



Cyberscope

# Audit Report

## **Auras**

May 2023

Network    BSC

Address    0x05a0E3f9ca0394f9C83DC2b47D1FD3807Cc51d1F

Audited by    © cyberscope

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## Review

Contract Name	LiquidityGeneratorToken
Compiler Version	v0.8.4+commit.c7e474f2
Optimization	200 runs
Explorer	<a href="https://bscscan.com/address/0x05a0e3f9ca0394f9c83dc2b47d1fd3807cc51d1f">https://bscscan.com/address/0x05a0e3f9ca0394f9c83dc2b47d1fd3807cc51d1f</a>
Address	0x05a0e3f9ca0394f9c83dc2b47d1fd3807cc51d1f
Network	BSC
Symbol	ARS
Decimals	9
Total Supply	2.000.000.000.000.000

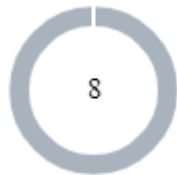
## Audit Updates

Initial Audit	16 May 2023
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## Source Files

Filename	SHA256
LiquidityGeneratorToken.sol	1724eac36d3892bd38b0d2906dcc95930 443e7f66b307b3295bc1cad040ceac7

## Findings Breakdown



● Critical	0
● Medium	0
● Minor / Informative	8

Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	0	0	0	0
● Medium	0	0	0	0
● Minor / Informative	8	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
●	PVC	Price Volatility Concern	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
●	L17	Usage of Solidity Assembly	Unresolved

## PVC - Price Volatility Concern

Criticality	Minor / Informative
Location	LiquidityGeneratorToken.sol#L1475
Status	Unresolved

### Description

The contract accumulates tokens from the taxes to swap them for ETH. The variable `numTokensSellToAddToLiquidity` sets a threshold where the contract will trigger the swap functionality. If the variable is set to a big number, then the contract will swap a huge amount of tokens for ETH.

It is important to note that the price of the token representing it, can be highly volatile. This means that the value of a price volatility swap involving Ether could fluctuate significantly at the triggered point, potentially leading to significant price volatility for the parties involved.

```
bool overMinTokenBalance = contractTokenBalance >=
    numTokensSellToAddToLiquidity;
if (
    overMinTokenBalance &&
    !inSwapAndLiquify &&
    from != uniswapV2Pair &&
    swapAndLiquifyEnabled
) {
    contractTokenBalance = numTokensSellToAddToLiquidity;
    //add liquidity
    swapAndLiquify(contractTokenBalance);
}
```

### Recommendation

The contract could ensure that it will not sell more than a reasonable amount of tokens in a single transaction. A suggested implementation could check that the maximum amount should be less than a fixed percentage of the total supply. Hence, the contract will guarantee that it cannot accumulate a huge amount of tokens in order to sell them.

## RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	LiquidityGeneratorToken.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

<b>Criticality</b>	Minor / Informative
<b>Location</b>	LiquidityGeneratorToken.sol#L997,998,999,1001,1010,1016,1022,1026
<b>Status</b>	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`.

```
_name  
_symbol  
_decimals  
_tTotal  
_charityAddress  
swapAndLiquifyEnabled  
uniswapV2Pair  
uniswapV2Router
```

### 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

<b>Criticality</b>	Minor / Informative
<b>Location</b>	LiquidityGeneratorToken.sol#L641,942,945,948,953,1264,1403,1407,1415
<b>Status</b>	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 public _taxFee  
uint256 public _liquidityFee  
uint256 public _charityFee  
address public _charityAddress  
uint256 _amount
```

### 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

<b>Criticality</b>	Minor / Informative
<b>Location</b>	LiquidityGeneratorToken.sol#L1238,1249,1257
<b>Status</b>	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.

