Cyberscope

Audit Report

Babyshibarium

March 2023

Type	BEP20
Network	BSC
Address	0xccE6c2B30270518fCA8e64C8E97c1fC45d644494
Audited by	© cyberscope

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Review

Contract Name	BabyShibarium
Compiler Version	v0.8.16+commit.07a7930e
Optimization	200 runs
Explorer	https://bscscan.com/address/0xcce6c2b30270518fca8e64c8e97c1fc45d644494
Address	0xcce6c2b30270518fca8e64c8e97c1fc45d644494
Network	BSC
Symbol	BabyR
Decimals	18
Total Supply	500.000.000

Audit Updates

Initial Audit	16 Mar 2023

Source Files

Filename	SHA256
flatten/BabyShibarium.sol	921b8ff996145ad484bb09ef840e81b12b9dfd87d2e6160d29473acb9884ff9b

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	Unresolved
●	ULTW	Transfers Liquidity to Team Wallet	Passed
●	MT	Mints Tokens	Passed
●	BT	Burns Tokens	Passed
●	BC	Blacklists Addresses	Passed

ELFM - Exceeds Fees Limit

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1757
Status	Unresolved

Description

The contract owner has the authority to increase over the allowed limit of 25%. The owner may take advantage of it by calling the `setFee` function with a high percentage value.

```
function setFee(uint256 rewardsFee_, uint256 buyFee_, uint256 sellFee_)
external onlyOwner {
  require(buyFee_ <= 30 && sellFee_ <= 30, "over tax");
  require(buyFee_ >= rewardsFee_ && sellFee_ >= rewardsFee_, "reward
too big");
  rewardsFee = rewardsFee_;
  buyFee = buyFee_;
  sellFee = sellFee_;
}
```

Recommendation

The contract could embody a check for the maximum acceptable value. The team should carefully manage the private keys of the owner's account. We strongly recommend a powerful security mechanism that will prevent a single user from accessing the contract admin functions. Some suggestions are:

- Introduce a time-locker mechanism with a reasonable delay.
- Introduce a multi-sign wallet so that many addresses will confirm the action.
- Introduce a governance model where users will vote about the actions.
- Renouncing the ownership will eliminate the threats but it is non-reversible.

Diagnostics

Critical Medium Minor / Informative

Severity	Code	Description	Status
	PVC	Price Volatility Concern	Unresolved
	PTRP	Potential Transfer Revert Propagation	Unresolved
	RSML	Redundant SafeMath Library	Unresolved
	RSK	Redundant Storage Keyword	Unresolved
	IDI	Immutable Declaration Improvement	Unresolved
	L02	State Variables could be Declared Constant	Unresolved
	L04	Conformance to Solidity Naming Conventions	Unresolved
	L05	Unused State Variable	Unresolved
	L07	Missing Events Arithmetic	Unresolved
	L09	Dead Code Elimination	Unresolved
	L11	Unnecessary Boolean equality	Unresolved
	L12	Using Variables before Declaration	Unresolved
	L13	Divide before Multiply Operation	Unresolved

●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L15	Local Scope Variable Shadowing	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved

PVC - Price Volatility Concern

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1739
Status	Unresolved

Description

The contract accumulates tokens from the taxes to swap them for ETH. The variable `swapTokensAtAmount` 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 setSwapTokensAtAmount(uint256 amount) external onlyOwner {
    swapTokensAtAmount = 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.

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1960
Status	Unresolved

Description

The contract sends funds to a `_marketingWalletAddress` as part of the transfer flow. This address can either be a wallet address or a contract. If the address belongs to 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 (newBalance > 0) {
    payable(_marketingWalletAddress).sendValue(newBalance);
}
```

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.

RSML - Redundant SafeMath Library

Criticality	Minor / Informative
Location	flatten/BabyShibarium.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 unnecessarily the gas consumption.

```
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	flatten/BabyShibarium.sol#L1185,1189,1196,1200
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 ma
Map storage ma
Map storage ma
Map storage ma
```

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	flatten/BabyShibarium.sol#L1699,1704,1711,1713,1717,1718
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 `immutable`.

```
rewardToke
maxTransactio
wet
dividendTracke
uniswapV2Route
uniswapV2Pai
```

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.

L02 - State Variables could be Declared Constant

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1010
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 weth
```

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	flatten/BabyShibarium.sol#L1015,1083,1090,1097,1106,1310,1498,1674
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.

```
uint256 internal constant magnitude = 2**128
address _owner
address _account
function WETH() external view returns (address);
address public _marketingWalletAddress
```

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	flatten/BabyShibarium.sol#L908
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.

```
int256 private constant MAX_INT256 = ~(int256(1) << 255)
```

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	flatten/BabyShibarium.sol#L1740,1760
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
rewardsFee = rewardsFee_
```

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	flatten/BabyShibarium.sol#L954,1120
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 abs(int256 a) internal pure returns (int256) {
        require(a != MIN_INT256);
        return a < 0 ? -a : a;
    }

...
```

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.

