.sol#698-700) is never used and should be removed
console.log(address,uint256,string,address) (StakingRewards.sol#1554-1556) is never used and should be removed
console.log(address,uint256,string,bool) (StakingRewards.sol#1550-1552) is never used and should be removed
console.log(address,uint256,string,string) (StakingRewards.sol#1546-1548) is never used and should be removed
console.log(address,uint256,string,uint256) (StakingRewards.sol#1542-1544) is never used and should be removed
console.log(address,uint256,uint256) (StakingRewards.sol#694-696) is never used and should be removed
console.log(address,uint256,uint256,address) (StakingRewards.sol#1538-1540) is never used and should be removed
console.log(address,uint256,uint256,bool) (StakingRewards.sol#1534-1536) is never used and should be removed
console.log(address,uint256,uint256,string) (StakingRewards.sol#1530-1532) is never used and should be removed
```

```
console.log(address,uint256,uint256,uint256) (StakingRewards.sol#1526-1528) is never used and should be removed
console.log(bool) (StakingRewards.sol#430-432) is never used and should be removed
console.log(bool,address) (StakingRewards.sol#482-484) is never used and should be removed
console.log(bool,address,address) (StakingRewards.sol#690-692) is never used and should be removed
console.log(bool,address,address,address) (StakingRewards.sol#1522-1524) is never used and should be removed
console.log(bool,address,address,bool) (StakingRewards.sol#1518-1520) is never used and should be removed
console.log(bool,address,address,string) (StakingRewards.sol#1514-1516) is never used and should be removed
console.log(bool,address,address,uint256) (StakingRewards.sol#1510-1512) is never used and should be removed
console.log(bool,address,bool) (StakingRewards.sol#686-688) is never used and should be removed
console.log(bool,address,bool,address) (StakingRewards.sol#1506-1508) is never used and should be removed
console.log(bool,address,bool,bool) (StakingRewards.sol#1502-1504) is never used and should be removed
console.log(bool,address,bool,string) (StakingRewards.sol#1498-1500) is never used and should be removed
console.log(bool,address,bool,uint256) (StakingRewards.sol#1494-1496) is never used and should be removed
console.log(bool,address,string) (StakingRewards.sol#682-684) is never used and should be removed
console.log(bool,address,string,address) (StakingRewards.sol#1490-1492) is never used and should be removed
console.log(bool,address,string,bool) (StakingRewards.sol#1486-1488) is never used and should be removed
console.log(bool,address,string,string) (StakingRewards.sol#1482-1484) is never used and should be removed
console.log(bool,address,string,uint256) (StakingRewards.sol#1478-1480) is never used and should be removed
console.log(bool,address,uint256) (StakingRewards.sol#678-680) is never used and should be removed
console.log(bool,address,uint256,address) (StakingRewards.sol#1474-1476) is never used and should be removed
console.log(bool,address,uint256,bool) (StakingRewards.sol#1470-1472) is never used and should be removed
console.log(bool,address,uint256,string) (StakingRewards.sol#1466-1468) is never used and should be removed
console.log(bool,address,uint256,uint256) (StakingRewards.sol#1462-1464) is never used and should be removed
console.log(bool,bool) (StakingRewards.sol#478-480) is never used and should be removed
console.log(bool,bool,address) (StakingRewards.sol#674-676) is never used and should be removed
console.log(bool,bool,address,address) (StakingRewards.sol#1458-1460) is never used and should be removed
console.log(bool,bool,address,bool) (StakingRewards.sol#1454-1456) is never used and should be removed
console.log(bool,bool,address,string) (StakingRewards.sol#1450-1452) is never used and should be removed
console.log(bool,bool,address,uint256) (StakingRewards.sol#1446-1448) is never used and should be removed
console.log(bool,bool,bool) (StakingRewards.sol#670-672) is never used and should be removed
console.log(bool,bool,bool,address) (StakingRewards.sol#1442-1444) is never used and should be removed
console.log(bool,bool,bool,bool) (StakingRewards.sol#1438-1440) is never used and should be removed
console.log(bool,bool,bool,string) (StakingRewards.sol#1434-1436) is never used and should be removed
console.log(bool,bool,bool,uint256) (StakingRewards.sol#1430-1432) is never used and should be removed
console.log(bool,bool,string) (StakingRewards.sol#666-668) is never used and should be removed
console.log(bool,bool,string,address) (StakingRewards.sol#1426-1428) is never used and should be removed
console.log(bool,bool,string,bool) (StakingRewards.sol#1422-1424) is never used and should be removed
console.log(bool,bool,string,string) (StakingRewards.sol#1418-1420) is never used and should be removed
```

```
console.log(bool,bool,string,uint256) (StakingRewards.sol#1414-1416) is never used and should be removed
console.log(bool,bool,uint256) (StakingRewards.sol#662-664) is never used and should be removed
console.log(bool,bool,uint256,address) (StakingRewards.sol#1410-1412) is never used and should be removed
