



Cyberscope

Audit Report

Pepe Bullish

May 2023

Network BSC

Address 0x3f1EADD98BaDD87C71Ac8b5524F8F7C4a1c126b3

Audited by © cyberscope

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Review

Contract Name	PEPEBULLISH
Compiler Version	v0.8.19+commit.7dd6d404
Optimization	500 runs
Explorer	https://bscscan.com/address/0x3f1eadd98badd87c71ac8b5524f8f7c4a1c126b3
Address	0x3f1eadd98badd87c71ac8b5524f8f7c4a1c126b3
Network	BSC
Symbol	PEPEBULL
Decimals	9
Total Supply	450,000,000,000,000

Audit Updates

Initial Audit	06 May 2023 https://github.com/cyberscope-io/audits/blob/main/pepebull/v1/audit.pdf
Corrected Phase 2	08 May 2023

Source Files

Filename	SHA256
contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol	85702c5368894b834b1cd0f827a8b412db a5c7c010d20dad6e3448718173356a

Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	6

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

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

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

Diagnostics

● Critical ● Medium ● Minor / Informative

Severity	Code	Description	Status
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L12	Using Variables before Declaration	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPPE_BULLISH.sol#L33,111,112,113,114,115,129,135,141,142,143,144,155,167,386
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 WETH() external pure returns (address);
uint256 constant private startingSupply = 450_000_000_000_000
string constant private _name = "PEPE BULLISH"
string constant private _symbol = "PEPEBULL"
uint8 constant private _decimals = 9
uint256 constant private _tTotal = startingSupply * 10**_decimals

Fees public _taxRates = Fees({
    buyFee: 800,
    sellFee: 800,
    transferFee: 0
})

...
```

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	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L425,435
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.

```
swapThreshold = (_tTotal * thresholdPercent) / thresholdDivisor  
piSwapPercent = priceImpactSwapPercent
```

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.

L12 - Using Variables before Declaration

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L577,609
Status	Unresolved

Description

The contract is using a variable before the declaration. This is usually happening either if it has not been declared yet or if the variable has been declared in a different scope. It is not a good practice to use a local variable before it has been declared.

```
uint256 initSwapAmount
uint256 initThreshold
bool check
```

Recommendation

By declaring local variables before using them, contract ensures that it operates correctly. It's important to be aware of this rule when working with local variables, as using a variable before it has been declared can lead to unexpected behavior and can be difficult to debug.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L577,608,609
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.

```
uint256 initThreshold  
uint256 initSwapAmount  
bool checked  
bool check
```

Recommendation

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

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L268
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.

```
operator = newOperator
```

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.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L596
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.