```
_taxFee = taxFeeBps  
_liquidityFee = liquidityFeeBps  
_charityFee = charityFeeBps
```

### 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	LiquidityGeneratorToken.sol#L441,469,494,504,523,537,556,566,583,593,610
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) {
    // This method relies on extcodesize, which returns 0
    for contracts in
    // construction, since the code is only stored at the
    end of the
    // constructor execution.

    uint256 size;
    assembly {
        size := extcodesize(account)
    }
    return size > 0;
}

...
```

### 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

<b>Criticality</b>	Minor / Informative
<b>Location</b>	LiquidityGeneratorToken.sol#L1041
<b>Status</b>	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.

```
payable(serviceFeeReceiver_).transfer(serviceFee_)
```

### 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.

## L17 - Usage of Solidity Assembly

<b>Criticality</b>	Minor / Informative
<b>Location</b>	LiquidityGeneratorToken.sol#L447,622
<b>Status</b>	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 {  
    size := extcodesize(account)  
}  
  
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.



## Functions Analysis

Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
<b>IERC20</b>	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
<b>Context</b>	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
<b>Ownable</b>	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
	_setOwner	Private	✓	

<b>SafeMath</b>	Library			
	tryAdd	Internal		
	trySub	Internal		
	tryMul	Internal		
	tryDiv	Internal		
	tryMod	Internal		
	add	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	mod	Internal		
	sub	Internal		
	div	Internal		
	mod	Internal		
<b>Address</b>	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	✓	
	functionCall	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	

	functionStaticCall	Internal		
	functionStaticCall	Internal		
	functionDelegateCall	Internal	✓	
	functionDelegateCall	Internal	✓	
	verifyCallResult	Internal		
<b>IUniswapV2Router01</b>	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		-

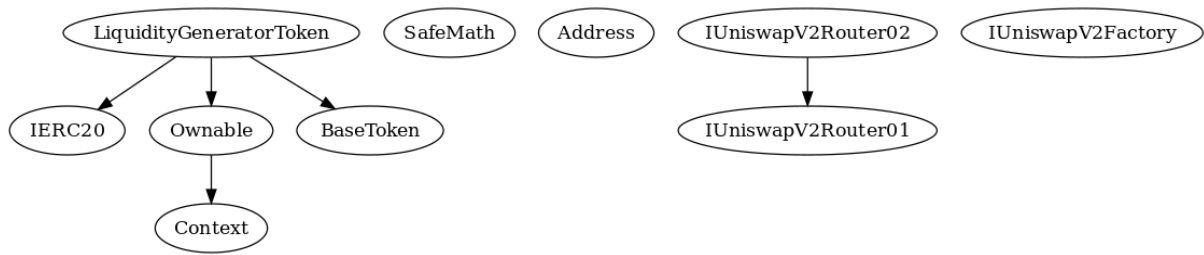
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-
<b>IUniswapV2Router02</b>	Interface	IUniswapV2Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-
	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
<b>IUniswapV2Factory</b>	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
<b>BaseToken</b>	Implementation			

<b>LiquidityGeneratorToken</b>	Implementation	IERC20, Ownable, BaseToken		
		Public	Payable	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	isExcludedFromReward	Public		-
	totalFees	Public		-
	deliver	Public	✓	-
	reflectionFromToken	Public		-
	tokenFromReflection	Public		-
	excludeFromReward	Public	✓	onlyOwner
	includeInReward	External	✓	onlyOwner
	_transferBothExcluded	Private	✓	
	excludeFromFee	Public	✓	onlyOwner

	setTaxFeePercent	External	✓	onlyOwner
	setLiquidityFeePercent	External	✓	onlyOwner
	setCharityFeePercent	External	✓	onlyOwner
	setSwapBackSettings	External	✓	onlyOwner
		External	Payable	-
	_reflectFee	Private	✓	
	_getValues	Private		
	_getTVValues	Private		
	_getRValues	Private		
	_getRate	Private		
	_getCurrentSupply	Private		
	_takeLiquidity	Private	✓	
	_takeCharityFee	Private	✓	
	calculateTaxFee	Private		
	calculateLiquidityFee	Private		
	calculateCharityFee	Private		
	removeAllFee	Private	✓	
	restoreAllFee	Private	✓	
	isExcludedFromFee	Public		-
	_approve	Private	✓	
	_transfer	Private	✓	
	swapAndLiquify	Private	✓	lockTheSwap
	swapTokensForEth	Private	✓	

