Cyberscope

Audit Report

RainBow Bunny Fantoken

January 2023

Type	BEP20
Network	BSC
Address	0x7658fF8F4044C41d4D7F1Cb4FB9Abef1e4db5e99
Audited by	© cyberscope

Table of Contents

Review

Contract Name	RainbowBunnyFantoken
Compiler Version	v0.8.7+commit.e28d00a7
Optimization	200 runs
Explorer	https://bscscan.com/address/0x7658ff8f4044c41d4d7f1cb4fb9abef1e4db5e99
Address	0x7658ff8f4044c41d4d7f1cb4fb9abef1e4db5e99
Network	BSC
Symbol	RBF
Decimals	9
Total Supply	100,000,000,000,000

Audit Updates

Initial Audit	05 Jan 2023

Source Files

Filename	SHA256
RainbowBunnyFantoken.sol	7f60c6cf4817c16bc336dffccb205d92b5278bb3399afea152e976712438a736

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	RainbowBunnyFantoken.sol#L390
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. The total buy/sell fees amount is the sum of `redisFee` and `taxFee`. With a maximum value of 14 for each, total fees will be calculated to 28%.

```
function setFee(uint256 redisFeeOnBuy, uint256 redisFeeOnSell, uint256 taxFeeOnBuy,
uint256 taxFeeOnSell) public onlyDev {
    require(redisFeeOnBuy < 15, "Redis cannot be more than 10.");
    require(redisFeeOnSell < 15, "Redis cannot be more than 10.");
    require(taxFeeOnBuy < 15, "Tax cannot be more than 6.");
    require(taxFeeOnSell < 15, "Tax cannot be more than 6.");
  _redisFeeOnBuy = redisFeeOnBuy;
  _redisFeeOnSell = redisFeeOnSell;
  _taxFeeOnBuy = taxFeeOnBuy;
  _taxFeeOnSell = taxFeeOnSell;
}
```

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. That risk can be prevented by temporarily locking the contract or renouncing ownership.

Diagnostics

Critical Medium Minor / Informative

Severity	Code	Description	Status
●	PTRP	Potential Transfer Revert Propagation	Unresolved
●	RSML	Redundant SafeMath Library	Unresolved
●	RDM	Require Descriptive Message	Unresolved
●	L02	State Variables could be Declared Constant	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L05	Unused State Variable	Unresolved
●	L16	Validate Variable Setters	Unresolved
●	L19	Stable Compiler Version	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	RainbowBunnyFantoken.sol#L293
Status	Unresolved

Description

The contract sends funds to a `_developmentAddress` and a `_marketingAddress` 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.

```
function sendETHToFee(uint256 amount) private {
  _developmentAddress.transfer(amount.div(2));
  _marketingAddress.transfer(amount.div(2));
}
```

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	RainbowBunnyFantoken.sol#L57
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.

RDM - Require Descriptive Message

Criticality	Minor / Informative
Location	RainbowBunnyFantoken.sol#L391,392,393,394
Status	Unresolved

Description

The `require()` function is used to halt the execution of a contract and revert any changes made to the contract's state. The contract does not provide the correct descriptive message to the `require()` function, as the maximum values are different.

```
require(redisFeeOnBuy < 15, "Redis cannot be more than 10.");
require(redisFeeOnSell < 15, "Redis cannot be more than 10.");
require(taxFeeOnBuy < 15, "Tax cannot be more than 6.");
require(taxFeeOnSell < 15, "Tax cannot be more than 6.");
```

Recommendation

The team is suggested to provide a descriptive message to the `require()` function. This message can be used to provide additional context about the error that occurred or to explain why the contract execution was halted. This can be useful for debugging and for providing more information to users that interact with the contract.