```
TOKEN.transfer(_owner, TOKEN.balanceOf(address(this)))
```

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](#).

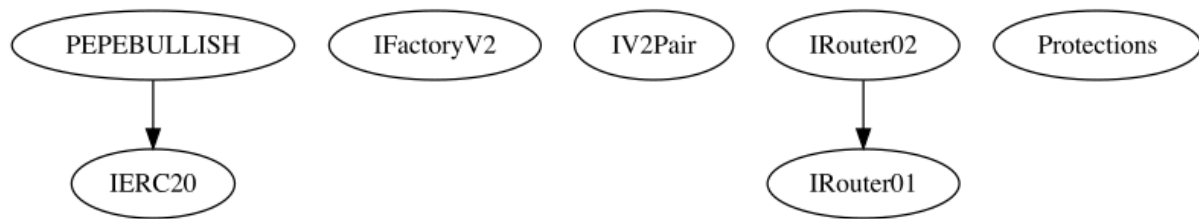
Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
Protections	Interface			
	checkUser	External	✓	-
	setLaunch	External	✓	-
	getInits	External	✓	-
	setLpPair	External	✓	-
	setProtections	External	✓	-
	removeSniper	External	✓	-
PEPEBULLISH	Implementation	IERC20		
		Public	Payable	-
	transferOwner	External	✓	onlyOwner
	renounceOwnership	External	✓	onlyOwner
	setOperator	Public	✓	-
	renounceOriginalDeployer	External	✓	-
		External	Payable	-
	totalSupply	External		-
	decimals	External		-
	symbol	External		-

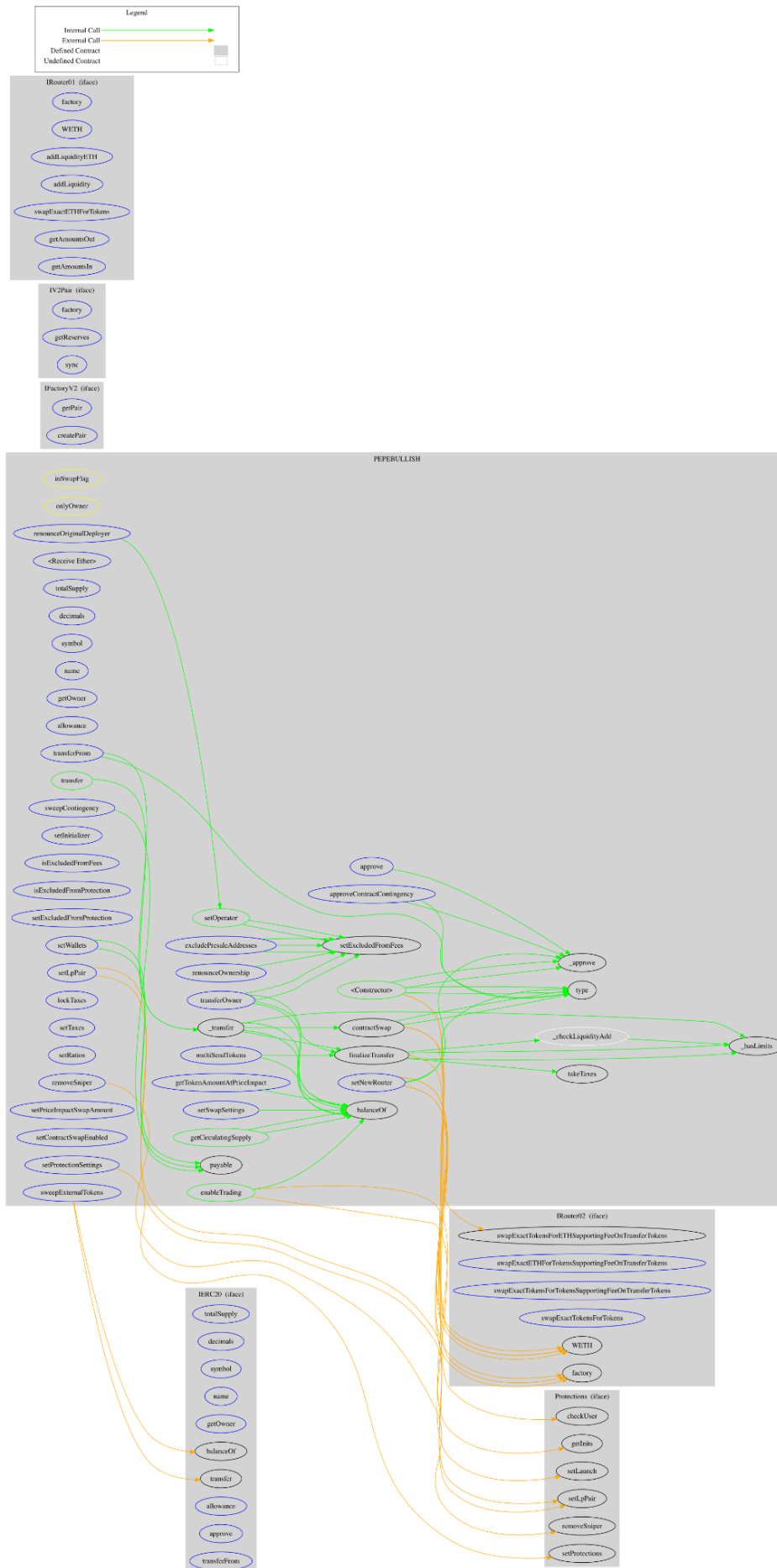
	name	External		-
	getOwner	External		-
	allowance	External		-
	balanceOf	Public		-
	transfer	Public	✓	-
	approve	External	✓	-
	_approve	Internal	✓	
	approveContractContingency	External	✓	onlyOwner
	transferFrom	External	✓	-
	setNewRouter	External	✓	onlyOwner
	setLpPair	External	✓	onlyOwner
	setInitializer	External	✓	onlyOwner
	isExcludedFromFees	External		-
	setExcludedFromFees	Public	✓	onlyOwner
	isExcludedFromProtection	External		-
	setExcludedFromProtection	External	✓	onlyOwner
	getCirculatingSupply	Public		-
	removeSniper	External	✓	onlyOwner
	setProtectionSettings	External	✓	onlyOwner
	lockTaxes	External	✓	onlyOwner
	setTaxes	External	✓	onlyOwner
	setRatios	External	✓	onlyOwner
	setWallets	External	✓	onlyOwner

	getTokenAmountAtPriceImpact	External		-
	setSwapSettings	External	✓	onlyOwner
	setPriceImpactSwapAmount	External	✓	onlyOwner
	setContractSwapEnabled	External	✓	onlyOwner
	excludePresaleAddresses	External	✓	onlyOwner
	_hasLimits	Internal		
	_transfer	Internal	✓	
	contractSwap	Internal	✓	inSwapFlag
	_checkLiquidityAdd	Internal	✓	
	enableTrading	Public	✓	onlyOwner
	sweepContingency	External	✓	onlyOwner
	sweepExternalTokens	External	✓	onlyOwner
	multiSendTokens	External	✓	onlyOwner
	finalizeTransfer	Internal	✓	
	takeTaxes	Internal	✓	

Inheritance Graph



Flow Graph



Summary

Pepe Bullish contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. Pepe Bullish is an interesting project that has a friendly and growing community. The Smart Contract analysis reported no compiler error or critical issues. The contract Owner can access some admin functions that can not be used in a malicious way to disturb the users' transactions. There is also a limit of max 10% fees.

Disclaimer

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Blockchain technology and cryptographic assets present a high level of ongoing risk. Cyberscope's position is that each company and individual are responsible for their own due diligence and continuous security. Cyberscope's goal is to help reduce the attack vectors and the high level of variance associated with utilizing new and consistently changing technologies and in no way claims any guarantee