console.log(bool,bool,uint256,bool) (StakingRewards.sol#1406-1408) is never used and should be removed
console.log(bool,bool,uint256,string) (StakingRewards.sol#1402-1404) is never used and should be removed
console.log(bool,bool,uint256,uint256) (StakingRewards.sol#1398-1400) is never used and should be removed
console.log(bool,string) (StakingRewards.sol#474-476) is never used and should be removed
console.log(bool,string,address) (StakingRewards.sol#658-660) is never used and should be removed
console.log(bool,string,address,address) (StakingRewards.sol#1394-1396) is never used and should be removed
console.log(bool,string,address,bool) (StakingRewards.sol#1390-1392) is never used and should be removed
console.log(bool,string,address,string) (StakingRewards.sol#1386-1388) is never used and should be removed
console.log(bool,string,address,uint256) (StakingRewards.sol#1382-1384) is never used and should be removed
console.log(bool,string,bool) (StakingRewards.sol#654-656) is never used and should be removed
console.log(bool,string,bool,address) (StakingRewards.sol#1378-1380) is never used and should be removed
console.log(bool,string,bool,bool) (StakingRewards.sol#1374-1376) is never used and should be removed
console.log(bool,string,bool,string) (StakingRewards.sol#1370-1372) is never used and should be removed
console.log(bool,string,bool,uint256) (StakingRewards.sol#1366-1368) is never used and should be removed
console.log(bool,string,string) (StakingRewards.sol#650-652) is never used and should be removed
console.log(bool,string,string,address) (StakingRewards.sol#1362-1364) is never used and should be removed
console.log(bool,string,string,bool) (StakingRewards.sol#1358-1360) is never used and should be removed
console.log(bool,string,string,string) (StakingRewards.sol#1354-1356) is never used and should be removed
console.log(bool,string,string,uint256) (StakingRewards.sol#1350-1352) is never used and should be removed
console.log(bool,string,uint256) (StakingRewards.sol#646-648) is never used and should be removed
console.log(bool,string,uint256,address) (StakingRewards.sol#1346-1348) is never used and should be removed
console.log(bool,string,uint256,bool) (StakingRewards.sol#1342-1344) is never used and should be removed
console.log(bool,string,uint256,string) (StakingRewards.sol#1338-1340) is never used and should be removed
console.log(bool,string,uint256,uint256) (StakingRewards.sol#1334-1336) is never used and should be removed
console.log(bool,uint256) (StakingRewards.sol#470-472) is never used and should be removed
console.log(bool,uint256,address) (StakingRewards.sol#642-644) is never used and should be removed
console.log(bool,uint256,address,address) (StakingRewards.sol#1330-1332) is never used and should be removed
console.log(bool,uint256,address,bool) (StakingRewards.sol#1326-1328) is never used and should be removed
console.log(bool,uint256,address,string) (StakingRewards.sol#1322-1324) is never used and should be removed
console.log(bool,uint256,address,uint256) (StakingRewards.sol#1318-1320) is never used and should be removed
console.log(bool,uint256,bool) (StakingRewards.sol#638-640) is never used and should be removed
console.log(bool,uint256,bool,address) (StakingRewards.sol#1314-1316) is never used and should be removed
console.log(bool,uint256,bool,bool) (StakingRewards.sol#1310-1312) is never used and should be removed
console.log(bool,uint256,bool,string) (StakingRewards.sol#1306-1308) is never used and should be removed
console.log(bool,uint256,bool,uint256) (StakingRewards.sol#1302-1304) is never used and should be removed
```

```
console.log(bool,uint256,string) (StakingRewards.sol#634-636) is never used and should be removed
console.log(bool,uint256,string,address) (StakingRewards.sol#1298-1300) is never used and should be removed
console.log(bool,uint256,string,bool) (StakingRewards.sol#1294-1296) is never used and should be removed
console.log(bool,uint256,string,string) (StakingRewards.sol#1290-1292) is never used and should be removed
console.log(bool,uint256,string,uint256) (StakingRewards.sol#1286-1288) is never used and should be removed
console.log(bool,uint256,uint256) (StakingRewards.sol#630-632) is never used and should be removed
console.log(bool,uint256,uint256,address) (StakingRewards.sol#1282-1284) is never used and should be removed
console.log(bool,uint256,uint256,bool) (StakingRewards.sol#1278-1280) is never used and should be removed
console.log(bool,uint256,uint256,string) (StakingRewards.sol#1274-1276) is never used and should be removed
console.log(bool,uint256,uint256,uint256) (StakingRewards.sol#1270-1272) is never used and should be removed
console.log(string) (StakingRewards.sol#426-428) is never used and should be removed
console.log(string,address) (StakingRewards.sol#466-468) is never used and should be removed
console.log(string,address,address) (StakingRewards.sol#626-628) is never used and should be removed
console.log(string,address,address,address) (StakingRewards.sol#1266-1268) is never used and should be removed
