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Lesson 18 : Security & Auditing

```
contract MetamorphicContract is Initializable {
   address payable owner;

function kill() external {
   require(msg.sender == owner);
   selfdestruct(owner);
}
```

```
contract EtherStore {
   mapping(address => uint256) public balances;
   function deposit() external payable {
       balances[msg.sender] += msg.value;
   function withdraw() external {
       uint256 balance = balances[msg.sender];
       require(balance > 0);
       (bool success, ) = msg.sender.call{value: balance}("");
       require(success, "Failed to send Ether");
       balances[msg.sender] = 0;
   function getBalance() external view returns (uint256) {
       return address(this).balance;
```

```
import "@openzeppelin/contracts/token/ERC20/IERC20.sol";
import "@openzeppelin/contracts/token/ERC20/ERC20.sol";
contract LiquidityPoolAsOracle {
   address public s token1;
   address public s token2;
   constructor(address token1, address token2) {
       require(token1 != address(0x0), "Address cannot be 0");
       require(token2 != address(0x0), "Address cannot be 0");
       s token1 = token1;
       s token2 = token2;
   function swap(
       address from,
       address to,
       uint256 amount
    ) external {
       require(
           (from == s token1 && to == s token2) || (from == s token2 && to == s token1),
            "Invalid tokens"
       );
       require(IERC20(from).balanceOf(msg.sender) >= amount, "Not enough to swap");
       uint256 swap amount = getSwapPrice(from, to, amount);
       bool txFromSuccess = IERC20(from).transferFrom(msg.sender, address(this), amount);
       require(txFromSuccess, "Failed to transfer from");
       bool txToSuccess = IERC20(to).transfer(msg.sender, swap amount);
       require(txToSuccess, "Failed to transfer to");
   function addLiquidity(address tokenAddress, uint256 amount) external {
       bool success = IERC20(tokenAddress).transferFrom(msg.sender, address(this), amount);
       require(success, "Failed to add liquidity");
```

```
contract Vault {
   bool public s_locked;
   bytes32 private s_password;

constructor(bytes32 password) {
     s_locked = true;
     s_password = password;
}

function unlock(bytes32 password) external {
   if (s_password == password) {
     s_locked = false;
   }
}
```

```
import "../../Vault.sol";

contract VaultFuzzTest is Vault {
   constructor() Vault("123asd123") {}

   function echidna_test_find_password() public view returns (bool) {
      return s_locked == true;
   }
}
```