of security or functionality of the technology we agree to analyze. The assessment services provided by Cyberscope are subject to dependencies and are under continuing development. You agree that your access and/or use including but not limited to any services reports and materials will be at your sole risk on an as-is where-is and as-available basis. Cryptographic tokens are emergent technologies and carry with them high levels of technical risk and uncertainty. The assessment reports could include false positives, false negatives and other unpredictable results. The services may access and depend upon multiple layers of third parties.

About Cyberscope

Cyberscope is a blockchain cybersecurity company that was founded with the vision to make web3.0 a safer place for investors and developers. Since its launch, it has worked with thousands of projects and is estimated to have secured tens of millions of investors' funds.

Cyberscope is one of the leading smart contract audit firms in the crypto space and has built a high-profile network of clients and partners.



The Cyberscope team

<https://www.cyberscope.io>



Cyberscope

Audit Report

Pepe Bullish

May 2023

SHA256 7446f07c6482ff465acb15ffd660fd6a89215a6982e6a993285fa23176065be8

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Review

Contract Name	PEPEBULLISH
Compiler Version	v0.8.16+commit.07a7930e
Optimization	200 runs
Explorer	https://testnet.bscscan.com/address/0x4526d5151c14aa9ac401ffb294c75f9f1112bdf2
Address	0x4526d5151c14aa9ac401ffb294c75f9f1112bdf2
Network	BSC_TESTNET
Symbol	PEPEBULL
Decimals	9
Total Supply	450,000,000,000,000

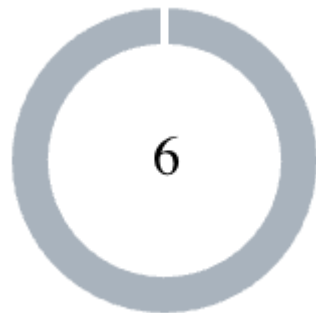
Audit Updates

Initial Audit	06 May 2023
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Source Files

Filename	SHA256
contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol	7446f07c6482ff465acb15ffd660fd6a89215a6982e6a993285fa23176065be8

Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	6

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

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

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

Diagnostics

● Critical ● Medium ● Minor / Informative

Severity	Code	Description	Status
●	L04	Conformance to Solidity Naming Conventions	Unresolved
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●	L12	Using Variables before Declaration	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPPE_BULLISH.sol#L33,111,112,113,114,115,129,135,141,142,143,144,155,167,386
Status	Unresolved

Description

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string constant private _name = "PEPE BULLISH"
string constant private _symbol = "PEPEBULL"
uint8 constant private _decimals = 9
uint256 constant private _tTotal = startingSupply * 10**_decimals

Fees public _taxRates = Fees({
    buyFee: 800,
    sellFee: 800,
    transferFee: 0
})

...
```