console.log(string,address,address,bool) (StakingRewards.sol#1262-1264) is never used and should be removed
console.log(string,address,address,string) (StakingRewards.sol#1258-1260) is never used and should be removed
console.log(string,address,address,uint256) (StakingRewards.sol#1254-1256) is never used and should be removed
console.log(string,address,bool) (StakingRewards.sol#622-624) is never used and should be removed
console.log(string,address,bool,address) (StakingRewards.sol#1250-1252) is never used and should be removed
console.log(string,address,bool,bool) (StakingRewards.sol#1246-1248) is never used and should be removed
console.log(string,address,bool,string) (StakingRewards.sol#1242-1244) is never used and should be removed
console.log(string,address,bool,uint256) (StakingRewards.sol#1238-1240) is never used and should be removed
console.log(string,address,string) (StakingRewards.sol#618-620) is never used and should be removed
console.log(string,address,string,address) (StakingRewards.sol#1234-1236) is never used and should be removed
console.log(string,address,string,bool) (StakingRewards.sol#1230-1232) is never used and should be removed
console.log(string,address,string,string) (StakingRewards.sol#1226-1228) is never used and should be removed
console.log(string,address,string,uint256) (StakingRewards.sol#1222-1224) is never used and should be removed
console.log(string,address,uint256) (StakingRewards.sol#614-616) is never used and should be removed
console.log(string,address,uint256,address) (StakingRewards.sol#1218-1220) is never used and should be removed
console.log(string,address,uint256,bool) (StakingRewards.sol#1214-1216) is never used and should be removed
console.log(string,address,uint256,string) (StakingRewards.sol#1210-1212) is never used and should be removed
console.log(string,address,uint256,uint256) (StakingRewards.sol#1206-1208) is never used and should be removed
console.log(string,bool) (StakingRewards.sol#462-464) is never used and should be removed
console.log(string,bool,address) (StakingRewards.sol#610-612) is never used and should be removed
console.log(string,bool,address,address) (StakingRewards.sol#1202-1204) is never used and should be removed
console.log(string,bool,address,bool) (StakingRewards.sol#1198-1200) is never used and should be removed
console.log(string,bool,address,string) (StakingRewards.sol#1194-1196) is never used and should be removed
console.log(string,bool,address,uint256) (StakingRewards.sol#1190-1192) is never used and should be removed
```

```
console.log(string,bool,bool) (StakingRewards.sol#606-608) is never used and should be removed
console.log(string,bool,bool,address) (StakingRewards.sol#1186-1188) is never used and should be removed
console.log(string,bool,bool,bool) (StakingRewards.sol#1182-1184) is never used and should be removed
console.log(string,bool,bool,string) (StakingRewards.sol#1178-1180) is never used and should be removed
console.log(string,bool,bool,uint256) (StakingRewards.sol#1174-1176) is never used and should be removed
console.log(string,bool,string) (StakingRewards.sol#602-604) is never used and should be removed
console.log(string,bool,string,address) (StakingRewards.sol#1170-1172) is never used and should be removed
console.log(string,bool,string,bool) (StakingRewards.sol#1166-1168) is never used and should be removed
console.log(string,bool,string,string) (StakingRewards.sol#1162-1164) is never used and should be removed
console.log(string,bool,string,uint256) (StakingRewards.sol#1158-1160) is never used and should be removed
console.log(string,bool,uint256) (StakingRewards.sol#598-600) is never used and should be removed
console.log(string,bool,uint256,address) (StakingRewards.sol#1154-1156) is never used and should be removed
console.log(string,bool,uint256,bool) (StakingRewards.sol#1150-1152) is never used and should be removed
console.log(string,bool,uint256,string) (StakingRewards.sol#1146-1148) is never used and should be removed
console.log(string,bool,uint256,uint256) (StakingRewards.sol#1142-1144) is never used and should be removed
console.log(string,string) (StakingRewards.sol#458-460) is never used and should be removed
console.log(string,string,address) (StakingRewards.sol#594-596) is never used and should be removed
console.log(string,string,address,address) (StakingRewards.sol#1138-1140) is never used and should be removed
console.log(string,string,address,bool) (StakingRewards.sol#1134-1136) is never used and should be removed
console.log(string,string,address,string) (StakingRewards.sol#1130-1132) is never used and should be removed
console.log(string,string,address,uint256) (StakingRewards.sol#1126-1128) is never used and should be removed
console.log(string,string,bool) (StakingRewards.sol#590-592) is never used and should be removed
console.log(string,string,bool,address) (StakingRewards.sol#1122-1124) is never used and should be removed
console.log(string,string,bool,bool) (StakingRewards.sol#1118-1120) is never used and should be removed
console.log(string,string,bool,string) (StakingRewards.sol#1114-1116) is never used and should be removed
