



Cyberscope

Audit Report

Pepes Gone Wild

May 2023

Network BSC

Address 0x21978b859A644754ad2FC5cD7A37a453e06241bE

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Review

Contract Name	PepesGoneWild
Compiler Version	v0.8.18+commit.87f61d96
Optimization	200 runs
Explorer	https://bscscan.com/address/0x21978b859a644754ad2fc5cd7a37a453e06241be
Address	0x21978b859a644754ad2fc5cd7a37a453e06241be
Network	BSC
Symbol	\$PGW
Decimals	18
Total Supply	1,000,000,000

Audit Updates

Initial Audit	19 May 2023 https://github.com/cyberscope-io/audits/blob/main/pgw/v1/audit.pdf
Corrected Phase 2	23 May 2023

Source Files

Filename	SHA256
PepesGoneWild.sol	5672d19655416d4dcc4b506d95b923ad7373ba602df662f8462aedef6a7456e88

Findings Breakdown



● Critical	0
● Medium	1
● Minor / Informative	10

Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	0	0	0	0
● Medium	1	0	0	0
● Minor / Informative	10	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	Unresolved

ST - Stops Transactions

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L717
Status	Unresolved

Description

The contract owner has the authority to stop the transactions for all users. The owner may take advantage of it by disabling the `isEnabled` variable.

```
require(isEnabled, "disabled");
```

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.

BC - Blacklists Addresses

Criticality	Medium
Location	PepesGoneWild.sol#L769
Status	Unresolved

Description

The contract owner has the authority to stop addresses from transactions. The owner may take advantage of it by calling the `setBlacklist` function.

```
function setBlacklist(address account, bool value) external  
onlyOwner {  
    _isBlacklisted[account] = value;  
}
```

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
●	PTRP	Potential Transfer Revert Propagation	Unresolved
●	IDI	Immutable Declaration Improvement	Unresolved
●	L02	State Variables could be Declared Constant	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L05	Unused State Variable	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L09	Dead Code Elimination	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L765
Status	Unresolved

Description

The contract sends funds to a `marketingWallet` as part of the transfer flow. This address can either be a wallet address or a contract. If the address belongs to a contract then it may revert from incoming payment. As a result, the error will propagate to the token's contract and revert the transfer.

```
payable(marketingWallet).transfer(ethBalance);
```

Recommendation

The contract should tolerate the potential revert from the underlying contracts when the interaction is part of the main transfer flow. This could be achieved by not allowing set contract addresses or by sending the funds in a non-revertable way.

IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L698,699
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`.

```
PancakeswapV2Router  
PancakeswapV2Pair
```

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.

L02 - State Variables could be Declared Constant

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L689
Status	Unresolved

Description

State variables can be declared as constant using the constant keyword. This means that the value of the state variable cannot be changed after it has been set. Additionally, the constant variables decrease gas consumption of the corresponding transaction.

```
bool private flag
```

Recommendation

Constant state variables can be useful when the contract wants to ensure that the value of a state variable cannot be changed by any function in the contract. This can be useful for storing values that are important to the contract's behavior, such as the contract's address or the maximum number of times a certain function can be called. The team is advised to add the constant keyword to state variables that never change.

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L72,73,90,126,678,679,683,684,687,773,779,785,789,794,799
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);
IPancakeswapV2Router02 public PancakeswapV2Router
address public PancakeswapV2Pair
uint8 public SELL_TAX = 2
uint8 public BUY_TAX = 2
mapping (address => bool) public _isBlacklisted
address _address
bool _value
uint8 _newBuyTax
uint8 _newSellTax
bool _isEnabled
```

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	PepesGoneWild.sol#L689
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.

```
bool private flag
```

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	PepesGoneWild.sol#L791,796
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.

