



Cyberscope

Audit Report

AnimeX Ai

April 2023

Network BSC

Address 0x7Dc5A78cAABc7A8f0f4103eB0572AF2187316d60

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Review

Contract Name	AnimexFLOKICEO
Compiler Version	v0.8.19+commit.7dd6d404
Optimization	200 runs
Explorer	https://bscscan.com/address/0x7dc5a78caabc7a8faf4103eb0572af2187316d60
Address	0x7dc5a78caabc7a8faf4103eb0572af2187316d60
Network	BSC
Symbol	AnimexCEO
Decimals	9
Total Supply	100.000.000.000

Audit Updates

Initial Audit	18 Apr 2023 https://github.com/cyberscope-io/audits/blob/main/animex/v1/audit.pdf
Corrected Phase 2	25 Apr 2023

Source Files

Filename	SHA256
AnimexFLOKICEO.sol	2974550f2633e11076e0bcb31ebd846628a49563b5c7a4dc583f52d99af1166a

Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	11

Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	0	0	0	0
● Medium	0	0	0	0
● Minor / Informative	11	0	0	0

Analysis

● Critical ● Medium ● Minor / Informative ● Pass

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

Diagnostics

● Critical ● Medium ● Minor / Informative

Severity	Code	Description	Status
●	DDP	Decimal Division Precision	Unresolved
●	FAI	Function Argument Inconsistency	Unresolved
●	PTRP	Potential Transfer Revert Propagation	Unresolved
●	RSML	Redundant SafeMath Library	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
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

DDP - Decimal Division Precision

Criticality	Minor / Informative
Location	AnimeXAi.sol#L300
Status	Unresolved

Description

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

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

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

The `amount` variable might not be splitted as expected.

```
function sendETHToFee(uint256 amount) private {  
    _developmentAddress.transfer(amount.div(2));  
    _marketingAddress.transfer(amount.div(2));  
}
```

Recommendation

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

FAI - Function Argument Inconsistency

Criticality	Minor / Informative
Location	AnimeXAi.sol#L351,358
Status	Unresolved

Description

The business logic seems peculiar. The implementation may not follow the expected behavior. The arguments on the `_getValue` function are called in the wrong order. As a result, the tax fee is used as a liquidity fee and vice versa.

```
function _getValues(uint256 tAmount) private view returns
(uint256, uint256, uint256, uint256, uint256, uint256) {
    (uint256 tTransferAmount, uint256 tFee, uint256 tTeam) =
    _getTValues(tAmount, _redisFee, _taxFee);
    ...
}

function _getTValues(uint256 tAmount, uint256 taxFee, uint256
TeamFee) private pure returns (uint256, uint256, uint256) {
```

Recommendation

The team is advised to carefully check if the implementation follows the expected business logic.

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	AnimeXAi.sol#L300
Status	Unresolved

Description

The contract sends funds to a `_marketingAddress` and `_developmentAddress` 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.

```
function sendETHToFee(uint256 amount) private {  
    _developmentAddress.transfer(amount.div(2));  
    _marketingAddress.transfer(amount.div(2));  
}
```

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	AnimeXAi.sol
Status	Unresolved

Description

SafeMath is a popular Solidity library that provides a set of functions for performing common arithmetic operations in a way that is resistant to integer overflows and underflows.

Starting with Solidity versions that are greater than or equal to 0.8.0, the arithmetic operations revert on underflow and overflow. As a result, the native functionality of the Solidity operations replaces the SafeMath library. Hence, the usage of the SafeMath library adds complexity, overhead and increases the 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	AnimeXAi.sol#L173,174
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.

L02 - State Variables could be Declared Constant

Criticality	Minor / Informative
Location	AnimeXAi.sol#L99
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.

```
address private _previousOwner
```

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	AnimeXAi.sol#L40,138,151,152,153,305,306,311,318,404
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 private constant _tTotal = 100000000000 * 10**4 * 10**5
string private constant _name = "AnimeX Ai"
string private constant _symbol = "AnimeX"
uint8 private constant _decimals = 9
event tokensRescued(address indexed token, address indexed to,
uint amount);
uint _amount
address _to
address _tokenAddr
event devAddressUpdated(address indexed previous, address
indexed adr);
event marketingAddressUpdated(address indexed previous, address
indexed adr);
bool _swapEnabled
```

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	AnimeXAi.sol#L99,133
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.