L11 - Unnecessary Boolean equality

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1882
Status	Unresolved

Description

Boolean equality is unnecessary when comparing two boolean values. This is because a boolean value is either true or false, and there is no need to compare two values that are already known to be either true or false.

it's important to be aware of the types of variables and expressions that are being used in the contract's code, as this can affect the contract's behavior and performance. The comparison to boolean constants is redundant. Boolean constants can be used directly and do not need to be compared to true or false.

```
starting == true && block.number > (startBlock + 3)
```

Recommendation

Using the boolean value itself is clearer and more concise, and it is generally considered good practice to avoid unnecessary boolean equalities in Solidity code.

L12 - Using Variables before Declaration

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1940,1941,1942
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.

L13 - Divide before Multiply Operation

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1703,1713
Status	Unresolved

Description

It is important to be aware of the order of operations when performing arithmetic calculations. This is especially important when working with large numbers, as the order of operations can affect the final result of the calculation. Performing divisions before multiplications may cause loss of prediction.

```
swapTokensAtAmount = totalSupply_.mul(5).div(10000)
dividendTracker = new DividendTracker(rewardToken,
swapTokensAtAmount.mul(5))
```

Recommendation

To avoid this issue, it is recommended to carefully consider the order of operations when performing arithmetic calculations in Solidity. It's generally a good idea to use parentheses to specify the order of operations. The basic rule is that the multiplications should be prior to the divisions.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L1940,1941,1942
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	flatten/BabyShibarium.sol#L1083,1090,1097,1106
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.

```
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	flatten/BabyShibarium.sol#L1038,1699,1718,1720,1754
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.

```
rewardToken = _rewardToken
rewardToken = rewardToken_
uniswapV2Pair = _uniswapV2Pair
_marketingWalletAddress = mkt_
_marketingWalletAddress = wallet
```

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.

L19 - Stable Compiler Version

Criticality	Minor / Informative
Location	flatten/BabyShibarium.sol#L3,28,110,193,220,608,835,864,890,900,968,984,1171,1472,1494,1592,1637
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 ^0.8.0;
```

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	Type	Bases		
	Function Name	**Visibility**	**Mutability**	**Modifiers**
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	_checkOwner	Internal		
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
	_transferOwnership	Internal	✓	
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
IERC20Metadata	Interface	IERC20		
	name	External		-

	symbol	External		-
	decimals	External		-
ERC20	Implementation	Context, IERC20, IERC20Metadata		
		Public	✓	-
	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	✓	
	_spendAllowance	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
	_afterTokenTransfer	Internal	✓	
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		
DividendPayingTokenInterface	Interface			
	dividendOf	External		-
	withdrawDividend	External	✓	-
DividendPayingTokenOptionalInterface	Interface			
	withdrawableDividendOf	External		-
	withdrawnDividendOf	External		-
	accumulativeDividendOf	External		-
IWETH	Interface			
	deposit	External	Payable	-
	transfer	External	✓	-
	withdraw	External	✓	-
SafeMathInt	Library			
	mul	Internal		
	div	Internal		

	sub	Internal		
	add	Internal		
	abs	Internal		
	toUint256Safe	Internal		
SafeMathUint	Library			
	toInt256Safe	Internal		
DividendPayingToken	Implementation	ERC20, Ownable, DividendPayingTokenInterface, DividendPayingTokenOptionalInterface		
		Public	✓	ERC20
	distributeRewardDividends	Public	✓	onlyOwner
	withdrawDividend	Public	✓	-
	_withdrawDividendOfUser	Internal	✓	
	dividendOf	Public		-
	withdrawableDividendOf	Public		-
	withdrawnDividendOf	Public		-
	accumulativeDividendOf	Public		-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_setBalance	Internal	✓	
IterableMapping	Library			
	get	Public		-
	getIndexOfKey	Public		-

	getKeyAtIndex	Public		-
	size	Public		-
	set	Public	✓	-
	remove	Public	✓	-
DividendTracker	Implementation	DividendPayingToken		
		Public	✓	DividendPayingToken
		External	Payable	-
	_transfer	Internal		
	withdrawDividend	Public		-
	excludeFromDividends	External	✓	onlyOwner
	updateClaimWait	External	✓	onlyOwner
	getLastProcessedIndex	External		-
	getNumberOfTokenHolders	External		-
	getAccount	Public		-
	getAccountAtIndex	Public		-
	canAutoClaim	Private		
	setBalance	External	✓	onlyOwner
	process	Public	✓	-
	processAccount	Public	✓	onlyOwner
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	migrator	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-