```
BUY_TAX = _newBuyTax  
SELL_TAX = _newSellTax
```

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	PepesGoneWild.sol#L586
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);

    uint256 accountBalance = _balances[account];
    ...
    _totalSupply -= amount;
}

emit Transfer(account, address(0), amount);

_afterTokenTransfer(account, address(0), amount);
}
```

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.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L775
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 = _address
```

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	PepesGoneWild.sol#L23
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 ^0.8.7;
```

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		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
IPancakeswapV2Pair	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	✓	-
IPancakeswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-

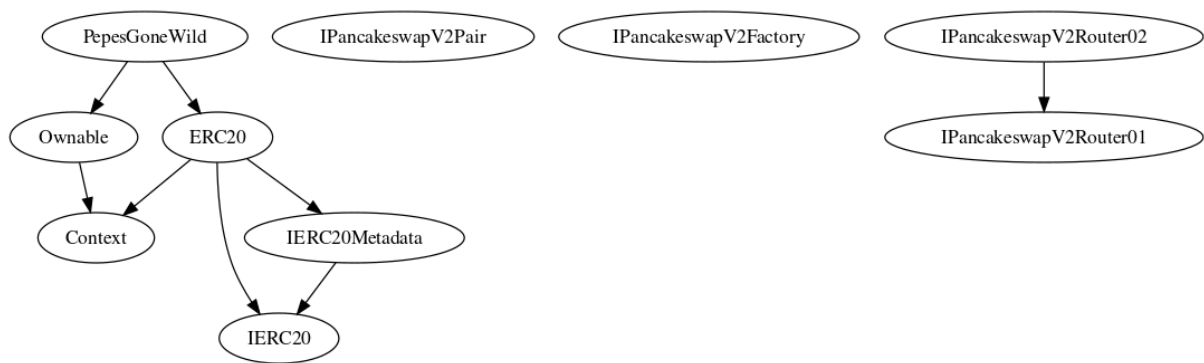
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
IPancakeswapV2Router01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	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		-
IPancakeswapV2Router02	Interface	IPancakeswapV2Router01		
	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		-

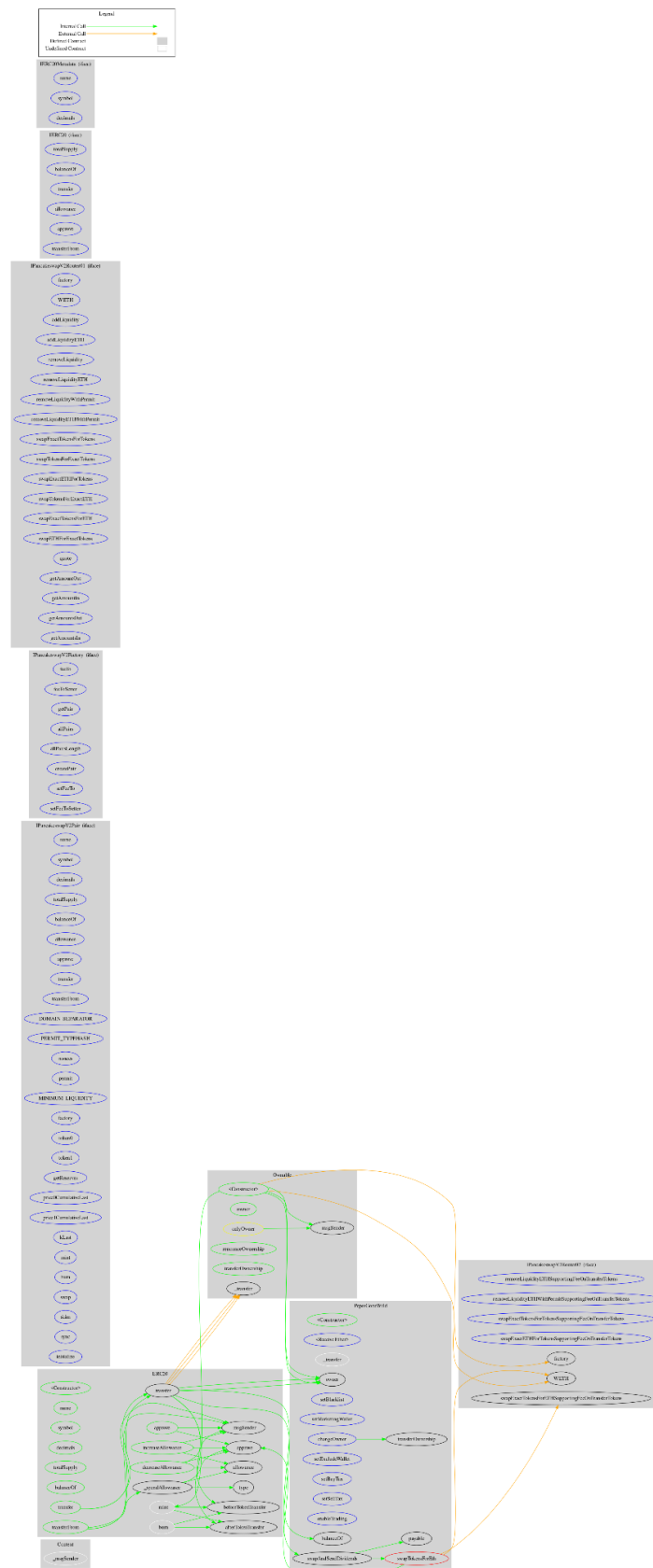
	symbol	External		-
	decimals	External		-
ERC20	Implementation	Context, IERC20, IERC20Meta data		
		Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_spendAllowance	Internal	✓	
	_beforeTokenTransfer	Internal	✓	

