


```
mapping(bytes32⇒bool) private
```

```
mapping(bytes32⇒uint) private
```

```
mapping(bytes32⇒int) private
```

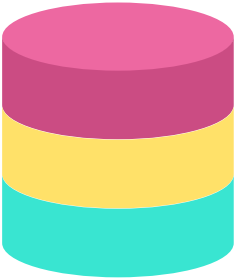
```
mapping(bytes32⇒address) private
```

```
mapping(bytes32⇒string) private
```

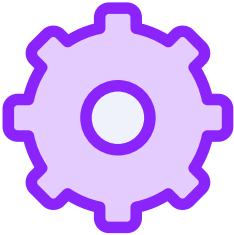
```
mapping(bytes32⇒bytes) private
```

```
function setBool string bool  
keccak256
```

```
function getBool string returns bool  
return keccak256
```







address

```
function setIsActive bool  
    setBool "token.is_active"
```



```
contract EternalStorage {

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

function setBool(string _key, bool _value) {
    _bool[keccak256(_key)] = _value;
}

function getBool(string _key) returns(bool) {
    return _bool[keccak256(_key)];
}

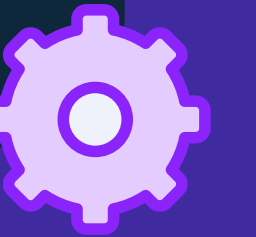
}
```

```
contract Token_v1 {

address store;

function setIsActive(bool _value) {
    store.setBool("token.is_active") = _value;
}

}
```



ETERNAL STORAGE

```

contract EternalStorage {

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

function setBool(string _key, bool _value) {
    _bool[keccak256(_key)] = _value;
}

function getBool(string _key) returns(bool) {
    return _bool[keccak256(_key)];
}

}

```



```

contract Token_v1 {

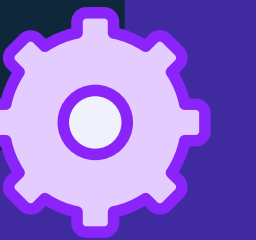
address store;

function setIsActive(bool _value) {
    store.setBool("token.is_active") = _value;
}

function getIsActive() returns(bool) {
    return store.getBool("token.is_active");
}

}

```



ETERNAL STORAGE