

# Audit Report POPOPANDA

Aug 2023

Network BSC

Address 0x97388a8184f3f7b919fbb0a6a2eec59a388688a3

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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
•	L02	State Variables could be Declared Constant	Unresolved
•	L04	Conformance to Solidity Naming Conventions	Unresolved
•	L07	Missing Events Arithmetic	Unresolved
•	L09	Dead Code Elimination	Unresolved
•	L14	Uninitialized Variables in Local Scope	Unresolved
•	L16	Validate Variable Setters	Unresolved
•	L20	Succeeded Transfer Check	Unresolved



# **Table of Contents**

Analysis	1
Diagnostics	2
Table of Contents	3
Review	4
Audit Updates	4
Source Files	4
Findings Breakdown	5
L02 - State Variables could be Declared Constant	6
Description	6
Recommendation	6
L04 - Conformance to Solidity Naming Conventions	7
Description	7
Recommendation	8
L07 - Missing Events Arithmetic	9
Description	9
Recommendation	9
L09 - Dead Code Elimination	10
Description	10
Recommendation	10
L14 - Uninitialized Variables in Local Scope	11
Description	11
Recommendation	11
L16 - Validate Variable Setters	12
Description	12
Recommendation	12
L20 - Succeeded Transfer Check	13
Description	13
Recommendation	13
Functions Analysis	14
Inheritance Graph	20
Flow Graph	21
Summary	22
Disclaimer	23
About Cyberscope	24



# **Review**

Contract Name	POPOPANDA
Compiler Version	v0.8.19+commit.7dd6d404
Optimization	500 runs
Explorer	https://bscscan.com/address/0x97388a8184f3f7b919fbb0a6a2e ec59a388688a3
Address	0x97388a8184f3f7b919fbb0a6a2eec59a388688a3
Network	BSC
Symbol	POP
Decimals	18
Total Supply	99,999,999,999

# **Audit Updates**

Initial Audit	05 Aug 2023 <a href="https://github.com/cyberscope-io/audits/blob/main/7-pop/v1/audit.pdf">https://github.com/cyberscope-io/audits/blob/main/7-pop/v1/audit.pdf</a>
Corrected Phase 2	30 Aug 2023

# **Source Files**

Filename	SHA256
POPOPANDA.sol	02b32a1d44cc5fb4080386348abd71caa8ed55a44335b66bec97e2ccb9 e442c5



# **Findings Breakdown**



Sev	rerity	Unresolved	Acknowledged	Resolved	Other
•	Critical	0	0	0	0
•	Medium	0	0	0	0
•	Minor / Informative	7	0	0	0



#### L02 - State Variables could be Declared Constant

Criticality	Minor / Informative
Location	POPOPANDA.sol#L166
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 public PEPE = 0x6982508145454Ce325dDbE47a25d4ec3d2311933

#### 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	POPOPANDA.sol#L33,116,119,127,128,129,130,131,145,151,160,166,18 3,408,466
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);
mapping (address => uint256) _tOwned
mapping (address => mapping (address => uint256)) _allowances
uint256 constant private startingSupply = 100_000_000_000
string constant private _name = "POPO PANDA"
string constant private _symbol = "POP"
uint8 constant private _decimals = 18
uint256 constant private _tTotal = startingSupply * (10 **
_decimals)

Fees public _taxRates = Fees({
        buyFee: 500,
        sellFee: 500,
        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	POPOPANDA.sol#L446,456,473
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
cashierGas = gas
```

#### 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	POPOPANDA.sol#L512
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 _basicTransfer(address from, address to, uint256 amount)
internal returns (bool) {
    __tOwned[from] -= amount;
    __tOwned[to] += amount;
    emit Transfer(from, to, amount);
    return true;
}
```