	_afterTokenTransfer	Internal	✓	
PepesGoneWild	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-
	_transfer	Internal	✓	
	swapTokensForEth	Private	✓	
	swapAndSendDividends	Private	✓	
	setBlacklist	External	✓	onlyOwner
	setMarketingWallet	External	✓	onlyOwner
	changeOwner	External	✓	onlyOwner
	setExcludeWallet	External	✓	onlyOwner
	setBuyTax	External	✓	onlyOwner
	setSellTax	External	✓	onlyOwner
	enableTrading	External	✓	onlyOwner

Inheritance Graph



Flow Graph



Summary

Pepes Gone Wild 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 and blacklist addresses. 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 25% fees.

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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

Pepes Gone Wild

May 2023

Network BSC

Address 0xb1de0971acf50bc3f1230fb923aa8b66ffc79c5e

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Review

Contract Name	PepesGoneWild
Compiler Version	v0.8.18+commit.87f61d96
Optimization	200 runs
Explorer	https://bscscan.com/address/0xb1de0971acf50bc3f1230fb923aa8b66ffc79c5e
Address	0xb1de0971acf50bc3f1230fb923aa8b66ffc79c5e
Network	BSC
Symbol	\$PGW
Decimals	18
Total Supply	1,000,000,000

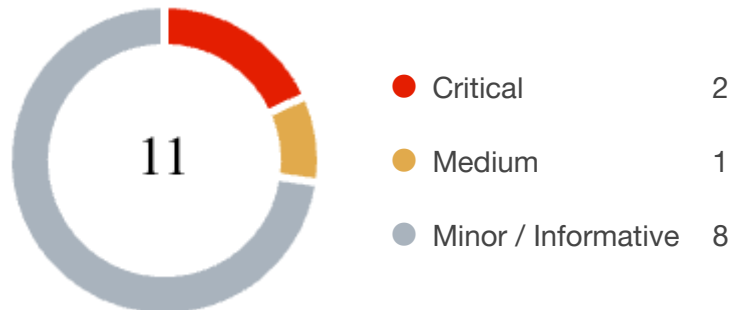
Audit Updates

Initial Audit	19 May 2023
---------------	-------------

Source Files

Filename	SHA256
PepesGoneWild.sol	2cf789a89f08a69dcace5f630288ba457e3ee0e1ea29faaec6fd6aa10abd0df5

Findings Breakdown



Severity	Unresolved	Acknowledged	Resolved	Other
Critical	2	0	0	0
Medium	1	0	0	0
Minor / Informative	8	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	Unresolved
●	ULTW	Transfers Liquidity to Team Wallet	Passed
●	MT	Mints Tokens	Passed
●	BT	Burns Tokens	Passed
●	BC	Blacklists Addresses	Unresolved

ST - Stops Transactions

Criticality	Critical
Location	PepesGoneWild.sol#L708
Status	Unresolved

Description

The contract owner has the authority to stop the sales for all users excluding the owner. The owner may take advantage of it by setting the `sell_Fee` to a high value. As a result, the contract may operate as a honeypot.

```
} else if (to == PancakeswapV2Pair){  
    fee = sell_Fee;  
}
```

Additionally, the contract owner can universally stop the trades by disabling the `flag` variable.

```
require (flag, "_");
```

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.

