Cyberscope

Audit Report

ProToken

March 2023

Type	BEP20
Network	BSC
Address	0x5ce77d6536ddecad06c14d4f2b8f0e0484e444b9
Audited by	© cyberscope

Table of Contents

Review

Contract Name	ProToken
Compiler Version	v0.8.17+commit.8df45f5f
Optimization	200 runs
Explorer	https://bscscan.com/address/0x5ce77d6536ddecad06c14d4f2b8f0e0484e444b9
Address	0x5ce77d6536ddecad06c14d4f2b8f0e0484e444b9
Network	BSC
Symbol	SHIBKITTY
Decimals	18
Total Supply	1,000,000,000,000,000

Audit Updates

Initial Audit	05 Mar 2023

Source Files

Filename	SHA256
ProToken.sol	017609d437d88906593795694ca01552b213f6de9a2abc60f77a90bf9caf8453

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	Critical
Location	ProToken.sol#L1501
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 `setAllFeePercent` function providing the value 10 to every fee argument. As a result, the total fee can be increased to 70%

```
function setAllFeePercent(
    uint8 taxFee,
    uint8 liquidityFee,
    uint8 burnFee,
    uint8 marketingFee,

    uint8 charityFee,

    uint8 devFee,

    uint8 rewardFee,
    uint8 extraSellFee
) external onlyOwner {
  ...
}
```

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
	MSO	Multiple Swap Operations	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
	L08	Tautology or Contradiction	Unresolved
	L09	Dead Code Elimination	Unresolved
	L13	Divide before Multiply Operation	Unresolved
	L15	Local Scope Variable Shadowing	Unresolved

●	L16	Validate Variable Setters	Unresolved
●	L17	Usage of Solidity Assembly	Unresolved
●	L19	Stable Compiler Version	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

MSO - Multiple Swap Operations

Criticality	Minor / Informative
Location	ProToken.sol#L1845
Status	Unresolved

Description

There are code segments that could be optimized. A segment may be optimized so that it becomes a smaller size, consumes less memory, executes more rapidly, or performs fewer operations. As part of the `swapAndLiquify()` the contract swaps tokens for ETH or another token. This operation increases the gas cost since it calls it multiple times.

Recommendation

The team is adviced to swap the required tokens once and thes distribute the funds to the corresponding walllet.

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	ProToken.sol#L1845
Status	Unresolved

Description

The contract sends funds to a `feeWallet`, `feeWalletCharity` or `feeWalletDev` 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.

```
function transferEth(address recipient, uint256 amount) private {
    (bool res, ) = recipient.call{value: amount}("");
    require(res, "ETH TRANSFER FAILED");
}
```

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	ProToken.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	ProToken.sol#L350,354,365,373
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	ProToken.sol#L1225,1226,1227,1228,1236,1237,1238,1241,1253,1255,1262,1268,1297,1298,1299,1300,1301
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`.

```
_nam
_symbo
_decimal
_tTota
walletFeeInBN
walletCharityFeeInBN
walletDevFeeInBN
rewardToke
buyBackUpperLimi
route
pcsV2Pai
pcsV2Route
hasBlacklis
canMin

...
```

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	ProToken.sol#L1035,1037,1038,1039,1040,1041,1042,1043,1044,1064,1068,1165
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 dead = address(0xdead)
uint8 public maxLiqFee = 10
uint8 public maxTaxFee = 10
uint8 public maxBurnFee = 10
uint8 public maxWalletFee = 10
uint8 public maxBuybackFee = 10
uint8 public minMxTxPercentage = 1
uint8 public minMxWalletPercentage = 1
uint8 public maxExtraSellFee = 10
uint256 public claimWait = 3600
uint256 public gasForProcessing = 300000
bool public isPaused
```

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	ProToken.sol#L822,1053,1054,1102,1106,1107,1110,1113,1116,1119,1122,1125,1128,1131,1134,1156,1157,1161,1544,1662,1666,2184,2185,2186,2187,2302,2306,2310,2314,2374,2535
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 _tDividendTotal = 0
uint256 internal constant magnitude = 2**128
uint256 public _tTotal
string public _name
string public _symbol
uint8 public _taxFee
uint8 public _rewardFee
uint8 public _liquidityFee
uint8 public _burnFee
uint8 public _walletFee
uint8 public _walletCharityFee
uint8 public _walletDevFee
uint8 public _buybackFee

...
```

