**Solidity assembly & data locations**

**Task description:**

Implement contract StrangeCalculator in such a way that changes private variables one and pointMap in the inherited contract. Of course, high-level Solidity will not allow you to do that, however, the assembly will.

1. Implement setNewValues function in the StrangeClculator contract. You are **not** allowed to change anything else.
2. The call to setNewValues function should change private variables one and pointMap with the key [12] to parameters first and point. Use assembly for that.
3. Use the [validator](https://sepolia.etherscan.io/address/0x259356c03232B051b6aD3b383859AbE7B70E63fA#code) contract to check if you have implemented the task correctly.

**What to hand in:**

1. Deploy and verify the contract StrangeCalculator.
2. In the [validator](https://sepolia.etherscan.io/address/0x259356c03232B051b6aD3b383859AbE7B70E63fA#writeContract) contract, call validate() to check if the task is implemented correctly.
3. Provide the link to the verified StrangeCalculator contract.