

```
contract EternalStorage {
```

```
}
```



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;  
  
}
```



ETERNAL STORAGE