L02 - State Variables could be Declared Constant

Criticality	Minor / Informative
Location	RainbowBunnyFantoken.sol#L97
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 private _previousOwner
```

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	RainbowBunnyFantoken.sol#L38,136,149,150,151,302,303,308,315,401
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 private constant _tTotal = 100000000 * 10**6 * 10**9
string private constant _name = "Rainbow Bunny Fantoken"
string private constant _symbol = "RBF"
uint8 private constant _decimals = 9
event tokensRescued(address indexed token, address indexed to, uint amount);
address _to
address _tokenAddr
uint _amount
event devAddressUpdated(address indexed previous, address indexed adr);
event marketingAddressUpdated(address indexed previous, address indexed adr);
bool _swapEnabled
```

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	RainbowBunnyFantoken.sol#L97,131
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.

```
address private _previousOwner
mapping (address => uint256) private _tOwned
```

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.

L16 - Validate Variable Setters

Criticality	Minor / Informative
Location	RainbowBunnyFantoken.sol#L122,311,318
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.

```
_owner = newOwner
_developmentAddress = dev
_marketingAddress = markt
```

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	RainbowBunnyFantoken.sol#L7
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 ^0.8.4;
```

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.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	RainbowBunnyFantoken.sol#L305
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(_tokenAddr).transfer(_to, _amount)
```

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

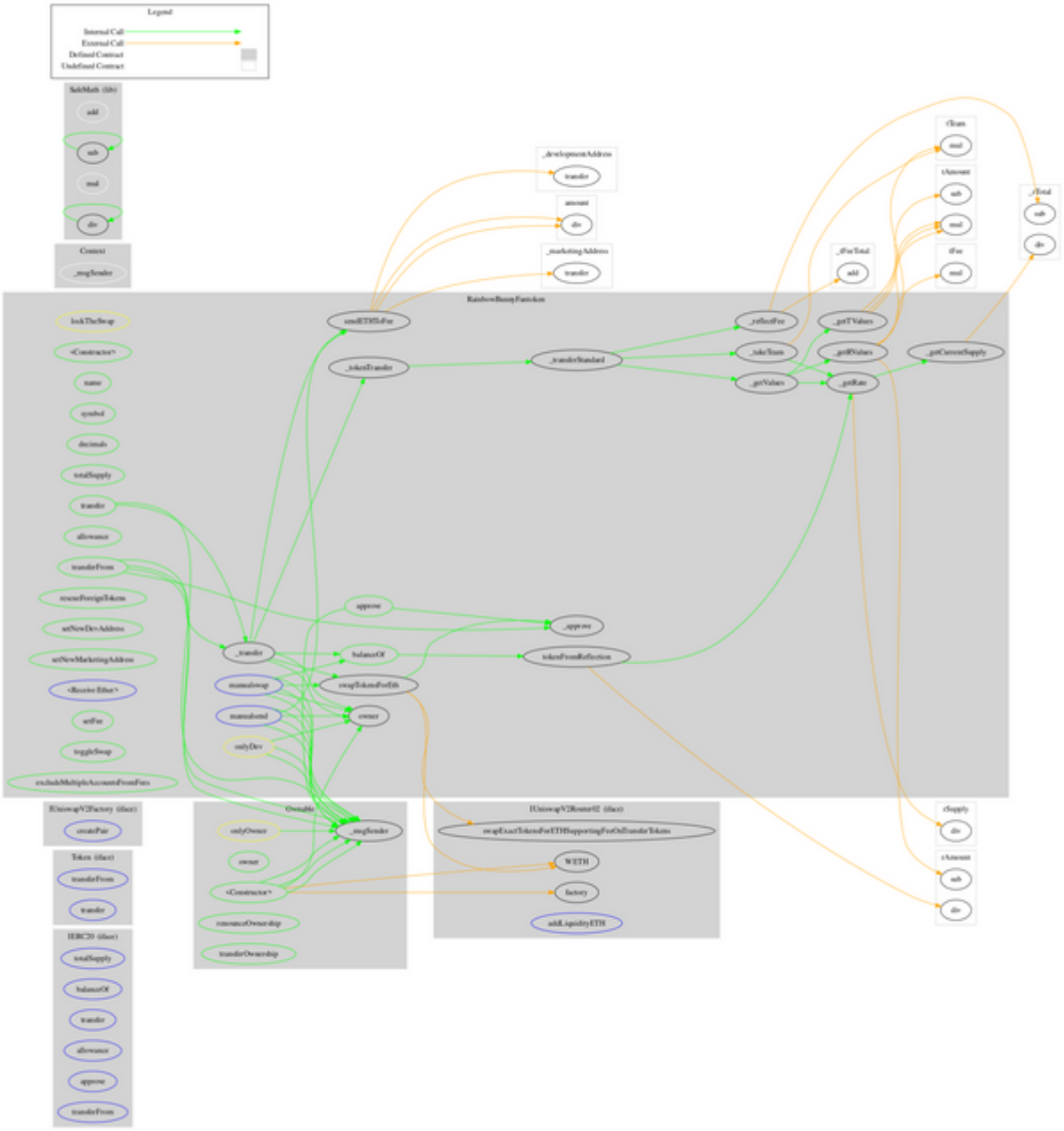
Contract	Type	Bases		
	Function Name	**Visibility**	**Mutability**	**Modifiers**
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
Token	Interface			
	transferFrom	External	✓	-
	transfer	External	✓	-
IUniswapV2Factory	Interface			
	createPair	External	✓	-
IUniswapV2Router02	Interface			
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
	factory	External		-
	WETH	External		-
	addLiquidityETH	External	Payable	-
Context	Implementation			
	_msgSender	Internal		

SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
RainbowBunnyFantoken	Implementation	Context, IERC20, Ownable		
		Public	✓	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	tokenFromReflection	Private		
	_approve	Private	✓	
	_transfer	Private	✓	

	swapTokensForEth	Private	✓	lockTheSwap
	sendETHToFee	Private	✓	
	_tokenTransfer	Private	✓	
	rescueForeignTokens	Public	✓	onlyDev
	setNewDevAddress	Public	✓	onlyDev
	setNewMarketingAddress	Public	✓	onlyDev
	_transferStandard	Private	✓	
	_takeTeam	Private	✓	
	_reflectFee	Private	✓	
		External	Payable	-
	_getValues	Private		
	_getTValues	Private		
	_getRValues	Private		
	_getRate	Private		
	_getCurrentSupply	Private		
	manualswap	External	✓	-
	manualsend	External	✓	-
	setFee	Public	✓	onlyDev
	toggleSwap	Public	✓	onlyDev
	excludeMultipleAccountsFromFees	Public	✓	onlyOwner

Inheritance Graph

Flow Graph


Legend
Internal Call
External Call
Defined Contract
Undefined Contract
SafeMath (lib)
add
sub
mul
div
Context
_msgSender
RainbowBunnyFantoken
lockTheSwap
<Constructor>
name
symbol
decimals
totalSupply
transfer
allowance
transferFrom
rescueForeignTokens
setNewDevAddress
setNewMarketingAddress
<Receive Ether>
setFee
toggleSwap
excludeMultipleAccountsFromFees
sendETHToFee
_tokenTransfer
_transferStandard
_reflectFee
_takeTeam
_getValues
_getTValues
_getRValues
_getRate
_getCurrentSupply
_transfer
manualswap
manualsend
onlyDev
approve
balanceOf
swapTokensForEth
owner
_approve
tokenFromReflection
_developmentAddress
_marketingAddress
amount
tTeam
tAmount
_tTotal
tFee
_tFeeTotal
rSupply
rAmount
IUniswapV2Factory (iface)
createPair
Token (iface)
transferFrom
transfer
IERC20 (iface)
totalSupply
balanceOf
transfer
allowance
approve
transferFrom
Ownable
onlyOwner
owner
<Constructor>
renounceOwnership
transferOwnership
_msgSender
IUniswapV2Router02 (iface)
swapExactTokensForETHSupportingFeeOnTransferTokens
WETH
factory
addLiquidityETH

Summary

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 28% buy/sell fees.

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The Cyberscope team

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