console.log(string,string,bool,uint256) (StakingRewards.sol#1110-1112) is never used and should be removed
console.log(string,string,string) (StakingRewards.sol#586-588) is never used and should be removed
console.log(string,string,string,address) (StakingRewards.sol#1106-1108) is never used and should be removed
console.log(string,string,string,bool) (StakingRewards.sol#1102-1104) is never used and should be removed
console.log(string,string,string,string) (StakingRewards.sol#1098-1100) is never used and should be removed
console.log(string,string,string,uint256) (StakingRewards.sol#1094-1096) is never used and should be removed
console.log(string,string,uint256) (StakingRewards.sol#582-584) is never used and should be removed
console.log(string,string,uint256,address) (StakingRewards.sol#1090-1092) is never used and should be removed
console.log(string,string,uint256,bool) (StakingRewards.sol#1086-1088) is never used and should be removed
console.log(string,string,uint256,string) (StakingRewards.sol#1082-1084) is never used and should be removed
console.log(string,string,uint256,uint256) (StakingRewards.sol#1078-1080) is never used and should be removed
console.log(string,uint256) (StakingRewards.sol#454-456) is never used and should be removed
console.log(string,uint256,address) (StakingRewards.sol#578-580) is never used and should be removed
```

```
console.log(string,uint256,address,address) (StakingRewards.sol#1074-1076) is never used and should be removed
console.log(string,uint256,address,bool) (StakingRewards.sol#1070-1072) is never used and should be removed
console.log(string,uint256,address,string) (StakingRewards.sol#1066-1068) is never used and should be removed
console.log(string,uint256,address,uint256) (StakingRewards.sol#1062-1064) is never used and should be removed
console.log(string,uint256,bool) (StakingRewards.sol#574-576) is never used and should be removed
console.log(string,uint256,bool,address) (StakingRewards.sol#1058-1060) is never used and should be removed
console.log(string,uint256,bool,bool) (StakingRewards.sol#1054-1056) is never used and should be removed
console.log(string,uint256,bool,string) (StakingRewards.sol#1050-1052) is never used and should be removed
console.log(string,uint256,bool,uint256) (StakingRewards.sol#1046-1048) is never used and should be removed
console.log(string,uint256,string) (StakingRewards.sol#570-572) is never used and should be removed
console.log(string,uint256,string,address) (StakingRewards.sol#1042-1044) is never used and should be removed
console.log(string,uint256,string,bool) (StakingRewards.sol#1038-1040) is never used and should be removed
console.log(string,uint256,string,string) (StakingRewards.sol#1034-1036) is never used and should be removed
console.log(string,uint256,string,uint256) (StakingRewards.sol#1030-1032) is never used and should be removed
console.log(string,uint256,uint256) (StakingRewards.sol#566-568) is never used and should be removed
console.log(string,uint256,uint256,address) (StakingRewards.sol#1026-1028) is never used and should be removed
console.log(string,uint256,uint256,bool) (StakingRewards.sol#1022-1024) is never used and should be removed
console.log(string,uint256,uint256,string) (StakingRewards.sol#1018-1020) is never used and should be removed
console.log(string,uint256,uint256,uint256) (StakingRewards.sol#1014-1016) is never used and should be removed
console.log(uint256,address) (StakingRewards.sol#450-452) is never used and should be removed
console.log(uint256,address,address) (StakingRewards.sol#562-564) is never used and should be removed
console.log(uint256,address,address,address) (StakingRewards.sol#1010-1012) is never used and should be removed
console.log(uint256,address,address,bool) (StakingRewards.sol#1006-1008) is never used and should be removed
console.log(uint256,address,address,string) (StakingRewards.sol#1002-1004) is never used and should be removed
console.log(uint256,address,address,uint256) (StakingRewards.sol#998-1000) is never used and should be removed
console.log(uint256,address,bool) (StakingRewards.sol#558-560) is never used and should be removed
console.log(uint256,address,bool,address) (StakingRewards.sol#994-996) is never used and should be removed
console.log(uint256,address,bool,bool) (StakingRewards.sol#990-992) is never used and should be removed
console.log(uint256,address,bool,string) (StakingRewards.sol#986-988) is never used and should be removed
console.log(uint256,address,bool,uint256) (StakingRewards.sol#982-984) is never used and should be removed
console.log(uint256,address,string) (StakingRewards.sol#554-556) is never used and should be removed
console.log(uint256,address,string,address) (StakingRewards.sol#978-980) is never used and should be removed
console.log(uint256,address,string,bool) (StakingRewards.sol#974-976) is never used and should be removed
console.log(uint256,address,string,string) (StakingRewards.sol#970-972) is never used and should be removed
console.log(uint256,address,string,uint256) (StakingRewards.sol#966-968) is never used and should be removed
