



Cyberscope

Audit Report

PEPE Donald`s

May 2023

Network BSC

Address 0xD0bF5F3Dd55573f4AE099671Bfd09825e273A3B3

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Review

Contract Name	PEPEDONALDS
Compiler Version	v0.8.17+commit.8df45f5f
Optimization	200 runs
Explorer	https://bscscan.com/address/0xd0bf5f3dd55573f4ae099671bfd09825e273a3b3
Address	0xd0bf5f3dd55573f4ae099671bfd09825e273a3b3
Network	BSC
Symbol	PEPEDONALDS
Decimals	18
Total Supply	420,000,000,000

Audit Updates

Initial Audit	11 May 2023
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Source Files

Filename	SHA256
PEPEDONALDS.sol	08bab2db03ed95d3dfd21198ebf68462bd64ed21efffe826d08cff9a2c2ad4d6

Findings Breakdown



● Critical	0
● Medium	1
● Minor / Informative	6

Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	0	0	0	0
● Medium	1	0	0	0
● Minor / Informative	6	0	0	0

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

Severity	Code	Description	Status
●	ST	Stops Transactions	Unresolved
●	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

ST - Stops Transactions

Criticality	Medium
Location	PEPEDONALDS.sol#L611
Status	Unresolved

Description

The contract stops the transactions for all users excluding the addresses that are excluded from fees. The contract will not be able to stop the transactions once the `tradingEnabled` variable is enabled by the contract owner. The variable can be switched once.

```
require(tradingEnabled || !_isExcludedFromFees[from] ||  
_isExcludedFromFees[to], "Trading not yet enabled!");
```

Recommendation

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
●	IDI	Immutable Declaration Improvement	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L09	Dead Code Elimination	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L17	Usage of Solidity Assembly	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	PEPEDONALDS.sol#L566,567
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`.

```
uniswapV2Router  
uniswapV2Pair
```

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	PEPEDONALDS.sol#L33,34,51,71
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);
```

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>.

L09 - Dead Code Elimination

Criticality	Minor / Informative
Location	PEPEDONALDS.sol#L227,238,242,250,258,269,273,282,286,295,313,325,499
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 isContract(address account) internal view returns (bool) {  
    return account.code.length > 0;  
}  
  
function functionCall(address target, bytes memory data) internal returns  
(bytes memory) {  
    return functionCallWithValue(target, data, 0, "Address: low-level  
call failed");  
    ...  
function functionCall(  
    address target,  
    bytes memory data,  
    string memory errorMessage  
) internal returns (bytes memory) {  
    return functionCallWithValue(target, data, 0, errorMessage);  
}  
    ...
```

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.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	PEPEDONALDS.sol#L551
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 router
```

Recommendation

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

L17 - Usage of Solidity Assembly

Criticality	Minor / Informative
Location	PEPEDONALDS.sol#L330
Status	Unresolved

Description

Using assembly can be useful for optimizing code, but it can also be error-prone. It's important to carefully test and debug assembly code to ensure that it is correct and does not contain any errors.

Some common types of errors that can occur when using assembly in Solidity include Syntax, Type, Out-of-bounds, Stack, and Revert.

```
assembly {  
    let returndata_size := mload(returndata)  
    revert(add(32, returndata), returndata_size)  
}
```

Recommendation

It is recommended to use assembly sparingly and only when necessary, as it can be difficult to read and understand compared to Solidity code.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	PEPEDONALDS.sol#L589
Status	Unresolved

Description

According to the ERC20 specification, the transfer methods should be checked if the result is successful. Otherwise, the contract may wrongly assume that the transfer has been established.