Recommendation

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

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L07 - Missing Events Arithmetic

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L425,435
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.

```
swapThreshold = (_tTotal * thresholdPercent) / thresholdDivisor  
piSwapPercent = priceImpactSwapPercent
```

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.

L12 - Using Variables before Declaration

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L577,609
Status	Unresolved

Description

The contract is using a variable before the declaration. This is usually happening either if it has not been declared yet or if the variable has been declared in a different scope. It is not a good practice to use a local variable before it has been declared.

```
uint256 initSwapAmount
uint256 initThreshold
bool check
```

Recommendation

By declaring local variables before using them, contract ensures that it operates correctly. It's important to be aware of this rule when working with local variables, as using a variable before it has been declared can lead to unexpected behavior and can be difficult to debug.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L577,608,609
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.

```
uint256 initThreshold  
uint256 initSwapAmount  
bool checked  
bool check
```

Recommendation

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

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L268
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.

```
operator = newOperator
```

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.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	contracts/testingDeploy/5-6-2023_PEPE_BULLISH.sol#L596
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.

```
TOKEN.transfer(_owner, TOKEN.balanceOf(address(this)))
```

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](#).

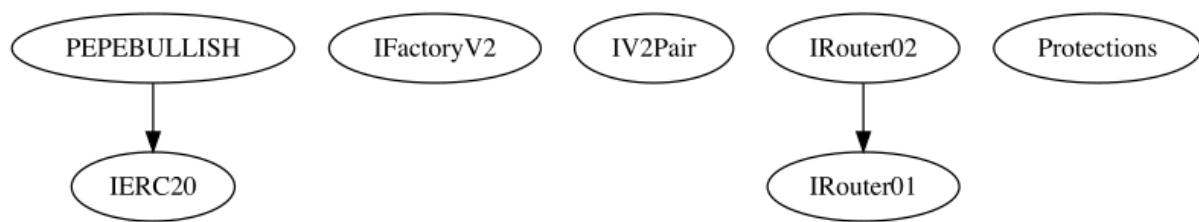
Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
Protections	Interface			
	checkUser	External	✓	-
	setLaunch	External	✓	-
	getInits	External	✓	-
	setLpPair	External	✓	-
	setProtections	External	✓	-
	removeSniper	External	✓	-
PEPEBULLISH	Implementation	IERC20		
		Public	Payable	-
	transferOwner	External	✓	onlyOwner
	renounceOwnership	External	✓	onlyOwner
	setOperator	Public	✓	-
	renounceOriginalDeployer	External	✓	-
		External	Payable	-
	totalSupply	External		-
	decimals	External		-
	symbol	External		-