console.log(uint256,address,uint256) (StakingRewards.sol#550-552) is never used and should be removed
console.log(uint256,address,uint256,address) (StakingRewards.sol#962-964) is never used and should be removed
console.log(uint256,address,uint256,bool) (StakingRewards.sol#958-960) is never used and should be removed
```

```
console.log(uint256,address,uint256,string) (StakingRewards.sol#954-956) is never used and should be removed
console.log(uint256,address,uint256,uint256) (StakingRewards.sol#950-952) is never used and should be removed
console.log(uint256,bool) (StakingRewards.sol#446-448) is never used and should be removed
console.log(uint256,bool,address) (StakingRewards.sol#546-548) is never used and should be removed
console.log(uint256,bool,address,address) (StakingRewards.sol#946-948) is never used and should be removed
console.log(uint256,bool,address,bool) (StakingRewards.sol#942-944) is never used and should be removed
console.log(uint256,bool,address,string) (StakingRewards.sol#938-940) is never used and should be removed
console.log(uint256,bool,address,uint256) (StakingRewards.sol#934-936) is never used and should be removed
console.log(uint256,bool,bool) (StakingRewards.sol#542-544) is never used and should be removed
console.log(uint256,bool,bool,address) (StakingRewards.sol#930-932) is never used and should be removed
console.log(uint256,bool,bool,bool) (StakingRewards.sol#926-928) is never used and should be removed
console.log(uint256,bool,bool,string) (StakingRewards.sol#922-924) is never used and should be removed
console.log(uint256,bool,bool,uint256) (StakingRewards.sol#918-920) is never used and should be removed
console.log(uint256,bool,string) (StakingRewards.sol#538-540) is never used and should be removed
console.log(uint256,bool,string,address) (StakingRewards.sol#914-916) is never used and should be removed
console.log(uint256,bool,string,bool) (StakingRewards.sol#910-912) is never used and should be removed
console.log(uint256,bool,string,string) (StakingRewards.sol#906-908) is never used and should be removed
console.log(uint256,bool,string,uint256) (StakingRewards.sol#902-904) is never used and should be removed
console.log(uint256,bool,uint256) (StakingRewards.sol#534-536) is never used and should be removed
console.log(uint256,bool,uint256,address) (StakingRewards.sol#898-900) is never used and should be removed
console.log(uint256,bool,uint256,bool) (StakingRewards.sol#894-896) is never used and should be removed
console.log(uint256,bool,uint256,string) (StakingRewards.sol#890-892) is never used and should be removed
console.log(uint256,bool,uint256,uint256) (StakingRewards.sol#886-888) is never used and should be removed
console.log(uint256,string) (StakingRewards.sol#442-444) is never used and should be removed
console.log(uint256,string,address) (StakingRewards.sol#530-532) is never used and should be removed
console.log(uint256,string,address,address) (StakingRewards.sol#882-884) is never used and should be removed
console.log(uint256,string,address,bool) (StakingRewards.sol#878-880) is never used and should be removed
console.log(uint256,string,address,string) (StakingRewards.sol#874-876) is never used and should be removed
console.log(uint256,string,address,uint256) (StakingRewards.sol#870-872) is never used and should be removed
console.log(uint256,string,bool) (StakingRewards.sol#526-528) is never used and should be removed
console.log(uint256,string,bool,address) (StakingRewards.sol#866-868) is never used and should be removed
console.log(uint256,string,bool,bool) (StakingRewards.sol#862-864) is never used and should be removed
console.log(uint256,string,bool,string) (StakingRewards.sol#858-860) is never used and should be removed
console.log(uint256,string,bool,uint256) (StakingRewards.sol#854-856) is never used and should be removed
console.log(uint256,string,string) (StakingRewards.sol#522-524) is never used and should be removed
console.log(uint256,string,string,address) (StakingRewards.sol#850-852) is never used and should be removed
console.log(uint256,string,string,bool) (StakingRewards.sol#846-848) is never used and should be removed
console.log(uint256,string,string,string) (StakingRewards.sol#842-844) is never used and should be removed
```

```
console.log(uint256,string,string,string) (StakingRewards.sol#842-844) is never used and should be removed
console.log(uint256,string,string,uint256) (StakingRewards.sol#838-840) is never used and should be removed
console.log(uint256,string,uint256) (StakingRewards.sol#518-520) is never used and should be removed
console.log(uint256,string,uint256,address) (StakingRewards.sol#834-836) is never used and should be removed
console.log(uint256,string,uint256,bool) (StakingRewards.sol#830-832) is never used and should be removed
console.log(uint256,string,uint256,string) (StakingRewards.sol#826-828) is never used and should be removed
console.log(uint256,string,uint256,uint256) (StakingRewards.sol#822-824) is never used and should be removed
