







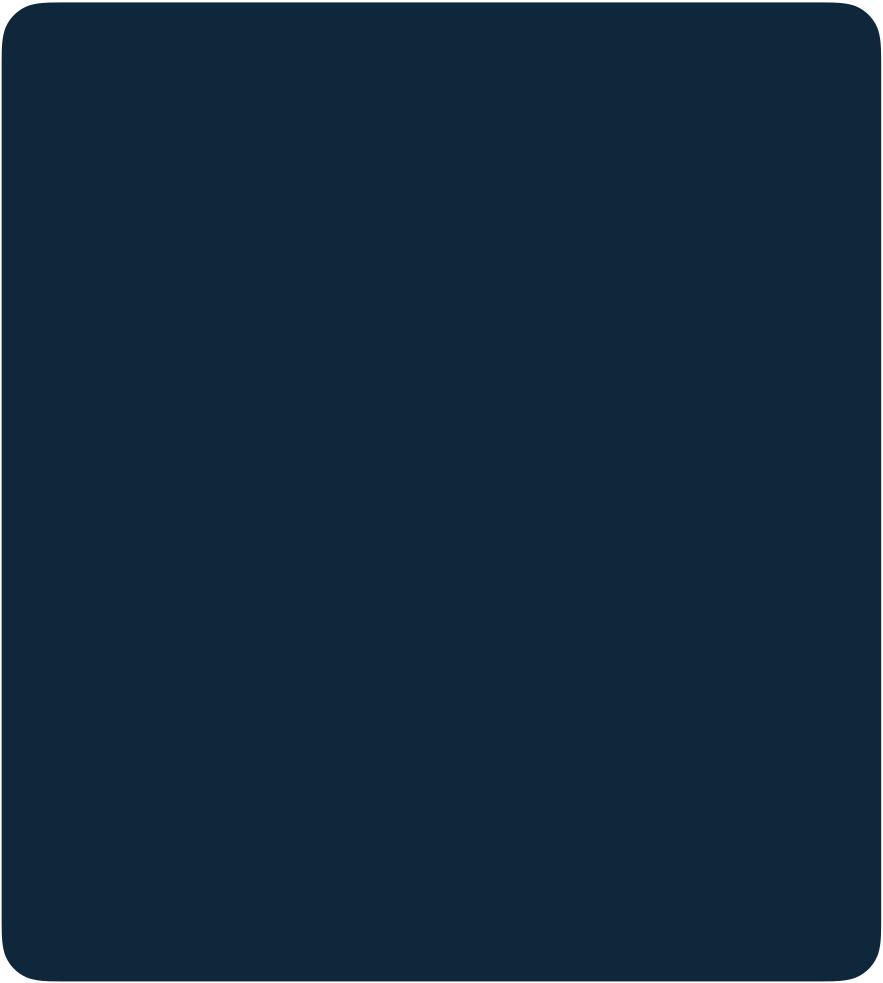


```
mapping(bytes32⇒bool)
mapping(bytes32⇒uint)
mapping(bytes32⇒int)
mapping(bytes32⇒address)
mapping(bytes32⇒string)
mapping(bytes32⇒bytes)
```

function voteForCoke() returns uint

function voteForPepsi() returns uint





```
mapping(bytes32⇒bool)
mapping(bytes32⇒uint)
mapping(bytes32⇒int)
mapping(bytes32⇒address)
mapping(bytes32⇒string)
mapping(bytes32⇒bytes)
address
address
function setAddress(address
function payable public
    delegatecall
```







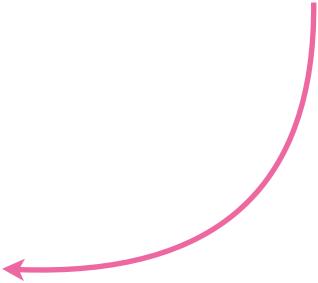


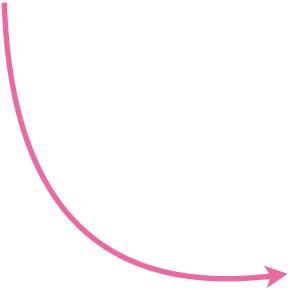














Eternal Storage

```
contract Proxy is EternalStorage {
mapping(bytes32⇒bool) _bool;
mapping(bytes32⇒uint) _uint;
mapping(bytes32⇒int) _int;
mapping(bytes32⇒address) _address;
mapping(bytes32⇒string) _string;
mapping(bytes32⇒bytes) _bytes;
address implementation;
address owner;
function setAddress(address _implementation) {
  implementation = _implementation;
```

```
contract Poll is EternalStorage {

    mapping(bytes32⇒bool) _bool;
    mapping(bytes32⇒uint) _uint;
    mapping(bytes32⇒address) _address;
    mapping(bytes32⇒string) _string;
    mapping(bytes32⇒bytes) _bytes;

function voteForCoke() returns(uint) {
    ...
}

function voteForPepsi() returns(uint) {
    ...
}
```

Logic



Eternal Storage

```
contract Proxy is EternalStorage {
mapping(bytes32⇒bool) _bool;
mapping(bytes32⇒uint) _uint;
mapping(bytes32⇒int) _int;
mapping(bytes32⇒address) _address;
mapping(bytes32⇒string) _string;
mapping(bytes32⇒bytes) _bytes;
address implementation;
address owner;
function setAddress(address _implementation) {
  implementation = _implementation;
```

```
contract Poll is EternalStorage {

mapping(bytes32⇒bool) _bool;
mapping(bytes32⇒uint) _uint;
mapping(bytes32⇒int) _int;
mapping(bytes32⇒address) _address;
mapping(bytes32⇒string) _string;
mapping(bytes32⇒bytes) _bytes;

function voteForCoke() returns(uint) {
    ""
    }

function voteForPepsi() returns(uint) {
    ""
}
```

Logic