Aderyn Analysis Report

This report was generated by Aderyn, a static analysis tool built by Cyfrin, a blockchain security company. This report is not a substitute for manual audit or security review. It should not be relied upon for any purpose other than to assist in the identification of potential security vulnerabilities. # Table of Contents

- Summary
 - Files Summary
 - Files Details
 - Issue Summary
- · High Issues
 - H-1: abi.encodePacked() should not be used with dynamic types when passing the result to a hash function such as keccak256()
 - H-2: Sending native Eth is not protected from these functions.
 - H-3: Dangerous strict equality checks on contract balances.
 - H-4: Weak Randomness
- Low Issues
 - L-1: Centralization Risk for trusted owners
 - L-2: Solidity pragma should be specific, not wide
 - L-3: Missing checks for address (0) when assigning values to address state variables
 - L-4: **public** functions not used internally could be marked external
 - L-5: Define and use constant variables instead of using literals
 - L-6: Event is missing indexed fields
 - L-7: Loop contains require/revert statements

Summary

Files Summary

Key	Value
.sol Files	1
Total nSLOC	166

Files Details

Total	166
src/PuppyRaffle.sol	166
Filepath	nSLOC

Issue Summary

Category	No. of Issues
High	4
Low	7

High Issues

H-1: abi.encodePacked() should not be used with dynamic types when passing the result to a hash function such as keccak256()

Use abi.encode() instead which will pad items to 32 bytes, which will prevent hash collisions (e.g. abi.encodePacked(0x123,0x456) => 0x123456 => abi.encodePacked(0x1,0x23456), but abi.encode(0x123,0x456) => 0x0...1230...456). Unless there is a compelling reason, abi.encode should be preferred. If there is only one argument to abi.encodePacked() it can often be cast to bytes() or bytes32() instead. If all arguments are strings and or bytes, bytes.concat() should be used instead.

2 Found Instances

• Found in src/PuppyRaffle.sol Line: 248

```
1 abi.encodePacked(
```

```
1 abi.encodePacked(
```

H-2: Sending native Eth is not protected from these functions.

Introduce checks for msg. sender in the function

- 1 Found Instances
 - Found in src/PuppyRaffle.sol Line: 197

```
function withdrawFees() external {
```

H-3: Dangerous strict equality checks on contract balances.

A contract's balance can be forcibly manipulated by another selfdestructing contract. Therefore, it's recommended to use >, <, >= or <= instead of strict equality.

- 1 Found Instances
 - Found in src/PuppyRaffle.sol Line: 199

```
1 address(this).balance == uint256(totalFees),
```

H-4: Weak Randomness

The use of keccak256 hash functions on predictable values like block.timestamp, block.number, or similar data, including modulo operations on these values, should be avoided for generating randomness, as they are easily predictable and manipulable. The PREVRANDAO opcode also should not be used as a source of randomness. Instead, utilize Chainlink VRF for cryptographically secure and provably random values to ensure protocol integrity.

- 1 Found Instances
 - Found in src/PuppyRaffle.sol Line: 162

```
1 keccak256(
```

Low Issues

L-1: Centralization Risk for trusted owners

Contracts have owners with privileged rights to perform admin tasks and need to be trusted to not perform malicious updates or drain funds.

2 Found Instances

• Found in src/PuppyRaffle.sol Line: 18

```
1 contract PuppyRaffle is ERC721, Ownable {
```

• Found in src/PuppyRaffle.sol Line: 210

```
function changeFeeAddress(address newFeeAddress) external
onlyOwner {
```

L-2: 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;

1 Found Instances

• Found in src/PuppyRaffle.sol Line: 2

```
1 pragma solidity ^0.7.6;
```

L-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: 69

```
feeAddress = _feeAddress;
```

• Found in src/PuppyRaffle.sol Line: 211

```
feeAddress = newFeeAddress;
```

L-4: public functions not used internally could be marked external

Instead of marking a function as **public**, consider marking it as external if it is not used internally.

3 Found Instances

```
function enterRaffle(address[] memory newPlayers) public
payable {
```

• Found in src/PuppyRaffle.sol Line: 113

```
function refund(uint256 playerIndex) public {
```

• Found in src/PuppyRaffle.sol Line: 234

```
1 function tokenURI(
```

L-5: Define and use constant variables instead of using literals

If the same constant literal value is used multiple times, create a constant state variable and reference it throughout the contract.

3 Found Instances

Found in src/PuppyRaffle.sol Line: 168

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

• Found in src/PuppyRaffle.sol Line: 169

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

• Found in src/PuppyRaffle.sol Line: 177

```
1 ) % 100;
```

L-6: Event is missing indexed fields

Index event fields make the field more quickly accessible to off-chain tools that parse events. However, note that each index field costs extra gas during emission, so it's not necessarily best to index the maximum allowed per event (three fields). Each event should use three indexed fields if there are three or more fields, and gas usage is not particularly of concern for the events in question. If there are fewer than three fields, all of the fields should be indexed.

3 Found Instances

```
1 event RaffleEnter(address[] newPlayers);
```

• Found in src/PuppyRaffle.sol Line: 57

```
1 event RaffleRefunded(address player);
```

• Found in src/PuppyRaffle.sol Line: 58

```
event FeeAddressChanged(address newFeeAddress);
```

L-7: Loop contains require/revert statements

Avoid require / revert statements in a loop because a single bad item can cause the whole transaction to fail. It's better to forgive on fail and return failed elements post processing of the loop

1 Found Instances

```
for (uint256 j = i + 1; j < players.length; j++) {</pre>
```