console.log(uint256,uint256) (StakingRewards.sol#438-440) is never used and should be removed
console.log(uint256,uint256,address) (StakingRewards.sol#514-516) is never used and should be removed
console.log(uint256,uint256,address,address) (StakingRewards.sol#818-820) is never used and should be removed
console.log(uint256,uint256,address,bool) (StakingRewards.sol#814-816) is never used and should be removed
console.log(uint256,uint256,address,string) (StakingRewards.sol#810-812) is never used and should be removed
console.log(uint256,uint256,address,uint256) (StakingRewards.sol#806-808) is never used and should be removed
console.log(uint256,uint256,bool) (StakingRewards.sol#510-512) is never used and should be removed
console.log(uint256,uint256,bool,address) (StakingRewards.sol#802-804) is never used and should be removed
console.log(uint256,uint256,bool,bool) (StakingRewards.sol#798-800) is never used and should be removed
console.log(uint256,uint256,bool,string) (StakingRewards.sol#794-796) is never used and should be removed
console.log(uint256,uint256,bool,uint256) (StakingRewards.sol#790-792) is never used and should be removed
console.log(uint256,uint256,string) (StakingRewards.sol#506-508) is never used and should be removed
console.log(uint256,uint256,string,address) (StakingRewards.sol#786-788) is never used and should be removed
console.log(uint256,uint256,string,bool) (StakingRewards.sol#782-784) is never used and should be removed
console.log(uint256,uint256,string,string) (StakingRewards.sol#778-780) is never used and should be removed
console.log(uint256,uint256,string,uint256) (StakingRewards.sol#774-776) is never used and should be removed
console.log(uint256,uint256,uint256) (StakingRewards.sol#502-504) is never used and should be removed
console.log(uint256,uint256,uint256,address) (StakingRewards.sol#770-772) is never used and should be removed
console.log(uint256,uint256,uint256,bool) (StakingRewards.sol#766-768) is never used and should be removed
console.log(uint256,uint256,uint256,string) (StakingRewards.sol#762-764) is never used and should be removed
console.log(uint256,uint256,uint256,uint256) (StakingRewards.sol#758-760) is never used and should be removed
console.logAddress(address) (StakingRewards.sol#286-288) is never used and should be removed
console.logBool(bool) (StakingRewards.sol#282-284) is never used and should be removed
console.logBytes(bytes) (StakingRewards.sol#290-292) is never used and should be removed
console.logBytes1(bytes1) (StakingRewards.sol#294-296) is never used and should be removed
console.logBytes10(bytes10) (StakingRewards.sol#330-332) is never used and should be removed
console.logBytes11(bytes11) (StakingRewards.sol#334-336) is never used and should be removed
console.logBytes12(bytes12) (StakingRewards.sol#338-340) is never used and should be removed
console.logBytes13(bytes13) (StakingRewards.sol#342-344) is never used and should be removed
console.logBytes14(bytes14) (StakingRewards.sol#346-348) is never used and should be removed
console.logBytes15(bytes15) (StakingRewards.sol#350-352) is never used and should be removed
```

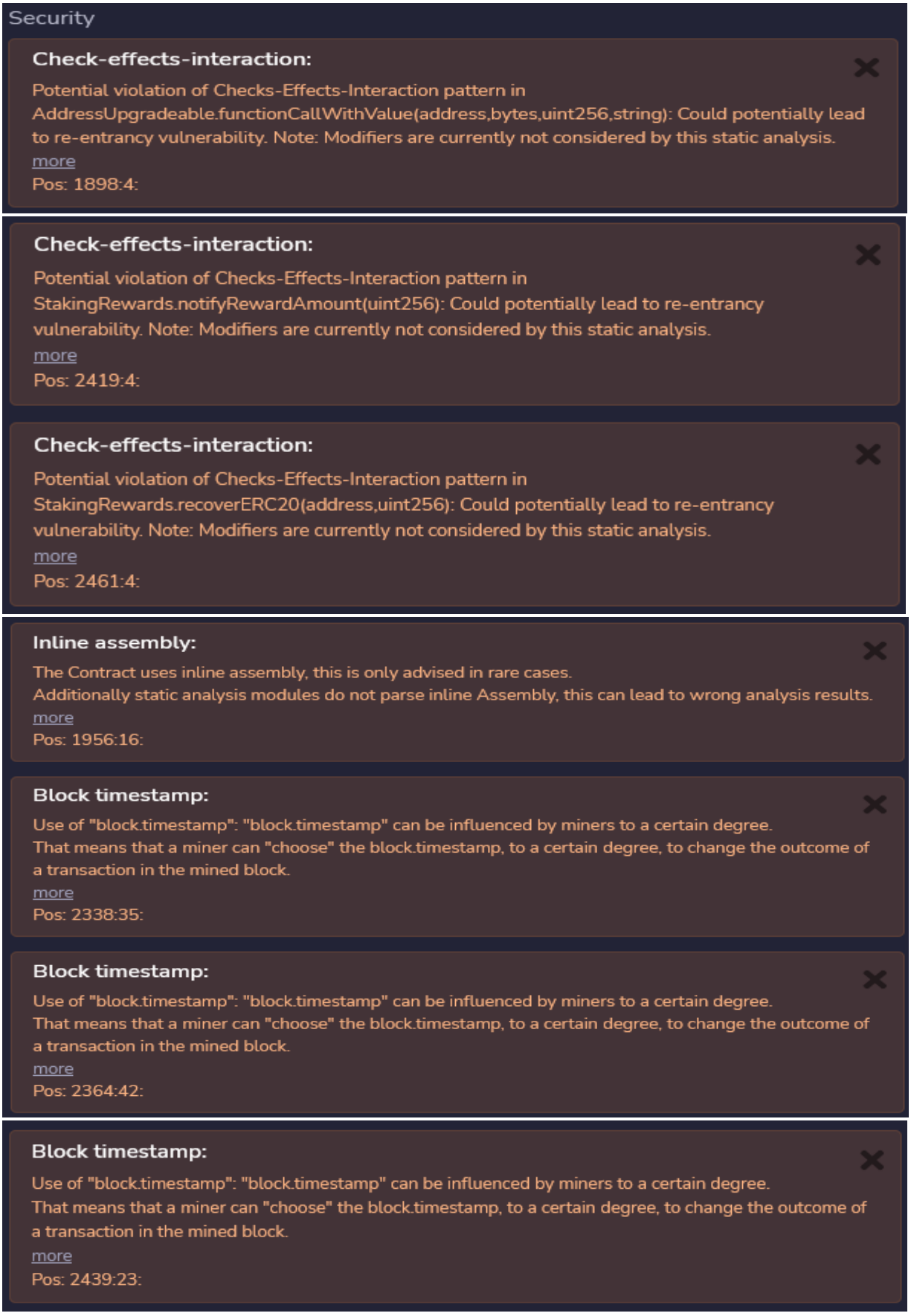
```
console.logBytes16(bytes16) (StakingRewards.sol#354-356) is never used and should be removed
console.logBytes17(bytes17) (StakingRewards.sol#358-360) is never used and should be removed
console.logBytes18(bytes18) (StakingRewards.sol#362-364) is never used and should be removed
console.logBytes19(bytes19) (StakingRewards.sol#366-368) is never used and should be removed
console.logBytes2(bytes2) (StakingRewards.sol#298-300) is never used and should be removed
console.logBytes20(bytes20) (StakingRewards.sol#370-372) is never used and should be removed
console.logBytes21(bytes21) (StakingRewards.sol#374-376) is never used and should be removed
console.logBytes22(bytes22) (StakingRewards.sol#378-380) is never used and should be removed
console.logBytes23(bytes23) (StakingRewards.sol#382-384) is never used and should be removed
console.logBytes24(bytes24) (StakingRewards.sol#386-388) is never used and should be removed
console.logBytes25(bytes25) (StakingRewards.sol#390-392) is never used and should be removed
console.logBytes26(bytes26) (StakingRewards.sol#394-396) is never used and should be removed
console.logBytes27(bytes27) (StakingRewards.sol#398-400) is never used and should be removed
console.logBytes28(bytes28) (StakingRewards.sol#402-404) is never used and should be removed
console.logBytes29(bytes29) (StakingRewards.sol#406-408) is never used and should be removed
console.logBytes3(bytes3) (StakingRewards.sol#302-304) is never used and should be removed
console.logBytes30(bytes30) (StakingRewards.sol#410-412) is never used and should be removed
console.logBytes31(bytes31) (StakingRewards.sol#414-416) is never used and should be removed
console.logBytes32(bytes32) (StakingRewards.sol#418-420) is never used and should be removed
console.logBytes4(bytes4) (StakingRewards.sol#306-308) is never used and should be removed
console.logBytes5(bytes5) (StakingRewards.sol#310-312) is never used and should be removed