#### 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.



## L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	POPOPANDA.sol#L364,621,632,633
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.

```
address constructorLP
address router
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	POPOPANDA.sol#L271
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	POPOPANDA.sol#L724
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	Туре	Bases		
	Function Name	Visibility	Mutability	Modifiers
IERC20	Interface			
	totalSupply	External		-
	decimals	External		-
	symbol	External		-
	name	External		-
	getOwner	External		-
	balanceOf	External		-
	transfer	External	1	-
	allowance	External		-
	approve	External	1	-
	transferFrom	External	1	-
IFactoryV2	Interface			
	getPair	External		-
	createPair	External	✓	-
IV2Pair	Interface			
	factory	External		-



	getReserves	External		-
	sync	External	✓	-
IRouter01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidityETH	External	Payable	-
	addLiquidity	External	✓	-
	swapExactETHForTokens	External	Payable	-
	getAmountsOut	External		-
	getAmountsIn	External		-
IRouter02	Interface	IRouter01		
	swapExactTokensForETHSupportingFee OnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFee OnTransferTokens	External	Payable	-
	swapExactTokensForTokensSupporting FeeOnTransferTokens	External	✓	-
	swapExactTokensForTokens	External	✓	-
Initializer	Interface			
	setLaunch	External	✓	-
	getConfig	External	✓	-
	getInits	External	✓	-
	setLpPair	External	✓	-



	checkUser	External	✓	-
	setProtections	External	✓	-
	removeSniper	External	1	-
Cashier	Interface			
	setRewardsProperties	External	1	-
	tally	External	1	-
	load	External	Payable	-
	cashout	External	✓	-
	giveMeWelfarePlease	External	✓	-
	getTotalDistributed	External		-
	getUserInfo	External		-
	getUserRealizedRewards	External		-
	getPendingRewards	External		-
	initialize	External	✓	-
	getCurrentReward	External		-
POPOPANDA	Implementation	IERC20		
		Public	Payable	-
	transferOwner	External	<b>√</b>	onlyOwner
	renounceOwnership	External	✓	onlyOwner
	setOperator	Public	✓	-
	renounceOriginalDeployer	External	1	-



	External	Payable	-
totalSupply	External		-
decimals	External		-
symbol	External		-
name	External		-
getOwner	External		-
balanceOf	Public		-
allowance	External		-
approve	External	✓	-
_approve	Internal	1	
approveContractContingency	Public	✓	onlyOwner
transfer	External	1	-
transferFrom	External	1	-
setNewRouter	External	1	onlyOwner
setLpPair	External	1	onlyOwner
setInitializers	Public	1	onlyOwner
isExcludedFromFees	External		-
isExcludedFromDividends	External		-
isExcludedFromProtection	External		-
setDividendExcluded	Public	✓	onlyOwner
setExcludedFromFees	Public	✓	onlyOwner
setExcludedFromProtection	External	✓	onlyOwner
removeSniper	External	✓	onlyOwner



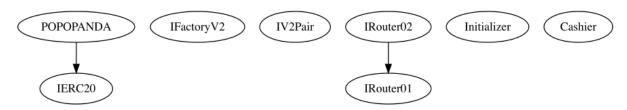
setProtectionSettings	External	✓	onlyOwner
lockTaxes	External	1	onlyOwner
setTaxes	External	✓	onlyOwner
setWallets	External	✓	onlyOwner
setRatios	External	1	onlyOwner
getTokenAmountAtPriceImpact	External		-
setSwapSettings	External	1	onlyOwner
setPriceImpactSwapAmount	External	1	onlyOwner
setContractSwapEnabled	External	✓	onlyOwner
setRewardsProperties	External	1	onlyOwner
setReflectorSettings	External	1	onlyOwner
excludePresaleAddresses	External	1	onlyOwner
_hasLimits	Internal		
_basicTransfer	Internal	1	
_transfer	Internal	1	
contractSwap	Internal	1	inSwapFlag
_checkLiquidityAdd	Private	1	
enableTrading	Public	1	onlyOwner
finalizeTransfer	Internal	✓	
processRewards	Internal	✓	
manualProcess	External	✓	-
takeTaxes	Internal	✓	
multiSendTokens	External	✓	onlyOwner



manualDeposit	External	✓	onlyOwner
sweepContingency	External	✓	onlyOwner
sweepExternalTokens	External	✓	onlyOwner
claimPendingRewards	External	✓	-
getTotalReflected	External		-
getUserInfo	External		-
getUserRealizedGains	External		-
getUserUnpaidEarnings	External		-
getCurrentReward	External		-

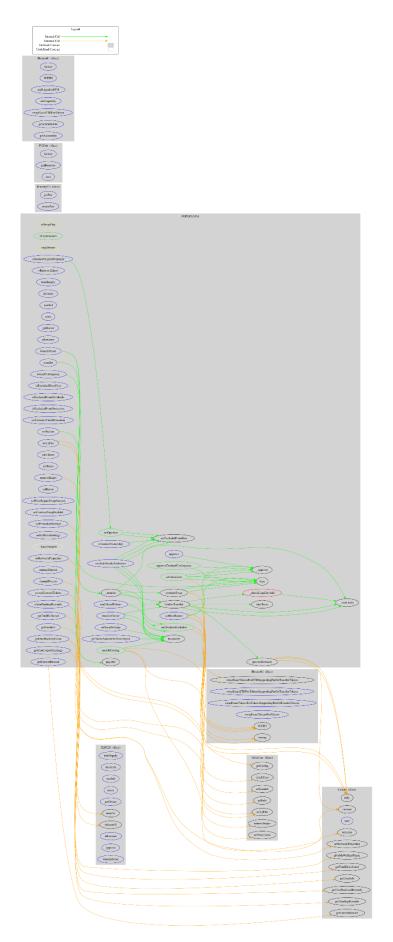


# **Inheritance Graph**





# Flow Graph





# **Summary**

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