```
address private _previousOwner  
mapping (address => uint256) private _tOwned
```

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.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	AnimeXAi.sol#L124,314,321
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.

```
_owner = newOwner  
_developmentAddress = dev  
_marketingAddress = markt
```

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	AnimeXAi.sol#L9
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 ^0.8.19;
```

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.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	AnimeXAi.sol#L308
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(_tokenAddr).transfer(_to, _amount)
```

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

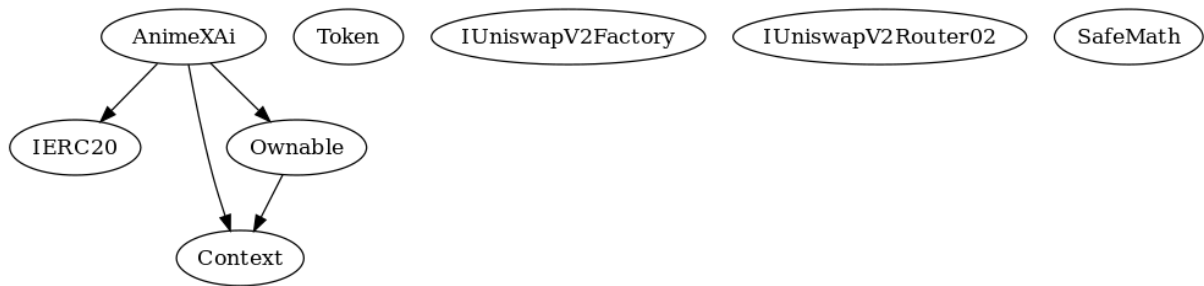
Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
Token	Interface			
	transferFrom	External	✓	-
	transfer	External	✓	-
IUniswapV2Factory	Interface			
	createPair	External	✓	-
IUniswapV2Router02	Interface			
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-

	factory	External		-
	WETH	External		-
	addLiquidityETH	External	Payable	-
Context	Implementation			
	_msgSender	Internal		
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
AnimeXAi	Implementation	Context, IERC20, Ownable		
		Public	✓	-

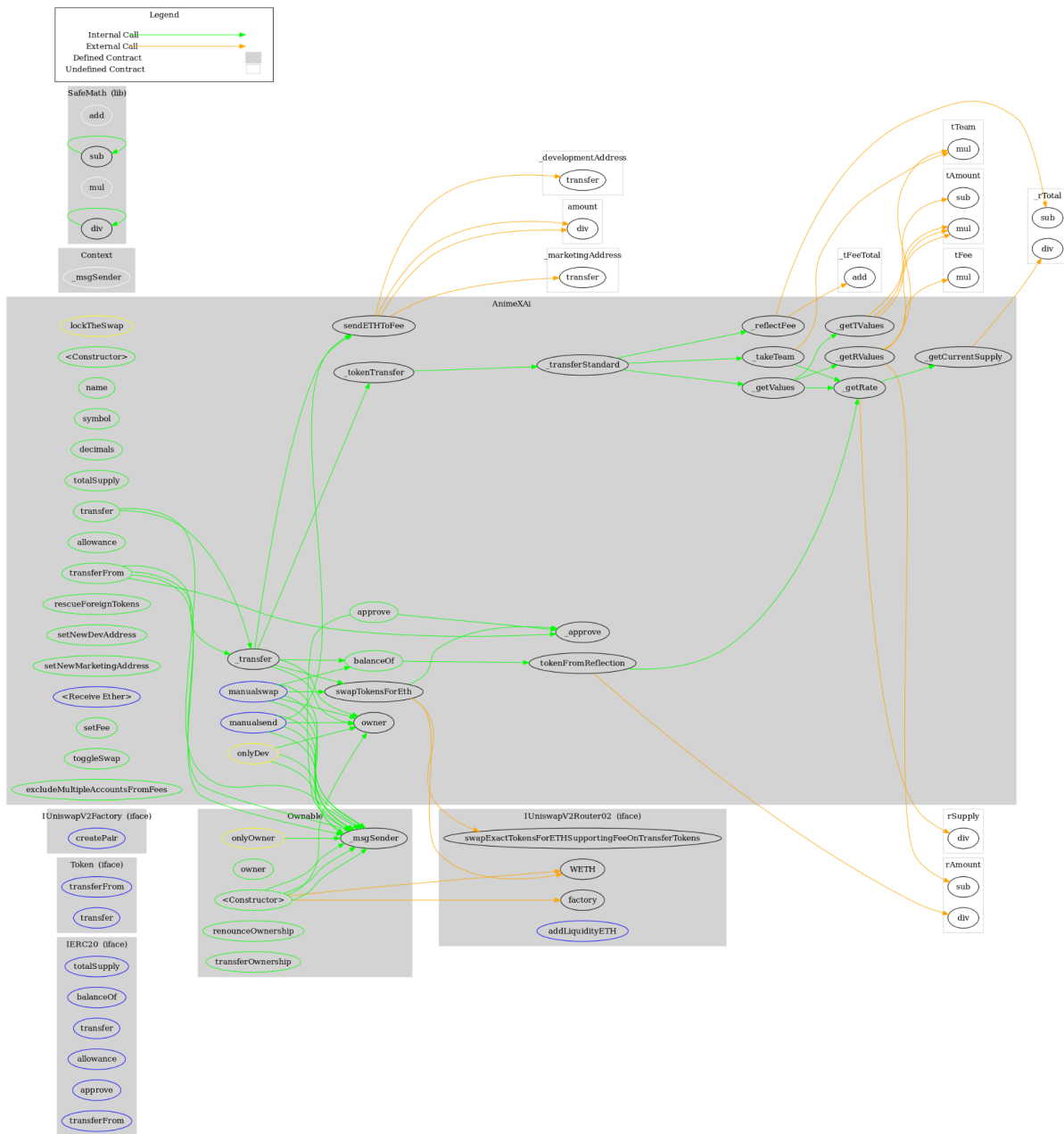
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	tokenFromReflection	Private		
	_approve	Private	✓	
	_transfer	Private	✓	
	swapTokensForEth	Private	✓	lockTheSwap
	sendETHToFee	Private	✓	
	_tokenTransfer	Private	✓	
	rescueForeignTokens	Public	✓	onlyDev
	setNewDevAddress	Public	✓	onlyDev
	setNewMarketingAddress	Public	✓	onlyDev
	_transferStandard	Private	✓	
	_takeTeam	Private	✓	
	_reflectFee	Private	✓	
		External	Payable	-
	_getValues	Private		

	_getTValues	Private		
	_getRValues	Private		
	_getRate	Private		
	_getCurrentSupply	Private		
	manualswap	External	✓	-
	manualsend	External	✓	-
	setFee	Public	✓	onlyDev
	toggleSwap	Public	✓	onlyDev
	excludeMultipleAccountsFromFees	Public	✓	onlyOwner

Inheritance Graph



Flow Graph



Summary

AnimeX Ai contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. AnimeX Ai 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 16% fee.

Disclaimer

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About Cyberscope

