

Audit Report **SquidGME**

April 2023

Network BSC

Address 0xD6FC0374E00E54C127a30238a6FdfCC308778fB2

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Table of Contents

Table of Contents	1
Review	2
Audit Updates	2
Source Files	2
Findings Breakdown	3
Analysis	4
Diagnostics	5
PVC - Price Volatility Concern	6
Description	6
Recommendation	6
RSML - Redundant SafeMath Library	7
Description	7
Recommendation	7
IDI - Immutable Declaration Improvement	8
Description	8
Recommendation	8
L04 - Conformance to Solidity Naming Conventions	9
Description	9
Recommendation	9
L07 - Missing Events Arithmetic	11
Description	11
Recommendation	11
L09 - Dead Code Elimination	12
Description	12
Recommendation	12
L16 - Validate Variable Setters	14
Description	14
Recommendation	14
L17 - Usage of Solidity Assembly	15
Description	15
Recommendation	15
Functions Analysis	16
Inheritance Graph	23
Flow Graph	24
Summary	25
Disclaimer	26
About Cyberscope	27



Review

Contract Name	AntiBotLiquidityGeneratorToken
Compiler Version	v0.8.4+commit.c7e474f2
Optimization	200 runs
Explorer	https://bscscan.com/address/0xd6fc0374e00e54c127a30238a6 fdfcc308778fb2
Address	0xd6fc0374e00e54c127a30238a6fdfcc308778fb2
Network	BSC
Symbol	GME
Decimals	9
Total Supply	100,000

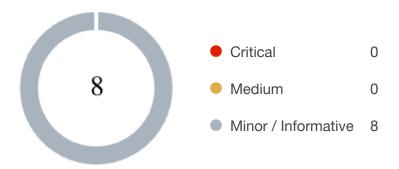
Audit Updates

Initial Audit	13 Apr 2023
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Source Files

Filename	SHA256
AntiBotLiquidityGeneratorToken.sol	085d72cf8534260b8f6411f47055b7a60f5 a3ac2da59c339d681dafa329d19e0

Findings Breakdown



Sev	rerity	Unresolved	Acknowledged	Resolved	Other
•	Critical	0	0	0	0
•	Medium	0	0	0	0
	Minor / Informative	8	0	0	0



Analysis

CriticalMediumMinor / InformativePass

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
•	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	AntiBotLiquidityGeneratorToken.sol#L1296
Status	Unresolved

Description

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

```
function setSwapBackSettings(uint256 _amount) external onlyOwner {
    require(
        _amount >= totalSupply().mul(5).div(10**4),
        "Swapback amount should be at least 0.05% of total supply"
    );
    numTokensSellToAddToLiquidity = _amount;
    emit SwapAndLiquifyAmountUpdated(_amount);
}
```

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	AntiBotLiquidityGeneratorToken.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	AntiBotLiquidityGeneratorToken.sol#L1017,1021,1022,1023,1025,1034,1 040,1046,1050
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 <code>immutable</code>.

```
pinkAntiBot
_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

Criticality	Minor / Informative
Location	AntiBotLiquidityGeneratorToken.sol#L641,958,961,964,969,1068,1292,14 31,1435,1443
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 public _taxFee
uint256 public _liquidityFee
uint256 public _charityFee
address public _charityAddress
bool _enable
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

Criticality	Minor / Informative
Location	AntiBotLiquidityGeneratorToken.sol#L1266,1277,1285
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.

```
_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	AntiBotLiquidityGeneratorToken.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.

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

Criticality	Minor / Informative
Location	AntiBotLiquidityGeneratorToken.sol#L1065
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.

```
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	AntiBotLiquidityGeneratorToken.sol#L447,622
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.

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	Туре	Bases		
	Function Name	Visibility	Mutability	Modifiers
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	1	-
	allowance	External		-
	approve	External	1	-
	transferFrom	External	1	-
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
Ownable	Implementation	Context		
		Public	1	-
	owner	Public		-
	renounceOwnership	Public	1	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		
Address	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	✓	
	functionCall	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionStaticCall	Internal		



	functionStaticCall	Internal		
	functionDelegateCall	Internal	✓	
	functionDelegateCall	Internal	✓	
	verifyCallResult	Internal		
IUniswapV2Rou ter01	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		-
IUniswapV2Rou ter02	Interface	IUniswapV2 Router01		
	removeLiquidityETHSupportingFeeOnTr ansferTokens	External	1	-
	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupporting FeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFee OnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFee OnTransferTokens	External	✓	-
IUniswapV2Fac tory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
IPinkAntiBot	Interface			
	setTokenOwner	External	✓	-



	onPreTransferCheck	External	✓	-
BaseToken	Implementation			
AntiBotLiquidit yGeneratorToke n	Implementation	IERC20, Ownable, BaseToken		
		Public	Payable	-
	setEnableAntiBot	External	✓	onlyOwner
	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	1	onlyOwner
_transferBothExcluded	Private	1	
excludeFromFee	Public	✓	onlyOwner
setTaxFeePercent	External	✓	onlyOwner
setLiquidityFeePercent	External	✓	onlyOwner
setCharityFeePercent	External	1	onlyOwner
setSwapBackSettings	External	✓	onlyOwner
	External	Payable	-
_reflectFee	Private	✓	
_getValues	Private		
_getTValues	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	1	
swapAndLiquify	Private	1	lockTheSwap
swapTokensForEth	Private	1	
addLiquidity	Private	1	
_tokenTransfer	Private	1	
_transferStandard	Private	1	
_transferToExcluded	Private	✓	
_transferFromExcluded	Private	✓	

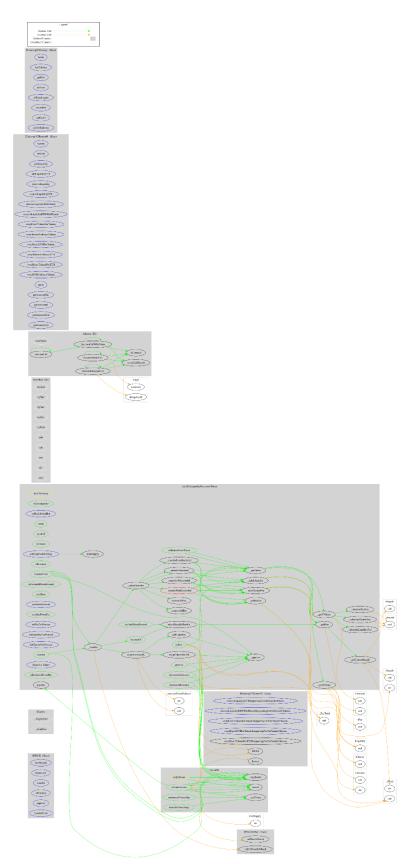


Inheritance Graph





Flow Graph





Summary

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