**Solidity delegatecall & storage collision**

**Task description:**

Implement a StorageCollider contract to change the value of a private variable array (yeah, just like in the previous task) in the collide() function. To achieve that you will have to either implement your own external library (the hard way) or delegatecall a regular contract (the easy way) to initiate a storage collision. You are not allowed to use assembly (inside StorageCollider) for that.

1. Implement collide() function in the StorageCollider contract. This function has to use delegatecall.
2. You may implement additional logic inside the StorageCollider contract. However, you are **not** allowed to change the ArrayStorage contract.
3. Use a [validator](https://sepolia.etherscan.io/address/0xda3e387243924efa9c52783eF2D386C8243614a6#writeContract) to check if the task is implemented successfully.

**What to hand in:**

1. Deploy and verify the contract StorageCollider.
2. In the [validator](https://sepolia.etherscan.io/address/0xda3e387243924efa9c52783eF2D386C8243614a6#writeContract) contract, call validate() to check if the task is implemented correctly.
3. Provide the link to the verified StorageCollider contract.