

































bool

true

address

0x ..


```
contract Token {
```

```
    bool isActive = true;
```

```
    address owner = 0x..;
```

```
}
```

0

1

2



:

:



STORAGE

```
contract Token {
```

```
    bool isActive = true;
```

```
    address owner = 0x..;
```

```
    uint version = 1;
```

```
}
```

0



1



2



:

:



STORAGE