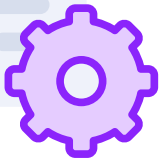
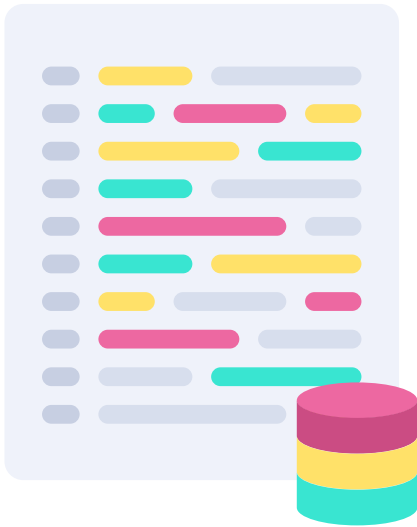


Proxy

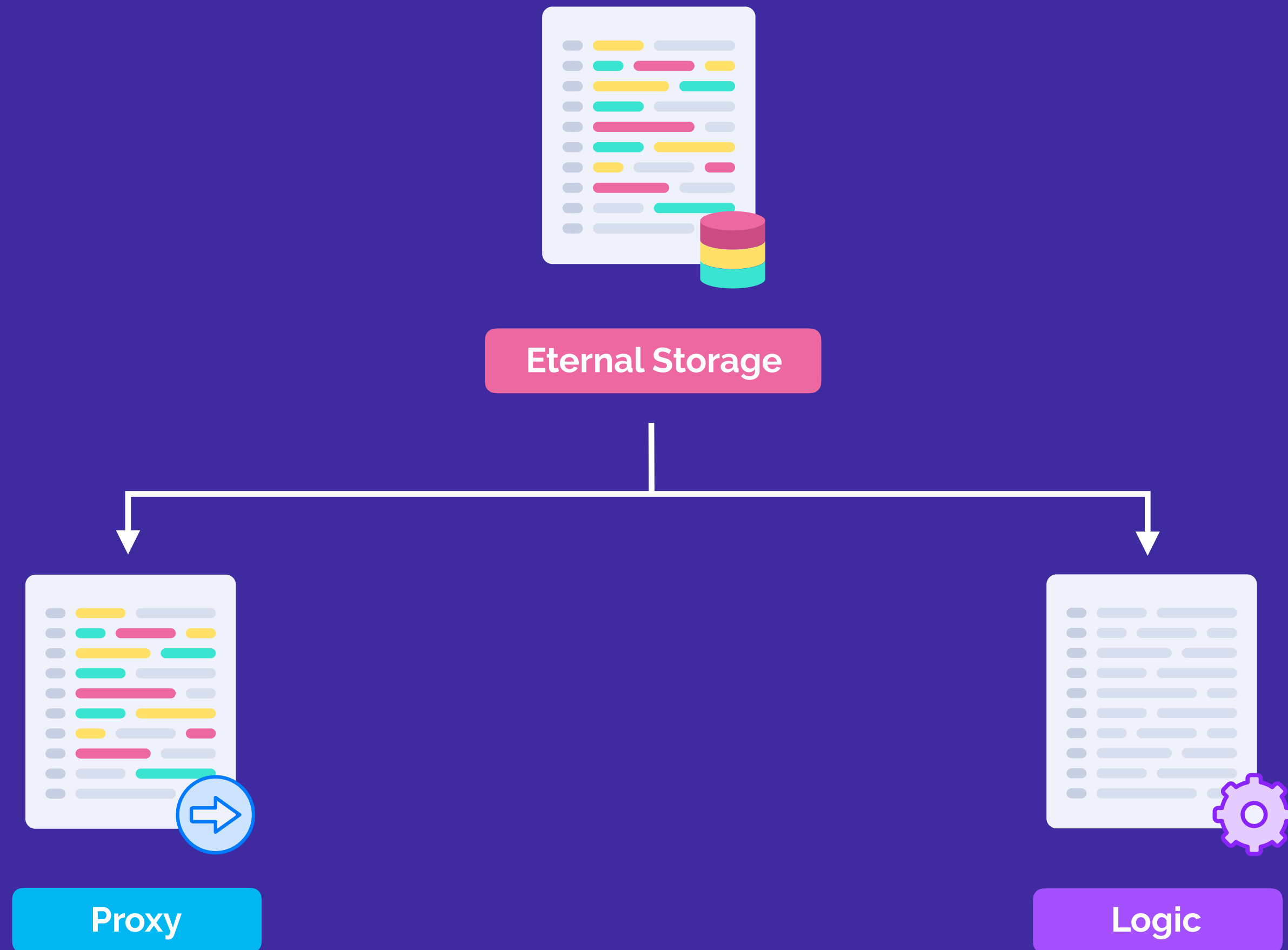


Logic



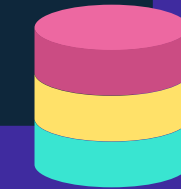
**Eternal Storage**



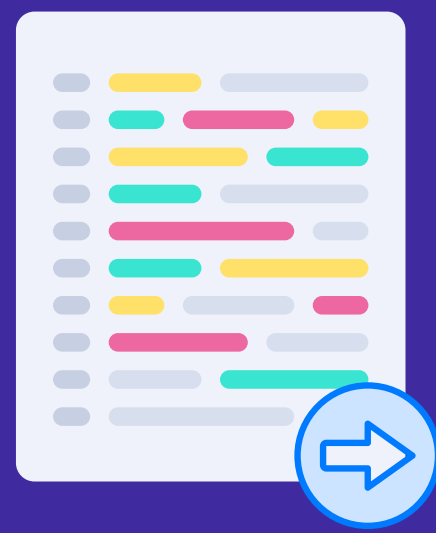
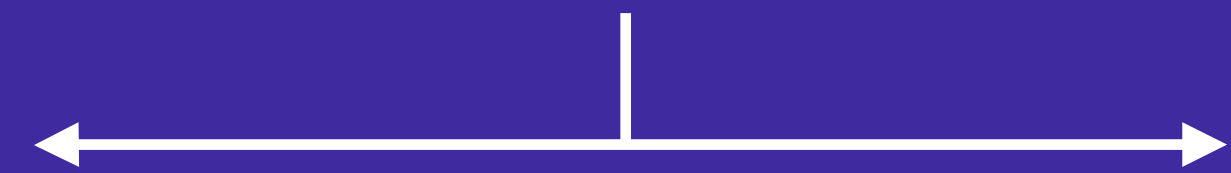


# ETERNAL STORAGE

```
contract 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;  
  
}
```



Eternal Storage



Proxy



Logic