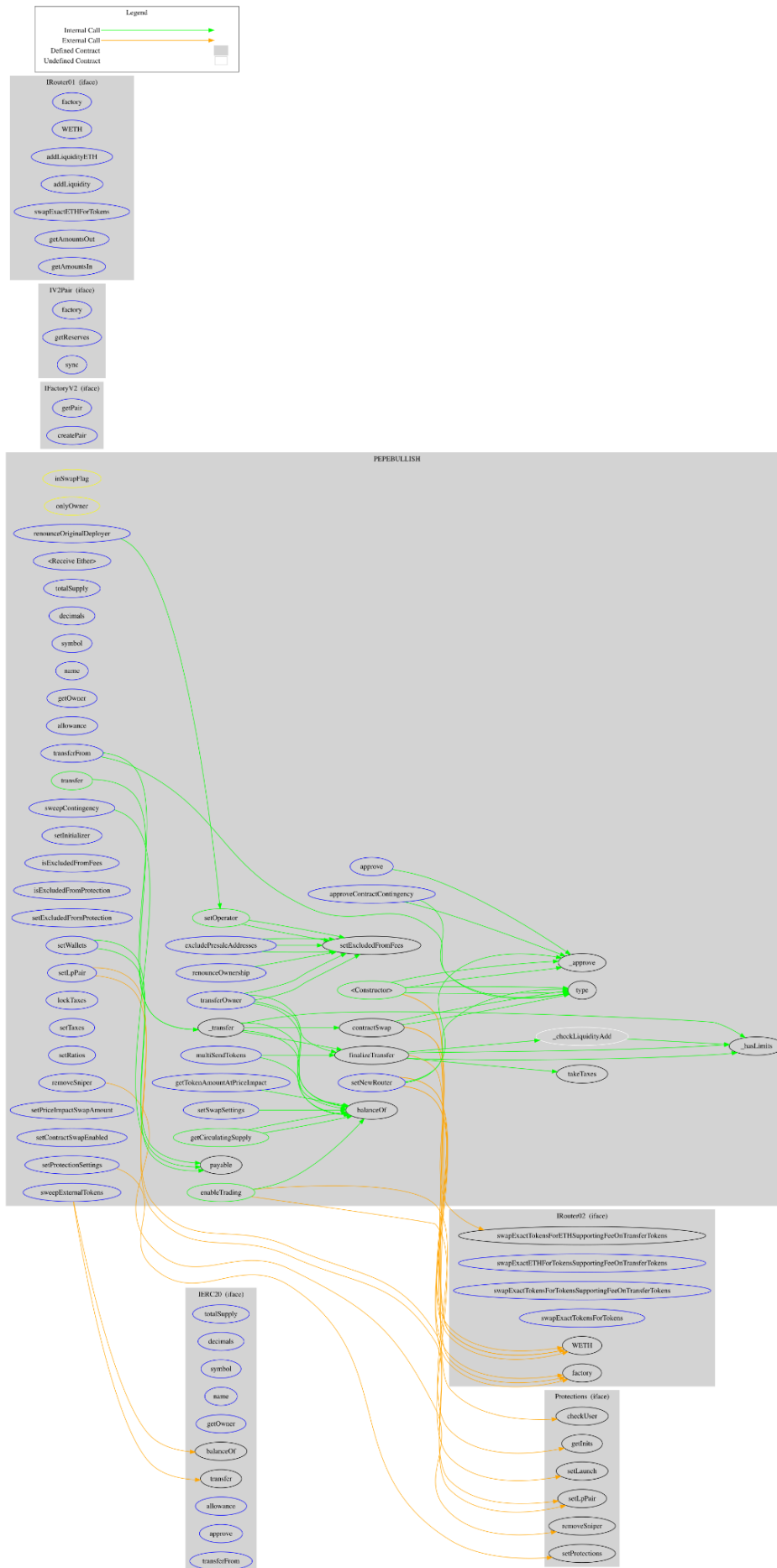
	name	External		-
	getOwner	External		-
	allowance	External		-
	balanceOf	Public		-
	transfer	Public	✓	-
	approve	External	✓	-
	_approve	Internal	✓	
	approveContractContingency	External	✓	onlyOwner
	transferFrom	External	✓	-
	setNewRouter	External	✓	onlyOwner
	setLpPair	External	✓	onlyOwner
	setInitializer	External	✓	onlyOwner
	isExcludedFromFees	External		-
	setExcludedFromFees	Public	✓	onlyOwner
	isExcludedFromProtection	External		-
	setExcludedFromProtection	External	✓	onlyOwner
	getCirculatingSupply	Public		-
	removeSniper	External	✓	onlyOwner
	setProtectionSettings	External	✓	onlyOwner
	lockTaxes	External	✓	onlyOwner
	setTaxes	External	✓	onlyOwner
	setRatios	External	✓	onlyOwner
	setWallets	External	✓	onlyOwner

	getTokenAmountAtPriceImpact	External		-
	setSwapSettings	External	✓	onlyOwner
	setPriceImpactSwapAmount	External	✓	onlyOwner
	setContractSwapEnabled	External	✓	onlyOwner
	excludePresaleAddresses	External	✓	onlyOwner
	_hasLimits	Internal		
	_transfer	Internal	✓	
	contractSwap	Internal	✓	inSwapFlag
	_checkLiquidityAdd	Internal	✓	
	enableTrading	Public	✓	onlyOwner
	sweepContingency	External	✓	onlyOwner
	sweepExternalTokens	External	✓	onlyOwner
	multiSendTokens	External	✓	onlyOwner
	finalizeTransfer	Internal	✓	
	takeTaxes	Internal	✓	

Inheritance Graph



Flow Graph



Summary

Pepe Bullish contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. Pepe Bullish is an interesting project that has a friendly and growing community. The Smart Contract analysis reported no compiler error or critical issues. The contract Owner can access some admin functions that can not be used in a malicious way to disturb the users' transactions. There is also a limit of max 10% fees.

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