



Logic

```
contract Poll is ProxyStorage {
```

```
    address implementation;
```

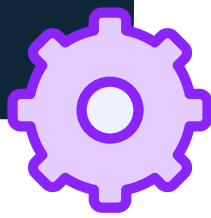
```
    address owner;
```

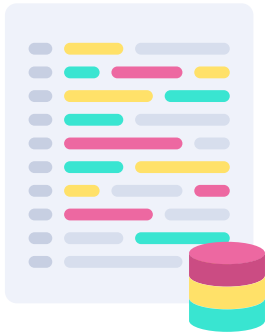
```
    uint cokeVotes = 0;
```

```
    uint pepsiVotes = 0;
```

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

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





**Proxy Storage**



Proxy



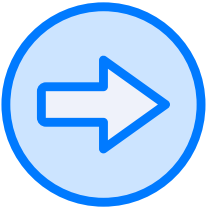
address

address

```
function setAddress(address )
```

```
function payable public  
    delegatecall
```













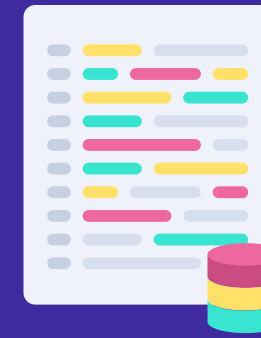




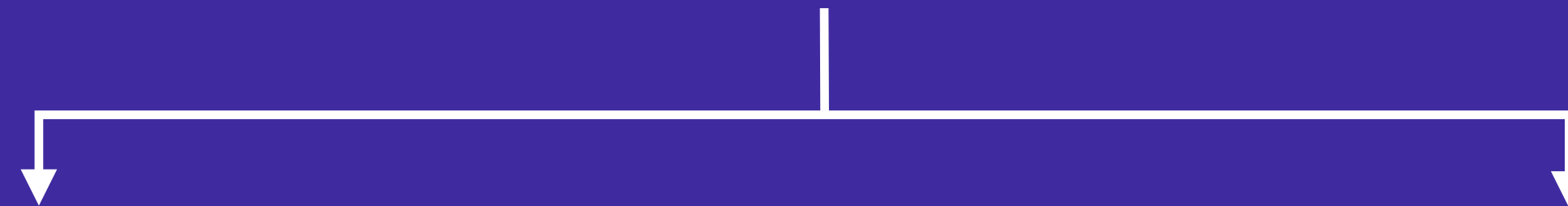








## Proxy Storage



```
contract Proxy is ProxyStorage {
```

```
    address implementation;
```

```
    address owner;
```

```
    function setAddress(address _implementation) {  
        implementation = _implementation;  
    }
```

```
    function () payable public {  
        ... delegatecall() ...  
    }
```

```
}
```

0

1

2

3

```
contract Poll is ProxyStorage {
```

```
    address implementation;
```

```
    address owner;
```

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    uint cokeVotes = 0;
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    uint pepsiVotes = 0;
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```
    function voteForCoke() returns(uint) {  
        ...  
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    function voteForPepsi() returns(uint) {  
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    }
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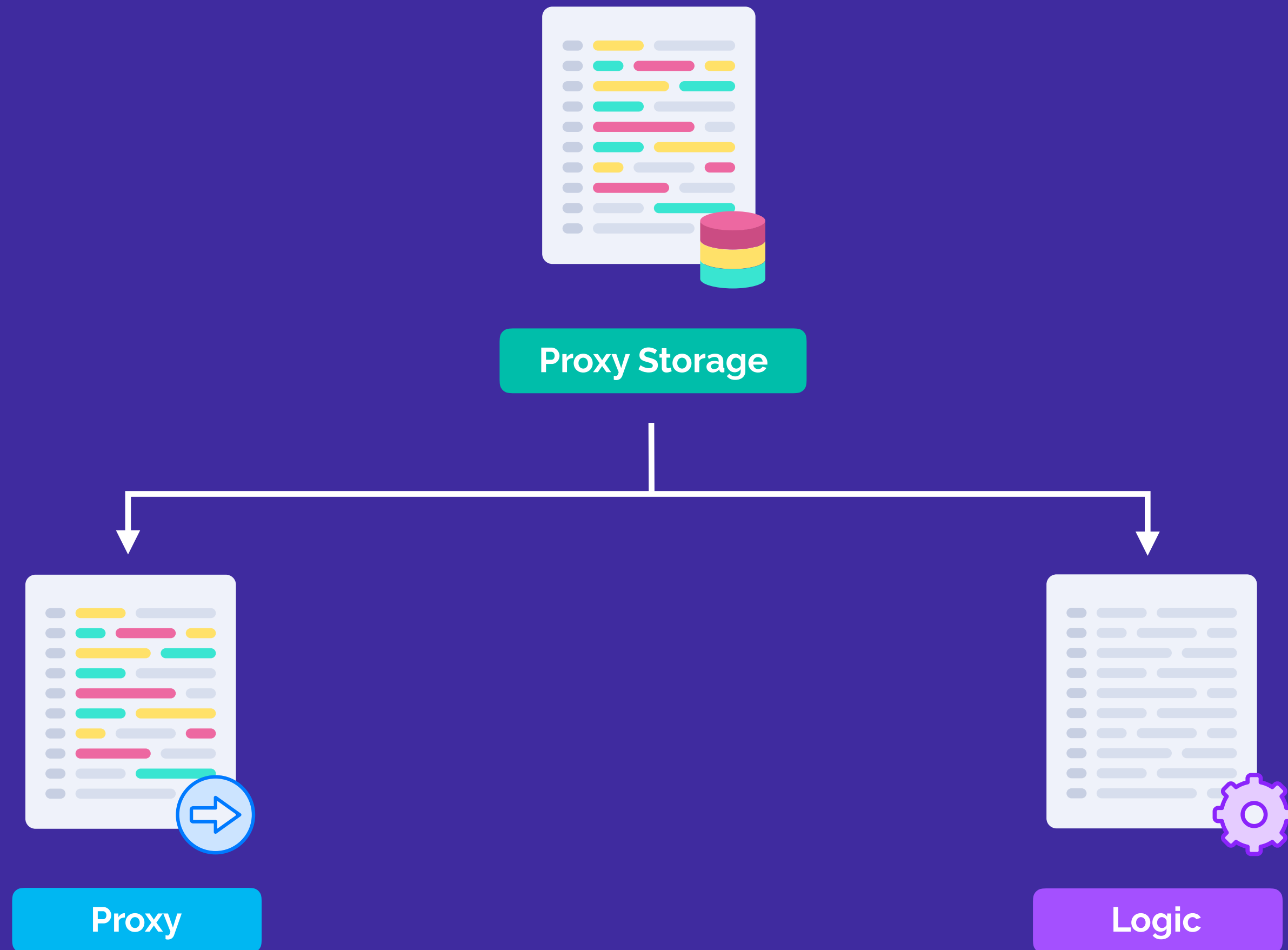
```
}
```



Proxy



Logic



# INHERITED STORAGE