console.logBytes6(bytes6) (StakingRewards.sol#314-316) is never used and should be removed
console.logBytes7(bytes7) (StakingRewards.sol#318-320) is never used and should be removed
console.logBytes8(bytes8) (StakingRewards.sol#322-324) is never used and should be removed
console.logBytes9(bytes9) (StakingRewards.sol#326-328) is never used and should be removed
console.logInt(int256) (StakingRewards.sol#270-272) is never used and should be removed
console.logString(string) (StakingRewards.sol#278-280) is never used and should be removed
console.logUint(uint256) (StakingRewards.sol#274-276) is never used and should be removed
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#dead-code
INFO:Detectors:
Pragma version^0.8.0 (StakingRewards.sol#3) necessitates a version too recent to be trusted. Consider deploying with 0.6.12/0.7.6
solc-0.8.0 is not recommended for deployment
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#incorrect-versions-of-solidity
INFO:Detectors:
Low level call in AddressUpgradeable.sendValue(address,uint256) (StakingRewards.sol#1830-1835):
        - (success) = recipient.call{value: amount}() (StakingRewards.sol#1833)
Low level call in AddressUpgradeable.functionCallWithValue(address,bytes,uint256,string) (StakingRewards.sol#1898-1909):
        - (success,returndata) = target.call{value: value}(data) (StakingRewards.sol#1907)
```

```
Low level call in AddressUpgradeable.functionStaticCall(address,bytes,string) (StakingRewards.sol#1927-1936):
        - (success,returndata) = target.staticcall(data) (StakingRewards.sol#1934)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#low-level-calls
INFO:Detectors:
Contract console (StakingRewards.sol#254-1782) is not in CapWords
Function ReentrancyGuardUpgradeable.__ReentrancyGuard_init() (StakingRewards.sol#2174-2176) is not in mixedCase
Function ReentrancyGuardUpgradeable.__ReentrancyGuard_init_unchained() (StakingRewards.sol#2178-2180) is not in mixedCase
Variable ReentrancyGuardUpgradeable.__gap (StakingRewards.sol#2202) is not in mixedCase
Function ContextUpgradeable.__Context_init() (StakingRewards.sol#2206-2208) is not in mixedCase
Function ContextUpgradeable.__Context_init_unchained() (StakingRewards.sol#2210-2211) is not in mixedCase
Variable ContextUpgradeable.__gap (StakingRewards.sol#2219) is not in mixedCase
Function OwnableUpgradeable.__Ownable_init() (StakingRewards.sol#2230-2233) is not in mixedCase
Function OwnableUpgradeable.__Ownable_init_unchained() (StakingRewards.sol#2235-2237) is not in mixedCase
Variable OwnableUpgradeable.__gap (StakingRewards.sol#2283) is not in mixedCase
Parameter StakingRewards.initialize(address)._stakingToken (StakingRewards.sol#2312) is not in mixedCase
Parameter StakingRewards.updateFees(uint256)._totalFees (StakingRewards.sol#2319) is not in mixedCase
Parameter StakingRewards.updateHoldingTime(uint256)._holdingTime (StakingRewards.sol#2323) is not in mixedCase
Function StakingRewards._transferFeesWallets(address) (StakingRewards.sol#2448-2450) is not in mixedCase
Parameter StakingRewards.updateTotalFees(uint256)._totalFees (StakingRewards.sol#2452) is not in mixedCase
Parameter StakingRewards.updateCHoldingTime(uint256)._holdingTime (StakingRewards.sol#2456) is not in mixedCase
Parameter StakingRewards.setRewardsDuration(uint256)._rewardsDuration (StakingRewards.sol#2467) is not in mixedCase
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#conformance-to-solidity-naming-conventions
INFO:Detectors:
console.slitherConstructorConstantVariables() (StakingRewards.sol#254-1782) uses literals with too many digits:
        - CONSOLE_ADDRESS = address(0x000000000000000000636F6e736F6c652e6c6f67) (StakingRewards.sol#255)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#too-many-digits
INFO:Detectors:
OwnableUpgradeable.__gap (StakingRewards.sol#2283) is never used in StakingRewards (StakingRewards.sol#2287-2498)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#unused-state-variables
INFO:Detectors:
renounceOwnership() should be declared external:
        - OwnableUpgradeable.renounceOwnership() (StakingRewards.sol#2261-2263)
transferOwnership(address) should be declared external:
        - OwnableUpgradeable.transferOwnership(address) (StakingRewards.sol#2269-2272)
initialize(address) should be declared external:
        - StakingRewards.initialize(address) (StakingRewards.sol#2312-2317)
_transferFeesWallets(address) should be declared external:
        - StakingRewards._transferFeesWallets(address) (StakingRewards.sol#2448-2450)
```

```
_transferFeesWallets(address) should be declared external:
        - StakingRewards._transferFeesWallets(address) (StakingRewards.sol#2448-2450)
Reference: https://github.com/crytic/slither/wiki/Detector-Documentation#public-function-that-could-be-declared-external
INFO:Slither:StakingRewards.sol analyzed (11 contracts with 75 detectors), 451 result(s) found
INFO:Slither:Use https://crytic.io/ to get access to additional detectors and Github integration
```

Solidity Static Analysis

StakingRewards.sol



Low level calls:

Use of "call": should be avoided whenever possible.