```
ERC20token.transfer(msg.sender, balance)
```

Recommendation

The contract should check if the result of the transfer methods is successful. The team is advised to check the SafeERC20 library from the [Openzeppelin library](#).

Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
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	✓	-
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	✓	-

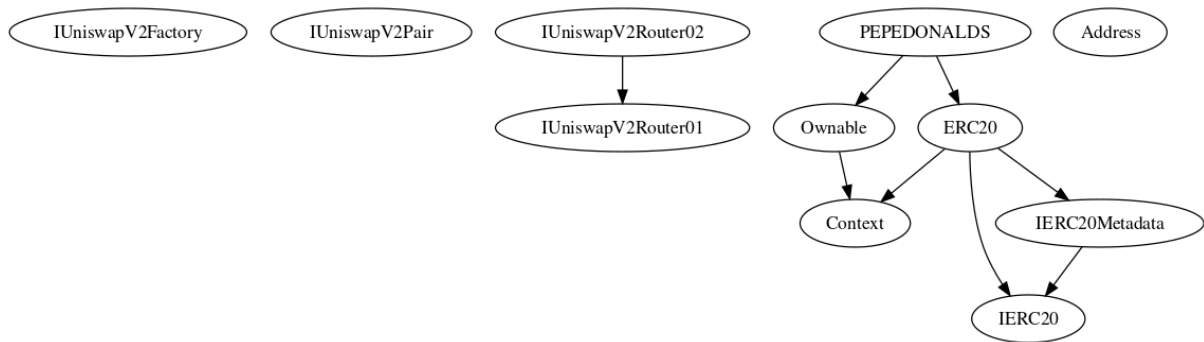
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
IERC20Metadata	Interface	IERC20		
	name	External		-
	symbol	External		-
	decimals	External		-
Address	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	✓	
	functionCall	Internal	✓	

	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionStaticCall	Internal		
	functionStaticCall	Internal		
	functionDelegateCall	Internal	✓	
	functionDelegateCall	Internal	✓	
	verifyCallResultFromTarget	Internal		
	verifyCallResult	Internal		
	_revert	Private		
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
ERC20	Implementation	Context, IERC20, IERC20Meta data		
		Public	✓	-

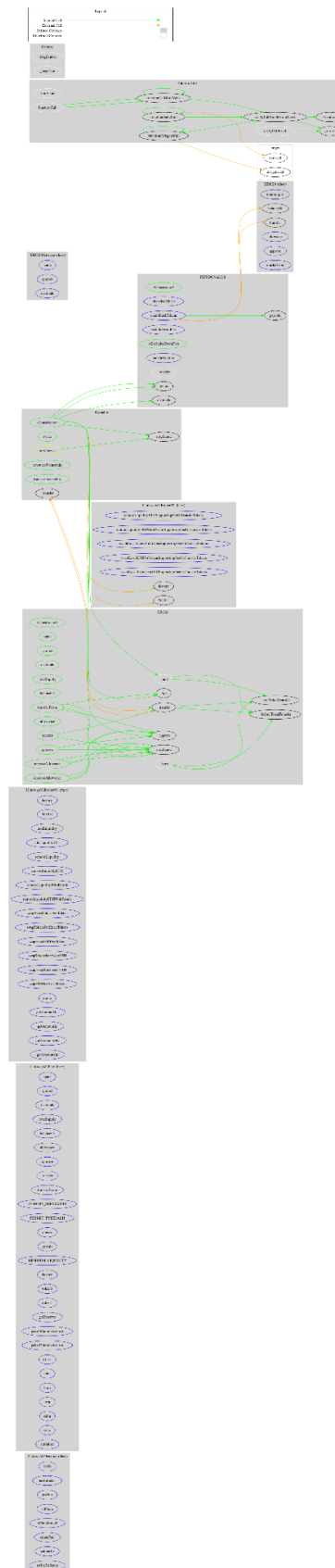
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
	_afterTokenTransfer	Internal	✓	
PEPEDONALDS	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-
	claimStuckTokens	External	✓	onlyOwner
	excludeFromFees	External	✓	onlyOwner

	isExcludedFromFees	Public		-
	enableTrading	External	✓	onlyOwner
	_transfer	Internal	✓	

Inheritance Graph



Flow Graph



Summary

PEPE Donald's 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 stopping transactions. A multi-wallet signing pattern will provide security against potential hacks. Temporarily locking the contract or renouncing ownership will eliminate all the contract threats.

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The Cyberscope team

<https://www.cyberscope.io>