

Audit Report **GreenLeage**

January 2023

Type BEP20

Network BSC

Address 0xeFDA7E5b3529123b6283426D60A0788420307ACf

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Review

Contract Name	GL
Compiler Version	v0.6.4+commit.1dca32f3
Optimization	200 runs
Explorer	https://bscscan.com/address/0xefda7e5b3529123b6283426d60a07884 20307acf
Address	0xefda7e5b3529123b6283426d60a0788420307acf
Network	BSC
Symbol	GL
Decimals	18
Total Supply	100.000.000

Audit Updates

023

Source Files

Filename	SHA256
GL.sol	437de8740f59c6fcf8930e6d827ba00ffa97146af3673060b745e47819bf2e ad



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
•	ВТ	Burns Tokens	Passed
•	ВС	Blacklists Addresses	Passed



Diagnostics

CriticalMediumMinor / Informative

Severity	Code	Description	Status
•	PTRP	Potential Transfer Revert Propagation	Unresolved
•	PVC	Price Volatility Concern	Unresolved
•	L02	State Variables could be Declared Constant	Unresolved
•	L04	Conformance to Solidity Naming Conventions	Unresolved
•	L07	Missing Events Arithmetic	Unresolved
•	L14	Uninitialized Variables in Local Scope	Unresolved
•	L16	Validate Variable Setters	Unresolved
•	L18	Multiple Pragma Directives	Unresolved
•	L19	Stable Compiler Version	Unresolved



PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	GL.sol#L725,747
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 is 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.

```
if(BNBBalance > 0)
    transferToAddressETH(marketingWallet, BNBBalance);

function transferToAddressETH(address payable recipient, uint256
amount) private {
    recipient.transfer(amount);
}
```

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 archived by not allowing set contract addresses or by sending the funds in a non-revertable way.



PVC - Price Volatility Concern

Criticality	Minor / Informative
Location	GL.sol#L685
Status	Unresolved

Description

The contract accumulates tokens from the taxes to swap them for ETH. The variable swapAndLiquify 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.

```
uint256 contractTokenBalance = balanceOf(address(this));
bool overMinimumTokenBalance = contractTokenBalance >=
minimumTokensBeforeSwap;

if (overMinimumTokenBalance && !inSwapAndLiquify &&
!isMarketPair[sender] && swapAndLiquifyEnabled && recipient!=owner())

{
    if(swapAndLiquifyByLimitOnly)
        contractTokenBalance = minimumTokensBeforeSwap;
    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.



L02 - State Variables could be Declared Constant

Criticality	Minor / Informative
Location	GL.sol#L524,529
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.

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	GL.sol#L303,304,320,339,531,532,534,535,664
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);
uint256 public _marketingFeeBuy = 0
uint256 public _marketingFeeSell = 0
uint256 public _totalTaxBuy = _marketingFeeBuy
uint256 public _totalTaxSell = _marketingFeeSell
bool _enabled
```



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	GL.sol#L634,640,654
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.

```
_marketingFeeBuy = value
_marketingFeeSell = value
minimumTokensBeforeSwap = newLimit
```

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.



L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	GL.sol#L691
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 feeAmount

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	GL.sol#L650
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 = account

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.



L18 - Multiple Pragma Directives

Criticality	Minor / Informative
Location	GL.sol#L7,87,114,506
Status	Unresolved

Description

If the contract includes multiple conflicting pragma directives, it may produce unexpected errors. To avoid this, it's important to include the correct pragma directive at the top of the contract and to ensure that it is the only pragma directive included in the contract.

```
pragma solidity ^0.6.0;
pragma solidity 0.6.4;
```

Recommendation

It is important to include only one pragma directive at the top of the contract and to ensure that it accurately reflects the version of Solidity that the contract is written in.

By including all required compiler options and flags in a single pragma directive, the potential conflicts could be avoided and ensure that the contract can be compiled correctly.