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

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



The Cyberscope team

<https://www.cyberscope.io>



Cyberscope

Audit Report

AnimeX Ai

April 2023

Network BSC

Address 0xE882b80bee632231ab2ba5582130EF526124412e

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Review

Contract Name	AnimeXAi
Compiler Version	v0.8.19+commit.7dd6d404
Optimization	200 runs
Explorer	https://bscscan.com/address/0xe882b80bee632231ab2ba5582130ef526124412e
Address	0xe882b80bee632231ab2ba5582130ef526124412e
Network	BSC
Symbol	AnimeX
Decimals	9
Total Supply	100.000.000.000

Audit Updates

Initial Audit	18 Apr 2023
---------------	-------------

Source Files

Filename	SHA256
AnimeXAi.sol	860f4d047357e2e7fcb1156df0a30883fe28b058d162a4a6fe216c5e77c35029

Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	11

Severity	Unresolved	Acknowledged	Resolved	Other
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● Critical ● Medium ● Minor / Informative ● Pass

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DDP - Decimal Division Precision

Criticality	Minor / Informative
Location	AnimeXAi.sol#L300
Status	Unresolved

Description

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Recommendation

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

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Description

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function _getValues(uint256 tAmount) private view returns
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function _getTValues(uint256 tAmount, uint256 taxFee, uint256
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Description

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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.

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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 private constant _tTotal = 100000000000 * 10**4 * 10**5
string private constant _name = "AnimeX Ai"
string private constant _symbol = "AnimeX"
uint8 private constant _decimals = 9
event tokensRescued(address indexed token, address indexed to,
uint amount);
uint _amount
address _to
address _tokenAddr
event devAddressUpdated(address indexed previous, address
indexed adr);
event marketingAddressUpdated(address indexed previous, address
indexed adr);
bool _swapEnabled
```