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	ProToken.sol#L272
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	ProToken.sol#L1529,1554,2381,2546,2558
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.

```
_walletFee = marketingFee
swapAmount = amount
minimumTokenBalanceForDividends = _minimumTokenBalanceForDividends
_maxTxAmount = _tTotal.mul(maxTxPercent).div(10**4)
_maxWalletAmount = _tTotal.mul(maxWalletPercent).div(10**4)
```

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.

L08 - Tautology or Contradiction

Criticality	Minor / Informative
Location	ProToken.sol#L1315,1316,1317,1318,1322,1326,1331,1338,1511,1512,1513,1514,1519,1521,1523,1525
Status	Unresolved

Description

A tautology is a logical statement that is always true, regardless of the values of its variables. A contradiction is a logical statement that is always false, regardless of the values of its variables.

Using tautologies or contradictions can lead to unintended behavior and can make the code harder to understand and maintain. It is generally considered good practice to avoid tautologies and contradictions in the code.

```
require(fee.setTaxFee >= 0 && fee.setTaxFee <= maxTaxFee, "TF err")
require(fee.setLiqFee >= 0 && fee.setLiqFee <= maxLiqFee, "LF err")
require(fee.setBurnFee >= 0 && fee.setBurnFee <= maxBurnFee, "BF err")

require(
            fee.setWalletFee >= 0 && fee.setWalletFee <= maxWalletFee,
            "WF err"
        )

require(
            fee.setBuybackFee >= 0 && fee.setBuybackFee <= maxBuybackFee,
            "BBF err"
        )

...
```

Recommendation

The team is advised to carefully consider the logical conditions is using in the code and ensure that it is well-defined and make sense in the context of the smart contract.

L09 - Dead Code Elimination

Criticality	Minor / Informative
Location	ProToken.sol#L318,350,354,365,373,433,462,494,507,526,546,559,603,614,633,652,670,695,1957,2446
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;
    }

function get(Map storage map, address key) internal view returns (uint256) {
        return map.values[key];
    }

...
```

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.

L13 - Divide before Multiply Operation

Criticality	Minor / Informative
Location	ProToken.sol#L1852,1859,1872,1885,1893
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.

```
spentAmount = contractTokenBalance.div(totFee).mul(_walletCharityFee)
```

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.

L15 - Local Scope Variable Shadowing

Criticality	Minor / Informative
Location	ProToken.sol#L2302,2306,2310,2314
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	ProToken.sol#L2520,2532,2541
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.

```
marketingFeeToken = feeToken
charityFeeToken = feeToken
devFeeToken = feeToken
```

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	ProToken.sol#L440,579
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 {
            codehash := extcodehash(account)
        }

assembly {
                    let returndata_size := mload(returndata)
                    revert(add(32, returndata), returndata_size)
                }
```

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.

L19 - Stable Compiler Version

Criticality	Minor / Informative
Location	ProToken.sol#L3
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 ^0.8.15;
```

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	ProToken.sol#L2006,2180
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(feeToken).transfer(receiver, newBalance)
IERC20(tokenAddress).transfer(owner(), tokenAmount)
```

