Homework 3

1. Discuss tips and tricks in your teams to present in lesson 5

2. Create a voting contract using the factory and state machine patterns
   We need to
   a) create a new proposal contract from the factory contract when needed
   b) the proposal contract should go through a number of stages. showing the progress
   of the proposal. For example the stages could include
   Proposed, Voting, Accepted, Rejected
   You do not at this stage need to implement

   - the actual voting mechanism
   - access control for the functions

3. Regarding homework 1
   One option for the holder's array is to store the index of the address in the mapping to
   save having to search for the item
   This would incur a gas cost for the additional storage, is this cheaper than searching
   for the item in the array when we want to remove it ?
   How does this change with the size of the array ?