ELFM - Exceeds Fees Limit

Criticality	Critical
Location	PepesGoneWild.sol#L785
Status	Unresolved

Description

The contract owner has the authority to increase over the allowed limit of 25%. The owner may take advantage of it by calling the `setBuyTax` or `setSellTax` function with a high percentage value.

```
function setBuyTax (uint8 _newBuyTax) external onlyOwner {  
    buy_Fee = _newBuyTax;  
}  
  
function setSellTax (uint8 _newSellTax) external onlyOwner {  
    sell_Fee = _newSellTax;  
}
```

Recommendation

The contract could embody a check for the maximum acceptable value. 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.

BC - Blacklists Addresses

Criticality	Medium
Location	PepesGoneWild.sol#L710
Status	Unresolved

Description

The contract owner has the authority to stop addresses from transactions. The owner may take advantage of it by calling the `setBlacklist` function.

```
require(!_isBlacklisted[from] && !_isBlacklisted[to], "To or From  
address is blacklisted.");
```

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
●	PTRP	Potential Transfer Revert Propagation	Unresolved
●	RSML	Redundant SafeMath Library	Unresolved
●	IDI	Immutable Declaration Improvement	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L09	Dead Code Elimination	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L761
Status	Unresolved

Description

The contract sends funds to a `marketingWallet` as part of the transfer flow. This address can either be a wallet address or a contract. If the address belongs to a contract then it may revert from incoming payment. As a result, the error will propagate to the token's contract and revert the transfer.

```
payable(marketingWallet).transfer(ethBalance);
```

Recommendation

The contract should tolerate the potential revert from the underlying contracts when the interaction is part of the main transfer flow. This could be achieved by not allowing set contract addresses or by sending the funds in a non-revertable way.

RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	PepesGoneWild.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, 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	PepesGoneWild.sol#L692,693
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`.

```
PancakeswapV2Router  
PancakeswapV2Pair
```

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	PepesGoneWild.sol#L113,114,131,167,672,673,677,678,681,765,771,777,781,785,789
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 feeToSetter() external view returns (address);

function getPair(address tokenA, address tokenB) external v
ed,
    uint amountBDesired,
    ...

    makeswapV2Pair &&
        from != owner() &&
        to != owner()
    ) {
    ...
```

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>.

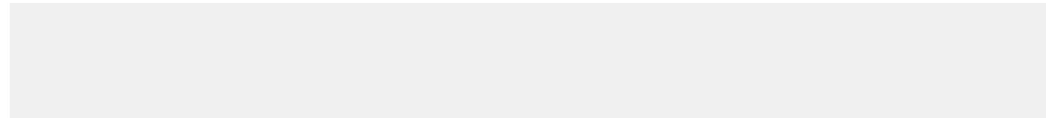
L07 - Missing Events Arithmetic

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L782,786
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.



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	PepesGoneWild.sol#L613
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.

```
sing Hooks].
    */
    function _beforeTokenTransfer(
        address from,
        address to,
        uint256 amount
    ...
    using SafeMath for uint256;

    IPancakeswapV2Router02 public PancakeswapV2Router;
    address public PancakeswapV2Pair;
    bool private swapping;

    address public marketingWallet = 0x0CD42C8
```

Recommendation

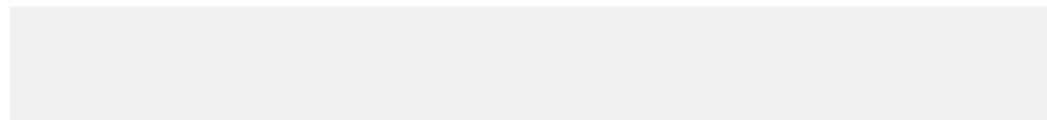
To avoid creating dead code, it's important to carefully consider the logic and flow of the contract and to remove any code that is not needed or that is never executed. This can help improve the clarity and efficiency of the contract.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	PepesGoneWild.sol#L767
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.



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	PepesGoneWild.sol#L23
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.