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	AnimeXAi.sol#L99,133
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.

```
address private _previousOwner  
mapping (address => uint256) private _tOwned
```

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.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	AnimeXAi.sol#L124,314,321
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.

```
_owner = newOwner  
_developmentAddress = dev  
_marketingAddress = markt
```

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	AnimeXAi.sol#L9
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 ^0.8.19;
```

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.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	AnimeXAi.sol#L308
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(_tokenAddr).transfer(_to, _amount)
```

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

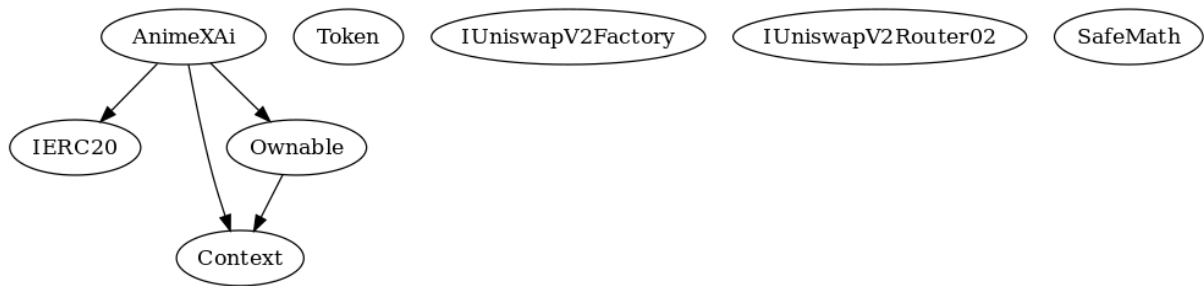
Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
Token	Interface			
	transferFrom	External	✓	-
	transfer	External	✓	-
IUniswapV2Factory	Interface			
	createPair	External	✓	-
IUniswapV2Router02	Interface			
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-

	factory	External		-
	WETH	External		-
	addLiquidityETH	External	Payable	-
Context	Implementation			
	_msgSender	Internal		
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
AnimeXAi	Implementation	Context, IERC20, Ownable		
		Public	✓	-

