

Audit Report GCPad Finance

June 2023

Network BSC

Address 0x4e271930e78e094cd11838ac9371ebdfdd62d5c7

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Analysis

CriticalMediumMinor / InformativePass

Severity	Code	Description	Status
•	ST	Stops Transactions	Passed
•	OTUT	Transfers User's Tokens	Passed
•	ELFM	Exceeds Fees Limit	Passed
•	MT	Mints Tokens	Passed
•	ВТ	Burns Tokens	Passed
•	ВС	Blacklists Addresses	Passed



Diagnostics

CriticalMediumMinor / Informative

Severity	Code	Description	Status
•	RSML	Redundant SafeMath Library	Unresolved
•	RSK	Redundant Storage Keyword	Unresolved
•	IDI	Immutable Declaration Improvement	Unresolved
•	L04	Conformance to Solidity Naming Conventions	Unresolved
•	L05	Unused State Variable	Unresolved
•	L07	Missing Events Arithmetic	Unresolved
•	L09	Dead Code Elimination	Unresolved
•	L12	Using Variables before Declaration	Unresolved
•	L14	Uninitialized Variables in Local Scope	Unresolved
•	L15	Local Scope Variable Shadowing	Unresolved
•	L16	Validate Variable Setters	Unresolved
•	L17	Usage of Solidity Assembly	Unresolved
•	L20	Succeeded Transfer Check	Unresolved



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Review

Contract Name	AntiBotBABYTOKEN
Compiler Version	v0.8.4+commit.c7e474f2
Optimization	200 runs
Explorer	https://bscscan.com/address/0x4e271930e78e094cd11838ac9 371ebdfdd62d5c7
Address	0x4e271930e78e094cd11838ac9371ebdfdd62d5c7
Network	BSC
Symbol	GCPF
Decimals	18
Total Supply	1,000,000

Audit Updates

Initial Audit	03 Jun 2023	
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Source Files

Filename	SHA256
AntiBotBABYTOKEN.sol	d7b9c8f9d268830aa9ef74b5e63055c3297e4e47fd699056c6867dc717fbe412



Findings Breakdown



Sev	erity	Unresolved	Acknowledged	Resolved	Other
•	Critical	0	0	0	0
•	Medium	0	0	0	0
	Minor / Informative	13	0	0	0



RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.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.



RSK - Redundant Storage Keyword

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L2165,2169,2180,2188
Status	Unresolved

Description

The contract uses the storage keyword in a view function. The storage keyword is used to persist data on the contract's storage. View functions are functions that do not modify the state of the contract and do not perform any actions that cost gas (such as sending a transaction). As a result, the use of the storage keyword in view functions is redundant.

Map storage map

Recommendation

It is generally considered good practice to avoid using the storage keyword in view functions because it is unnecessary and can make the code less readable.



IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L2891,2902,2916,2928,2929
Status	Unresolved

Description

The contract declares state variables that their value is initialized once in the constructor and are not modified afterwards. The <u>immutable</u> is a special declaration for this kind of state variables that saves gas when it is defined.

rewardToken pinkAntiBot dividendTracker 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.



L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L1150,1549,1553,1562,1620,1625,1927,1959,1 964,2008,2031,2032,2049,2320,2340,2341,2342,2343,2402,2409,2421,2 435,2606,2840,2958
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).
- 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.



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	AntiBotBABYTOKEN.sol#L2008,2077
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.

```
uint256[49] private __gap
int256 private constant MAX_INT256 = ~(int256(1) << 255)</pre>
```

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	AntiBotBABYTOKEN.sol#L2969,3004,3009,3015
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.

```
swapTokensAtAmount = amount
totalFees = tokenRewardsFee.add(liquidityFee).add(marketingFee)
liquidityFee = value
marketingFee = value
```

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	AntiBotBABYTOKEN.sol#L416,845,859,879,943,968,978,997,1011,1030, 1040,1057,1067,1084,1549,1792,2123,2454
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.



L12 - Using Variables before Declaration

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L3246,3247,3248
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 iterations
uint256 claims
uint256 lastProcessedIndex
```

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	AntiBotBABYTOKEN.sol#L3246,3247,3248
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 iterations
uint256 claims
uint256 lastProcessedIndex
```

Recommendation

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



L15 - Local Scope Variable Shadowing

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L2342,2343,2402,2409,2421,2435
Status	Unresolved

Description

Local scope variable shadowing occurs when a local variable with the same name as a variable in an outer scope is declared within a function or code block. When this happens, the local variable "shadows" the outer variable, meaning that it takes precedence over the outer variable within the scope in which it is declared.

```
string memory _name
string memory _symbol
address _owner
```

Recommendation

It's important to be aware of shadowing when working with local variables, as it can lead to confusion and unintended consequences if not used correctly. It's generally a good idea to choose unique names for local variables to avoid shadowing outer variables and causing confusion.



L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L2929,2955
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.

```
uniswapV2Pair = _uniswapV2Pair
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

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L828,846,864,921,1096
Status	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 {
      let ptr := mload(0x40)
      mstore(ptr,
mstore(add(ptr, 0x14), shl(0x60, implementation))
      mstore(add(ptr, 0x28),
instance := create(0, ptr, 0x37)
assembly {
      let ptr := mload(0x40)
      mstore(ptr,
mstore(add(ptr, 0x14), shl(0x60, implementation))
      mstore(add(ptr, 0x28),
instance := create2(0, ptr, 0x37, salt)
```

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.



L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	AntiBotBABYTOKEN.sol#L3271
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.