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	✓	-
SafeMath	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
SafeMathInt	Library			

	mul	Internal		
	div	Internal		
	sub	Internal		
	add	Internal		
	abs	Internal		
	toUint256Safe	Internal		
SafeMathUint	Library			
	toInt256Safe	Internal		
IterableMapping	Library			
	get	Internal		
	getIndexOfKey	Internal		
	getKeyAtIndex	Internal		
	size	Internal		
	set	Internal	✓	
	remove	Internal	✓	
Address	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	✓	
	functionCall	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	
	_functionCallWithValue	Private	✓	
SafeERC20	Library			
	safeTransfer	Internal	✓	

	safeTransferFrom	Internal	✓	
	safeApprove	Internal	✓	
	safeIncreaseAllowance	Internal	✓	
	safeDecreaseAllowance	Internal	✓	
	_callOptionalReturn	Private	✓	
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	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	✓	-
ProToken	Implementation	Context, IERC20, Ownable		
		Public	Payable	-
	name	Public		-
	symbol	Public		-
	decimals	Public		-

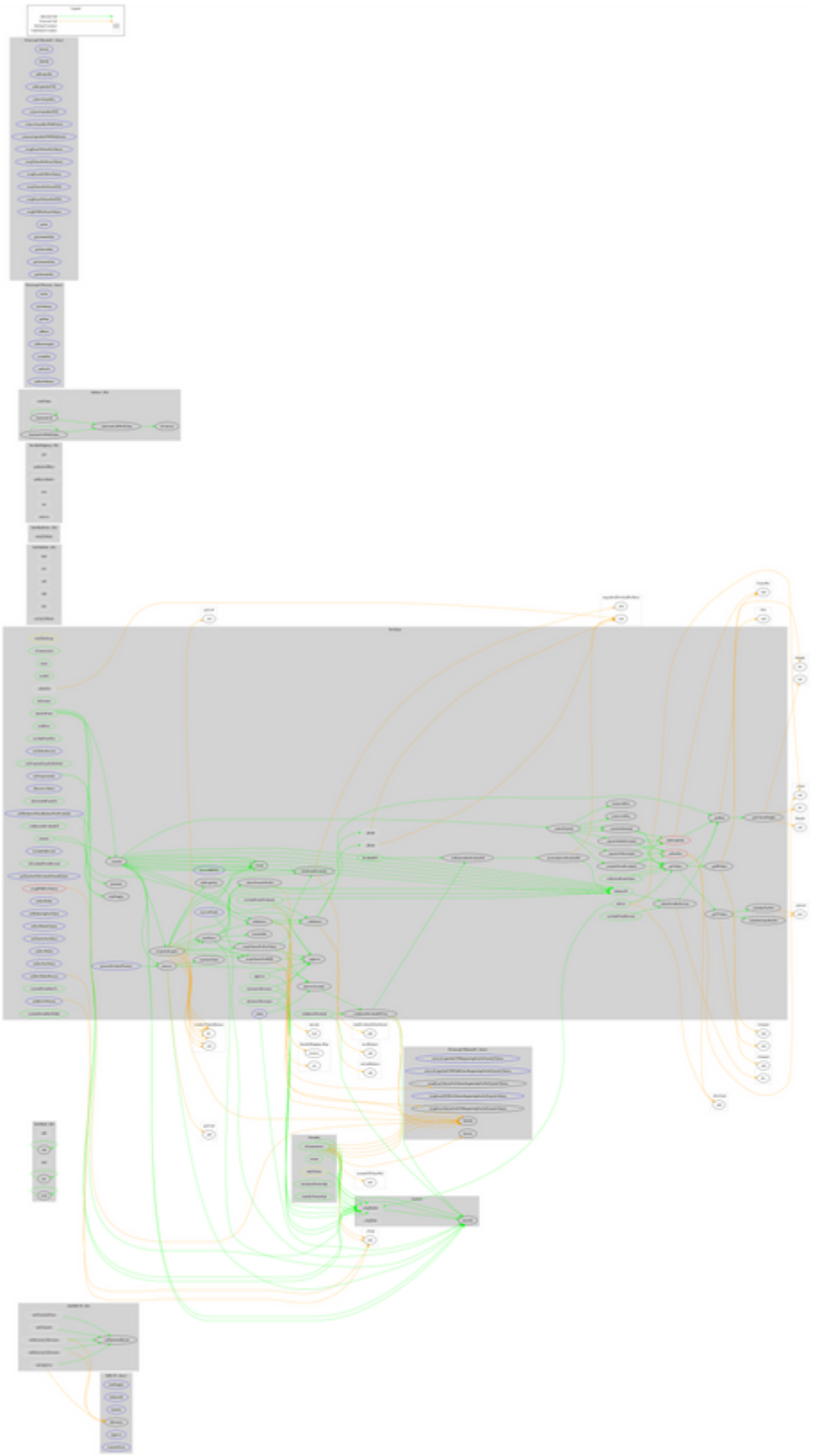
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	totalFees	Public		-
	deliver	Public	✓	-
	reflectionFromToken	Public		-
	tokenFromReflection	Public		-
	excludeFromFee	Public	✓	onlyOwner
	setAllFeePercent	External	✓	onlyOwner
	setSwapAndLiquifyEnabled	Public	✓	onlyOwner
	setSwapAmount	External	✓	onlyOwner
		External	Payable	-
	_reflectFee	Private	✓	
	_getValues	Private		
	_getTValues	Private		
	_getRValues	Private		
	_getRate	Private		
	_getCurrentSupply	Private		
	_takeLiquidity	Private	✓	
	calculateTaxFee	Private		
	calculateLiquidityFee	Private		
	removeAllFee	Private	✓	
	restoreAllFee	Private	✓	
	isExcludedFromFee	Public		-