L19 - Stable Compiler Version

Criticality	Minor / Informative
Location	GL.sol#L7,87,114
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 ^0.6.0;
```

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	Туре	Bases		
	Function Name	Visibility	Mutability	Modifiers
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
IUniswapV2Fa ctory	Interface			



feeTo				
getPair	feeTo	External		-
allPairs	feeToSetter	External		-
allPairsLength External	getPair	External		-
createPair External ✓ - setFeeTo External ✓ - setFeeToSetter External ✓ - lUniswapV2Pa ir Interface 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 - - monces External ✓ - permit External ✓ - MINIMUM_LIQUIDITY External - token0 External </td <td>allPairs</td> <td>External</td> <td></td> <td>-</td>	allPairs	External		-
SetFeeTo	allPairsLength	External		-
SetFeeToSetter	createPair	External	✓	-
IUniswapV2Pa Interface	setFeeTo	External	✓	-
ir name External - symbol External - decimals External - totalSupply External - balanceOf External - allowance External - approve External ✓ - transfer External ✓ - DOMAIN_SEPARATOR External - - PERMIT_TYPEHASH External - - nonces External ✓ - permit External ✓ - MINIMUM_LIQUIDITY External - - token0 External - - token1 External - - getReserves External - -	setFeeToSetter	External	✓	-
ir name External - symbol External - decimals External - totalSupply External - balanceOf External - allowance External - approve External ✓ - transfer External ✓ - DOMAIN_SEPARATOR External - - PERMIT_TYPEHASH External - - nonces External ✓ - permit External ✓ - MINIMUM_LIQUIDITY External - - token0 External - - token1 External - - getReserves External - -				
symbol External -	Interface			
decimals	name	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 - getReserves External -	symbol	External		-
balanceOf	decimals	External		-
allowance External - approve External	totalSupply	External		-
approve External ✓ - transfer External ✓ - transferFrom External ✓ - DOMAIN_SEPARATOR External - PERMIT_TYPEHASH External - nonces External - permit External ✓ - MINIMUM_LIQUIDITY External - factory External - token0 External - getReserves External -	balanceOf	External		-
transfer External	allowance	External		-
transferFrom External ✓ - DOMAIN_SEPARATOR External - PERMIT_TYPEHASH External - nonces External - permit External ✓ - MINIMUM_LIQUIDITY External - factory External - token0 External - getReserves External -	approve	External	✓	-
DOMAIN_SEPARATOR External - PERMIT_TYPEHASH External - nonces External - permit External ✓ - MINIMUM_LIQUIDITY External - factory External - token0 External - getReserves External -	transfer	External	✓	-
PERMIT_TYPEHASH nonces External permit External ✓ MINIMUM_LIQUIDITY External factory External token0 External External -	transferFrom	External	✓	-
nonces External - permit External ✓ - MINIMUM_LIQUIDITY External - factory External - token0 External - token1 External - getReserves External -	DOMAIN_SEPARATOR	External		-
permit External ✓ - MINIMUM_LIQUIDITY External - factory External - token0 External - token1 External - getReserves External -	PERMIT_TYPEHASH	External		-
MINIMUM_LIQUIDITY External - factory External - token0 External - token1 External - getReserves External -	nonces	External		-
factory External - token0 External - token1 External - getReserves External -	permit	External	✓	-
token0 External - token1 External - getReserves External -	MINIMUM_LIQUIDITY	External		-
token1 External - getReserves External -	factory	External		-
getReserves External -	token0	External		-
	token1	External		-
price0CumulativeLast External -	getReserves	External		-
	price0CumulativeLast	External		-



	price1CumulativeLast	External		-
	kLast	External		-
	burn	External	✓	-
	swap	External	✓	-
	skim	External	✓	-
	sync	External	✓	-
	initialize	External	✓	-
IUniswapV2Ro uter01	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	1	-
	swapExactTokensForETH	External	1	-
	swapETHForExactTokens	External	Payable	-
	quote	External		-
	getAmountOut	External		-
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-



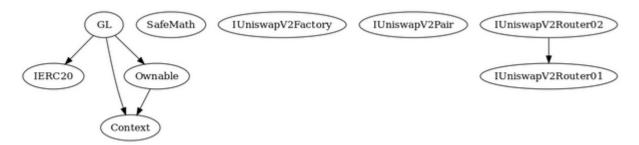
IUniswapV2Ro uter02	Interface	IUniswapV2 Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-
	removeLiquidityETHWithPermitSupp ortingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupporti ngFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupporting FeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupporting FeeOnTransferTokens	External	1	-
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	waiveOwnership	Public	✓	onlyOwner
	transferOwnership	Public	1	onlyOwner
GL	Implementation	Context, IERC20, Ownable		
		Public	1	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-



burn	Public	✓	-
burnFrom	Public	✓	-
updateMarketingBuyFee	External	✓	onlyOwner
updateMarketingSellFee	External	✓	onlyOwner
startTrade	External	✓	onlyOwner
setMarketingWallet	External	✓	onlyOwner
setNumTokensBeforeSwap	External	✓	onlyOwner
minimumTokensBeforeSwapAmount	Public		-
setIsExcludedFromFee	Public	✓	onlyOwner
setSwapAndLiquifyEnabled	Public	✓	onlyOwner
_transfer	Internal	✓	
_basicTransfer	Internal	✓	
swapAndLiquify	Private	✓	lockTheSwap
swapTokensForBNB	Private	✓	
	External	Payable	-
transferToAddressETH	Private	✓	
_burn	Internal	✓	
_approve	Internal	✓	

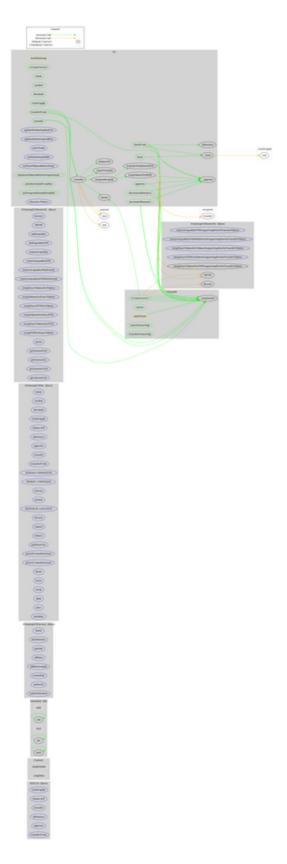


Inheritance Graph





Flow Graph





Summary

GreenLeage 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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The Cyberscope team

https://www.cyberscope.io