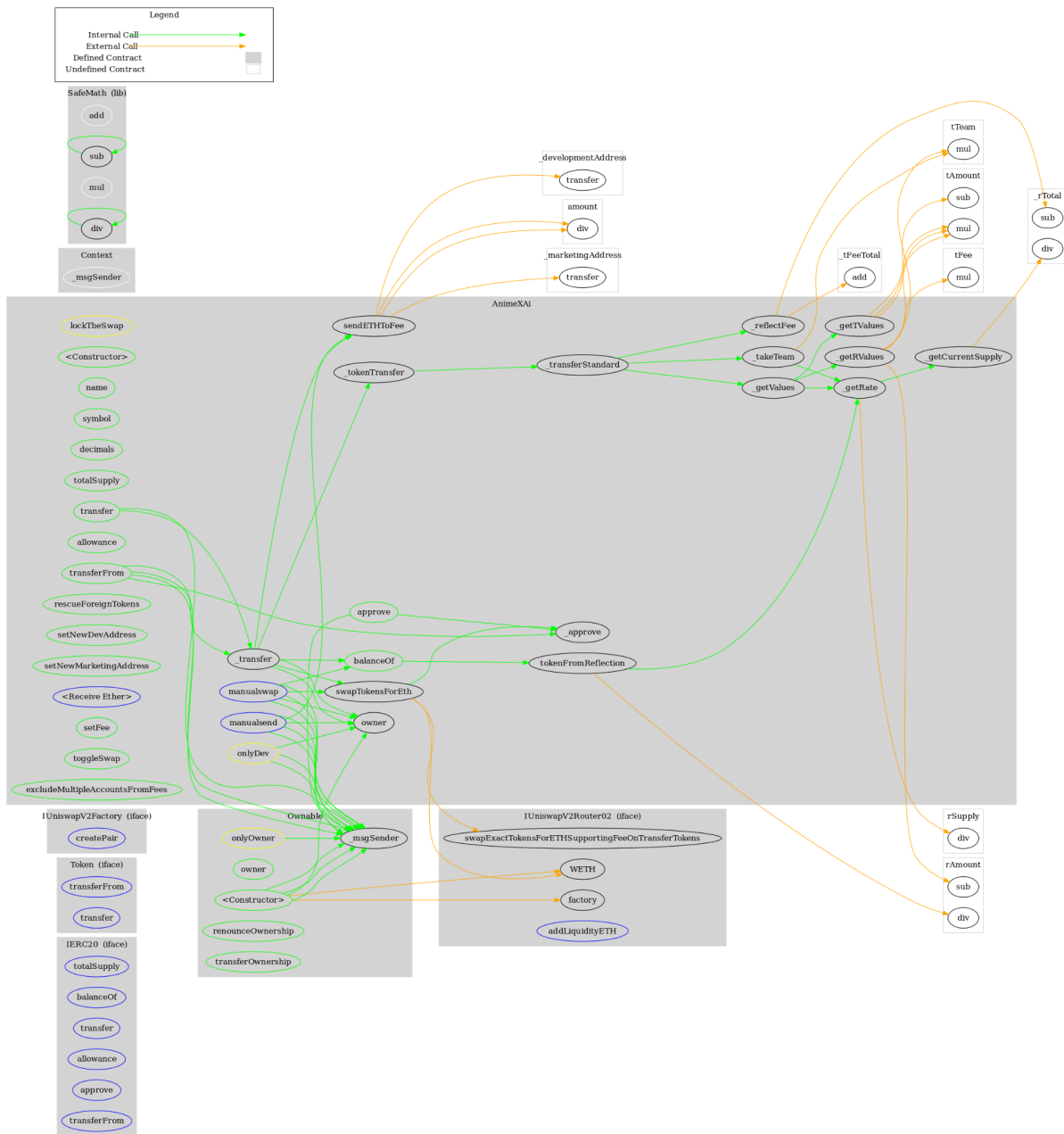
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	tokenFromReflection	Private		
	_approve	Private	✓	
	_transfer	Private	✓	
	swapTokensForEth	Private	✓	lockTheSwap
	sendETHToFee	Private	✓	
	_tokenTransfer	Private	✓	
	rescueForeignTokens	Public	✓	onlyDev
	setNewDevAddress	Public	✓	onlyDev
	setNewMarketingAddress	Public	✓	onlyDev
	_transferStandard	Private	✓	
	_takeTeam	Private	✓	
	_reflectFee	Private	✓	
		External	Payable	-
	_getValues	Private		

	_getTValues	Private		
	_getRValues	Private		
	_getRate	Private		
	_getCurrentSupply	Private		
	manualswap	External	✓	-
	manualsend	External	✓	-
	setFee	Public	✓	onlyDev
	toggleSwap	Public	✓	onlyDev
	excludeMultipleAccountsFromFees	Public	✓	onlyOwner

Inheritance Graph



Flow Graph



Summary

AnimeX Ai contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. AnimeX Ai 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 16% fee.

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The Cyberscope team

<https://www.cyberscope.io>