```
msgSender();
```

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.

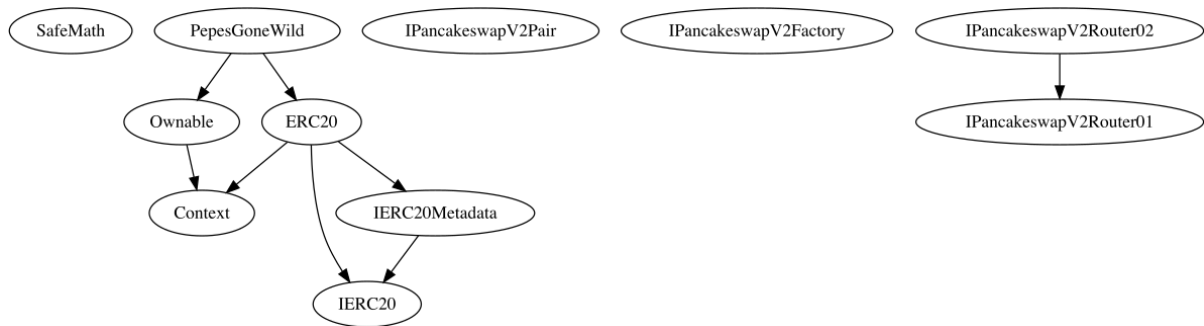
Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
Context	Implementation			
	_msgSender	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner

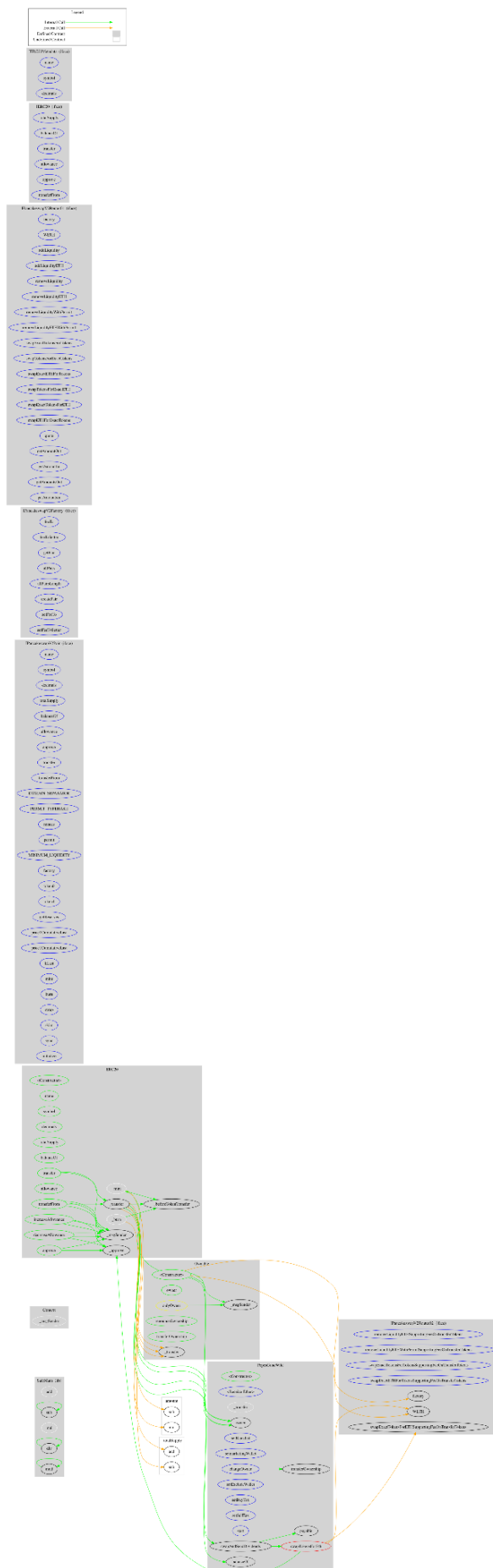
ERC20	Implementation	Context, IERC20, IERC20Meta data		
		Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
PepesGoneWild	Implementation	ERC20, Ownable		
		Public	✓	ERC20

		External	Payable	-
	_transfer	Internal	✓	
	swapTokensForEth	Private	✓	
	swapAndSendDividends	Private	✓	
	setBlacklist	External	✓	onlyOwner
	setmarketingWallet	External	✓	onlyOwner
	changeOwner	External	✓	onlyOwner
	setExcludeWallet	External	✓	onlyOwner
	setBuyTax	External	✓	onlyOwner
	setSellTax	External	✓	onlyOwner
	start	External	✓	onlyOwner

Inheritance Graph



Flow Graph



Summary

Pepes Gone Wild 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 stop transactions, manipulate the fees and blacklist addresses. The contract can be converted into a honeypot and prevent users from selling if the owner abuses the admin functions. 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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