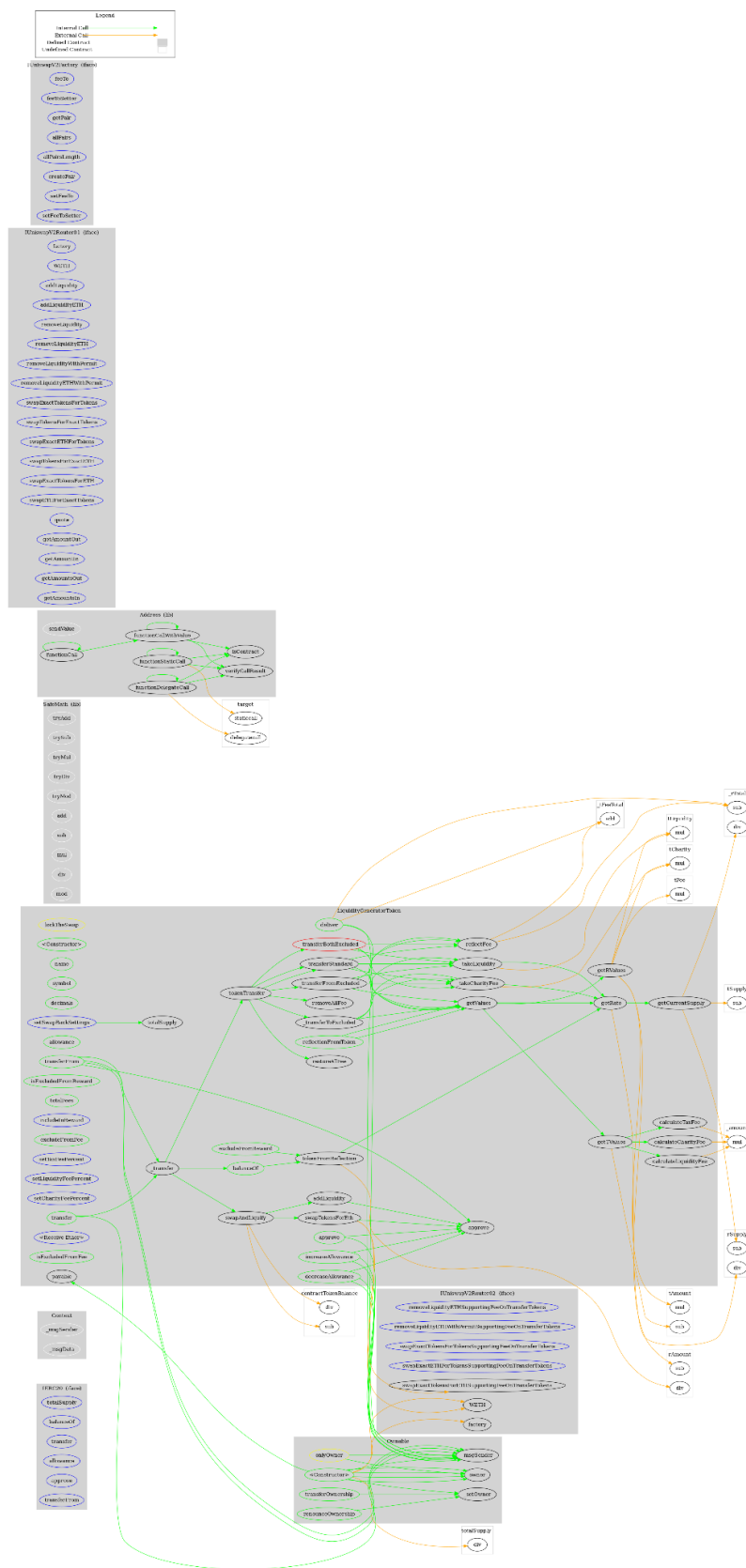
	addLiquidity	Private	✓	
	_tokenTransfer	Private	✓	
	_transferStandard	Private	✓	
	_transferToExcluded	Private	✓	
	_transferFromExcluded	Private	✓	

## Inheritance Graph





## Flow Graph



## Summary

Auras contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. Auras 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 25% fees.

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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>