IERC20(rewardToken).transfer(_marketingWalletAddress, newBalance)

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	Туре	Bases		
	Function Name	Visibility	Mutability	Modifiers
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
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	1	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	



	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
	_afterTokenTransfer	Internal	1	
Ownable	Implementation	Context		
		Public	1	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	1	onlyOwner
	_setOwner	Private	1	
SafeMath	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		
Clones	Library			
	clone	Internal	1	
	cloneDeterministic	Internal	1	
	predictDeterministicAddress	Internal		
	predictDeterministicAddress	Internal		
Address	Library			
	isContract	Internal		
	sendValue	Internal	1	
	functionCall	Internal	1	
	functionCall	Internal	1	
	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionStaticCall	Internal		
	functionStaticCall	Internal		
	functionDelegateCall	Internal	✓	
	functionDelegateCall	Internal	✓	
	verifyCallResult	Internal		



Initializable	Implementation			
ContextUpgrad eable	Implementation	Initializable		
	Context_init	Internal	✓	initializer
	Context_init_unchained	Internal	✓	initializer
	_msgSender	Internal		
	_msgData	Internal		
ERC20Upgrade able	Implementation	Initializable, ContextUpgr adeable, IERC20Upgr adeable, IERC20Meta dataUpgrade able		
	ERC20_init	Internal	✓	initializer
	ERC20_init_unchained	Internal	✓	initializer
	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	✓	
	_afterTokenTransfer	Internal	✓	
OwnableUpgra deable	Implementation	Initializable, ContextUpgr adeable		
	Ownable_init	Internal	✓	initializer
	Ownable_init_unchained	Internal	✓	initializer
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
	_setOwner	Private	✓	
SafeMathInt	Library			
	mul	Internal		
	div	Internal		
	sub	Internal		
	add	Internal		
	abs	Internal		



	toUint256Safe	Internal		
SafeMathUint	Library			
	toInt256Safe	Internal		
IterableMappin g	Library			
	get	Public		-
	getIndexOfKey	Public		-
	getKeyAtIndex	Public		-
	size	Public		-
	set	Public	✓	-
	remove	Public	✓	-
DividendPaying TokenInterface	Interface			
	dividendOf	External		-
	withdrawDividend	External	✓	-
DividendPaying TokenOptionall nterface	Interface			
	withdrawableDividendOf	External		-
	withdrawnDividendOf	External		-
	accumulativeDividendOf	External		-



DividendPaying Token	Implementation	ERC20Upgra deable, OwnableUpg radeable, DividendPayi ngTokenInter face, DividendPayi ngTokenOpti onalInterface		
	DividendPayingToken_init	Internal	✓	initializer
	distributeCAKEDividends	Public	✓	onlyOwner
	withdrawDividend	Public	✓	-
	_withdrawDividendOfUser	Internal	✓	
	dividendOf	Public		-
	withdrawableDividendOf	Public		-
	withdrawnDividendOf	Public		-
	accumulativeDividendOf	Public		-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_setBalance	Internal	✓	
BABYTOKENDi videndTracker	Implementation	OwnableUpg radeable, DividendPayi ngToken		
	initialize	External	✓	initializer
	_transfer	Internal		
	withdrawDividend	Public		-
	excludeFromDividends	External	1	onlyOwner



	isExcludedFromDividends	Public		-
	updateClaimWait	External	✓	onlyOwner
	updateMinimumTokenBalanceForDivide nds	External	✓	onlyOwner
	getLastProcessedIndex	External		-
	getNumberOfTokenHolders	External		-
	getAccount	Public		-
	getAccountAtIndex	Public		-
	canAutoClaim	Private		
	setBalance	External	✓	onlyOwner
	process	Public	✓	-
	processAccount	Public	✓	onlyOwner
BaseToken	Implementation			
AntiBotBABYT OKEN	Implementation	ERC20, Ownable, BaseToken		
		Public	Payable	ERC20
	setEnableAntiBot	External	✓	onlyOwner
		External	Payable	-
	setSwapTokensAtAmount	External	✓	onlyOwner
	excludeFromFees	External	✓	onlyOwner
	excludeMultipleAccountsFromFees	External	✓	onlyOwner
	setMarketingWallet	External	✓	onlyOwner
	setTokenRewardsFee	External	1	onlyOwner



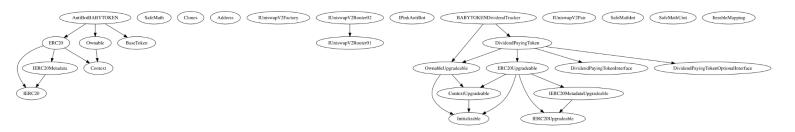
setLiquiditFee	External	✓	onlyOwner
setMarketingFee	External	✓	onlyOwner
_setAutomatedMarketMakerPair	Private	✓	
updateGasForProcessing	Public	✓	onlyOwner
updateClaimWait	External	✓	onlyOwner
getClaimWait	External		-
updateMinimumTokenBalanceForDivide nds	External	1	onlyOwner
getMinimumTokenBalanceForDividends	External		-
getTotalDividendsDistributed	External		-
isExcludedFromFees	Public		-
withdrawableDividendOf	Public		-
dividendTokenBalanceOf	Public		-
excludeFromDividends	External	✓	onlyOwner
isExcludedFromDividends	Public		-
getAccountDividendsInfo	External		-
getAccountDividendsInfoAtIndex	External		-
processDividendTracker	External	✓	-
claim	External	✓	-
getLastProcessedIndex	External		-
getNumberOfDividendTokenHolders	External		-
_transfer	Internal	✓	
swapAndSendToFee	Private	✓	
swapAndLiquify	Private	✓	



swapTokensForEth	Private	1
swapTokensForCake	Private	1
addLiquidity	Private	1
swapAndSendDividends	Private	1



Inheritance Graph





Flow Graph





Summary

GCPad Finance contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. GCPad Finance 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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