It can lead to unexpected behavior if return value is not handled properly.
Please use Direct Calls via specifying the called contract's interface.
more
Pos: 1833:27:

Low level calls:

Use of "call": should be avoided whenever possible.
It can lead to unexpected behavior if return value is not handled properly.
Please use Direct Calls via specifying the called contract's interface.
more
Pos: 1907:50:

Gas & Economy

Gas costs:

Gas requirement of function StakingRewards.rewardPerToken is infinite:
If the gas requirement of a function is higher than the block gas limit, it cannot be executed.
Please avoid loops in your functions or actions that modify large areas of storage
(this includes clearing or copying arrays in storage)
Pos: 2341:4:

Gas costs:

Gas requirement of function StakingRewards.withdraw is infinite:
If the gas requirement of a function is higher than the block gas limit, it cannot be executed.
Please avoid loops in your functions or actions that modify large areas of storage
(this includes clearing or copying arrays in storage)
Pos: 2369:4:

Gas costs:

Gas requirement of function StakingRewards.stakeRewards is infinite:
If the gas requirement of a function is higher than the block gas limit, it cannot be executed.
Please avoid loops in your functions or actions that modify large areas of storage
(this includes clearing or copying arrays in storage)
Pos: 2378:4:

Gas costs:

Gas requirement of function StakingRewards.getReward is infinite:
If the gas requirement of a function is higher than the block gas limit, it cannot be executed.
Please avoid loops in your functions or actions that modify large areas of storage
(this includes clearing or copying arrays in storage)
Pos: 2404:4:

Miscellaneous

Constant/View/Pure functions:

console._sendLogPayload(bytes) : Is constant but potentially should not be. Note: Modifiers are currently not considered by this static analysis.

more

Pos: 257:1:

Constant/View/Pure functions:

ContextUpgradeable.__Context_init_unchained() : Potentially should be constant/view/pure but is not. Note: Modifiers are currently not considered by this static analysis.

more

Pos: 2210:4:

Constant/View/Pure functions:

StakingRewards._calculateFeeAmount(address,uint256) : Potentially should be constant/view/pure but is not. Note: Modifiers are currently not considered by this static analysis.

more

Pos: 2392:4:

Similar variable names:

StakingRewards.stakeRewards() : Variables have very similar names "reward" and "rewards". Note: Modifiers are currently not considered by this static analysis.

Pos: 2379:8:

Similar variable names:

StakingRewards.stakeRewards() : Variables have very similar names "reward" and "rewards". Note: Modifiers are currently not considered by this static analysis.

Pos: 2380:16:

Similar variable names:

StakingRewards.getReward() : Variables have very similar names "reward" and "rewards". Note: Modifiers are currently not considered by this static analysis.

Pos: 2405:25:

Similar variable names:

StakingRewards.getReward() : Variables have very similar names "reward" and "rewards". Note: Modifiers are currently not considered by this static analysis.

Pos: 2406:12:

Similar variable names:

StakingRewards.getReward() : Variables have very similar names "reward" and "rewards". Note: Modifiers are currently not considered by this static analysis.

Pos: 2407:12:

No return:

IERC20Upgradeable.totalSupply(): Defines a return type but never explicitly returns a value.
Pos: 1970:4:

No return:

IERC20Upgradeable.balanceOf(address): Defines a return type but never explicitly returns a value.
Pos: 1975:4:

No return:

IERC20Upgradeable.transfer(address,uint256): Defines a return type but never explicitly returns a value.
Pos: 1984:4:

Guard conditions:

Use "assert(x)" if you never ever want x to be false, not in any circumstance (apart from a bug in your code). Use "require(x)" if x can be false, due to e.g. invalid input or a failing external component.
more
Pos: 2250:8:

Guard conditions:

Use "assert(x)" if you never ever want x to be false, not in any circumstance (apart from a bug in your code). Use "require(x)" if x can be false, due to e.g. invalid input or a failing external component.
more
Pos: 2270:8:

Guard conditions:

Use "assert(x)" if you never ever want x to be false, not in any circumstance (apart from a bug in your code). Use "require(x)" if x can be false, due to e.g. invalid input or a failing external component.
more
Pos: 2361:8:

Guard conditions:

Use "assert(x)" if you never ever want x to be false, not in any circumstance (apart from a bug in your code). Use "require(x)" if x can be false, due to e.g. invalid input or a failing external component.
more
Pos: 2370:8:

Data truncated:

Division of integer values yields an integer value again. That means e.g. 10 / 100 = 0 instead of 0.1 since the result is an integer again. This does not hold for division of (only) literal values since those yield rational constants.
Pos: 223:19:

Solhint Linter

StakingRewards.sol

```
StakingRewards.sol:48:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:61:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:73:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:90:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:102:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:198:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:221:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:247:18: Error: Parse error: missing ';' at '{'
StakingRewards.sol:2096:18: Error: Parse error: missing ';' at '{'
```

Software analysis result:

These software reported many false positive results and some are informational issues. So, those issues can be safely ignored.

Email: audit@EtherAuthority.io