	_approve	Private	✓	
	_transfer	Private	✓	
	swapAndLiquify	Private	✓	lockTheSwap
	swapTokensForBNB	Private	✓	
	swapBNBForTokens	Private	✓	
	swapTokensForFeeToken	Private	✓	
	addLiquidity	Private	✓	
	_tokenTransfer	Private	✓	
	_transferStandard	Private	✓	
	_transferToExcluded	Private	✓	
	_transferFromExcluded	Private	✓	
	_transferBothExcluded	Private	✓	
	_tokenTransferNoFee	Private	✓	
	transferEth	Private	✓	
	recoverFunds	External	✓	onlyOwner
	recoverBEP20	External	✓	onlyOwner
	sendTaxes	Internal	✓	
	process	Public	✓	-
	processAccount	Internal	✓	
	excludeFromDividends	Public	✓	onlyOwner
	canAutoClaim	Private		
	dividendOf	Public		-
	withdrawableDividendOf	Public		-
	withdrawnDividendOf	Public		-
	accumulativeDividendOf	Public		-
	_withdrawDividendOfUser	Internal	✓	
	withdrawDividend	Public	✓	-
	setMinimumTokenBalanceForDividends	External	✓	onlyOwner
	excludeFromReward	Public	✓	onlyOwner

	includeInReward	External	✓	onlyOwner
	isExcludedFromReward	Public		-
	getNumberOfDividendTokenHolders	External		-
	processDividendTracker	External	✓	-
	claim	External	✓	-
	distributeDividends	Internal	✓	
	_dtransfer	Internal	✓	
	_dmint	Internal	✓	
	_dburn	Internal	✓	
	_setBalance	Internal	✓	
	setBalance	Private	✓	
	setFeeWallet	External	✓	onlyOwner
	setMarketingFeeToken	External	✓	onlyOwner
	setFeeWalletCharity	External	✓	onlyOwner
	setCharityFeeToken	External	✓	onlyOwner
	setDevWallet	External	✓	onlyOwner
	setDevFeeToken	External	✓	onlyOwner
	setMaxTxPercent	External	✓	onlyOwner
	excludeFromMaxTx	Public	✓	onlyOwner
	setMaxWalletPercent	External	✓	onlyOwner
	excludeFromMaxWallet	Public	✓	onlyOwner

Inheritance Graph

Flow Graph



Summary

ProToken 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 manipulating 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.

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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