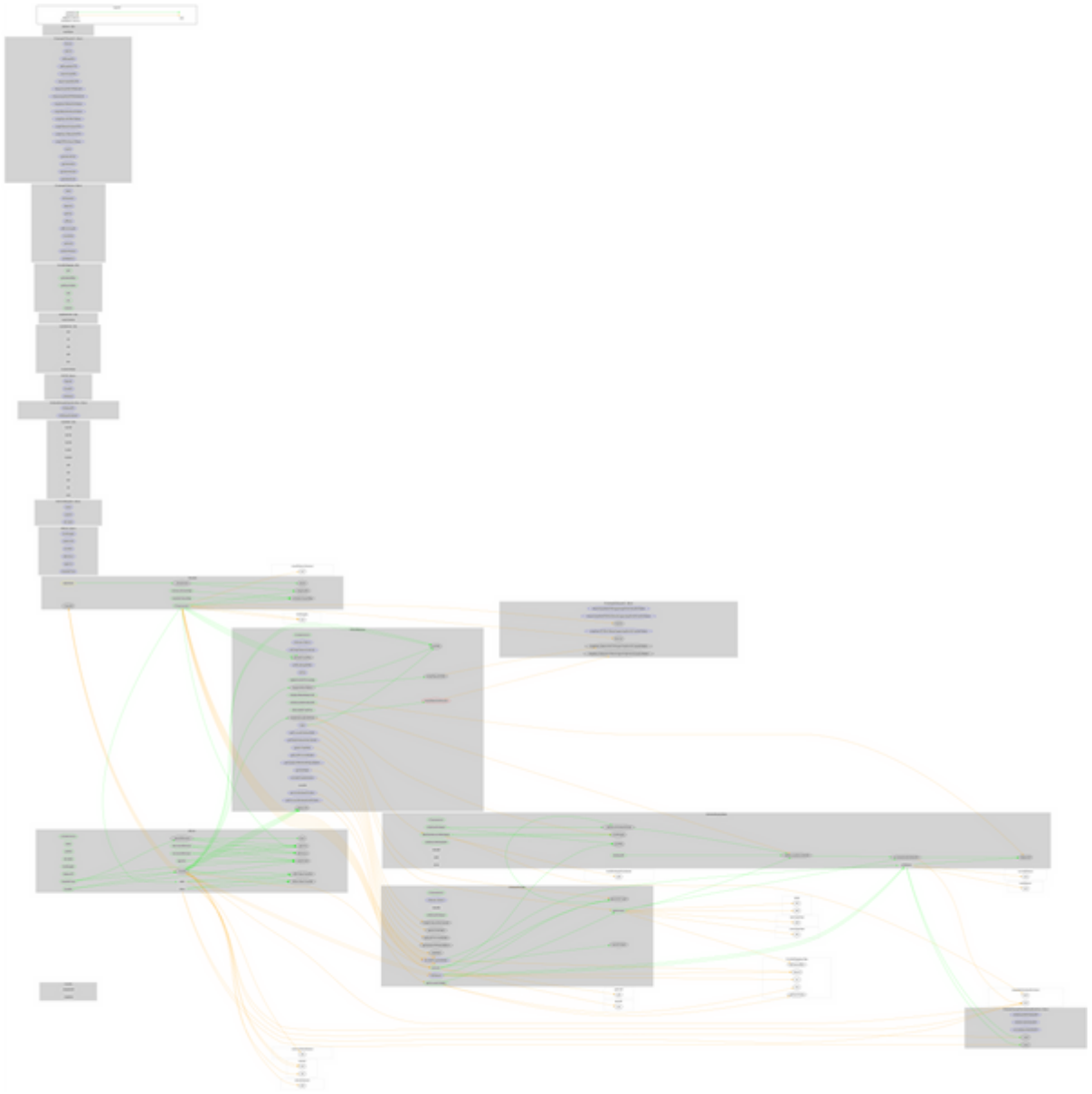
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
	setMigrator	External	✓	-
IUniswapV2Router01	Interface			
	factory	External		-
	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	✓	-
	removeLiquidityETH	External	✓	-
	removeLiquidityWithPermit	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		-
IUniswapV2Router02	Interface	IUniswapV2Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-

	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
Address	Library			
	sendValue	Internal	✓	
BabyShibarium	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-
	setSwapTokensAtAmount	External	✓	onlyOwner
	excludeFromFees	Public	✓	onlyOwner
	setMarketingWallet	External	✓	onlyOwner
	setFee	External	✓	onlyOwner
	updateGasForProcessing	Public	✓	onlyOwner
	updateClaimWait	External	✓	onlyOwner
	getClaimWait	External		-
	getTotalDividendsDistributed	External		-
	isExcludedFromFees	Public		-
	withdrawableDividendOf	Public		-
	dividendTokenBalanceOf	Public		-
	excludeFromDividends	External	✓	onlyOwner
	getAccountDividendsInfo	External		-
	getAccountDividendsInfoAtIndex	External		-
	processDividendTracker	External	✓	-
	claim	External	✓	-
	getLastProcessedIndex	External		-

	getNumberOfDividendTokenHolders	External		-
	_transfer	Internal	✓	
	swapAndSendToFee	Private	✓	
	swapTokensForEth	Private	✓	
	swapTokensForReward	Private	✓	
	swapAndSendDividends	Private	✓	

Inheritance Graph

Flow Graph



Summary

Babyshibarium contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. There are some functions that can be abused by the owner like manipulate the fees. A multi-wallet signing pattern will provide security against potential hacks. Temporarily locking the contract or renouncing ownership will eliminate all the contract threats. There is also a limit of max 30% fees.

Disclaimer

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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.

The Cyberscope team

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