```
    struct Token{
        bytes32 ticker;
        address tokenAddress;
    }
```

Token (struct)


```
    mapping(bytes32 => Token) public tokenMapping;
    bytes32[] public tokenList;
```

1. bytes32[] public tokenList

TokenList (Array)

Index	0	1	2	3	4	5	6	7	etc.
Value	ETH	UNI	MKR	LINK	AAVE	COMP	CEL	EGLD	..etc.

2. mapping bytes32 => Token) public tokenMapping

TokenMapping (Mapping)

Index (Ticker (bytes32))	**Value** (Token (struct))
	
	
	
	


```
mapping(address => mapping(bytes32 => uint256)) public balances;
```

Balances (Double Mapping)

Index (TokenAddress (Address))	**Value** (Ticker=>Amount(Mapping))*
.....	**Index** (Ticker (bytes32)) / **Value** (Amount (uint256))
.....	**Index** (Ticker (bytes32)) / **Value** (Amount (uint256))
.....	**Index** (Ticker (bytes32)) / **Value** (Amount (uint256))
.....	**Index** (Ticker (bytes32)) / **Value** (Amount (uint256))

***Value** (Ticker=>Amount(Mapping))

Index (Ticker (bytes32))	**Value** (Amount (uint256))