



Proxy

Logic

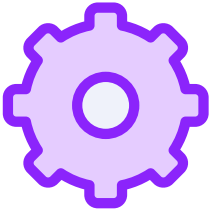
Eternal Storage

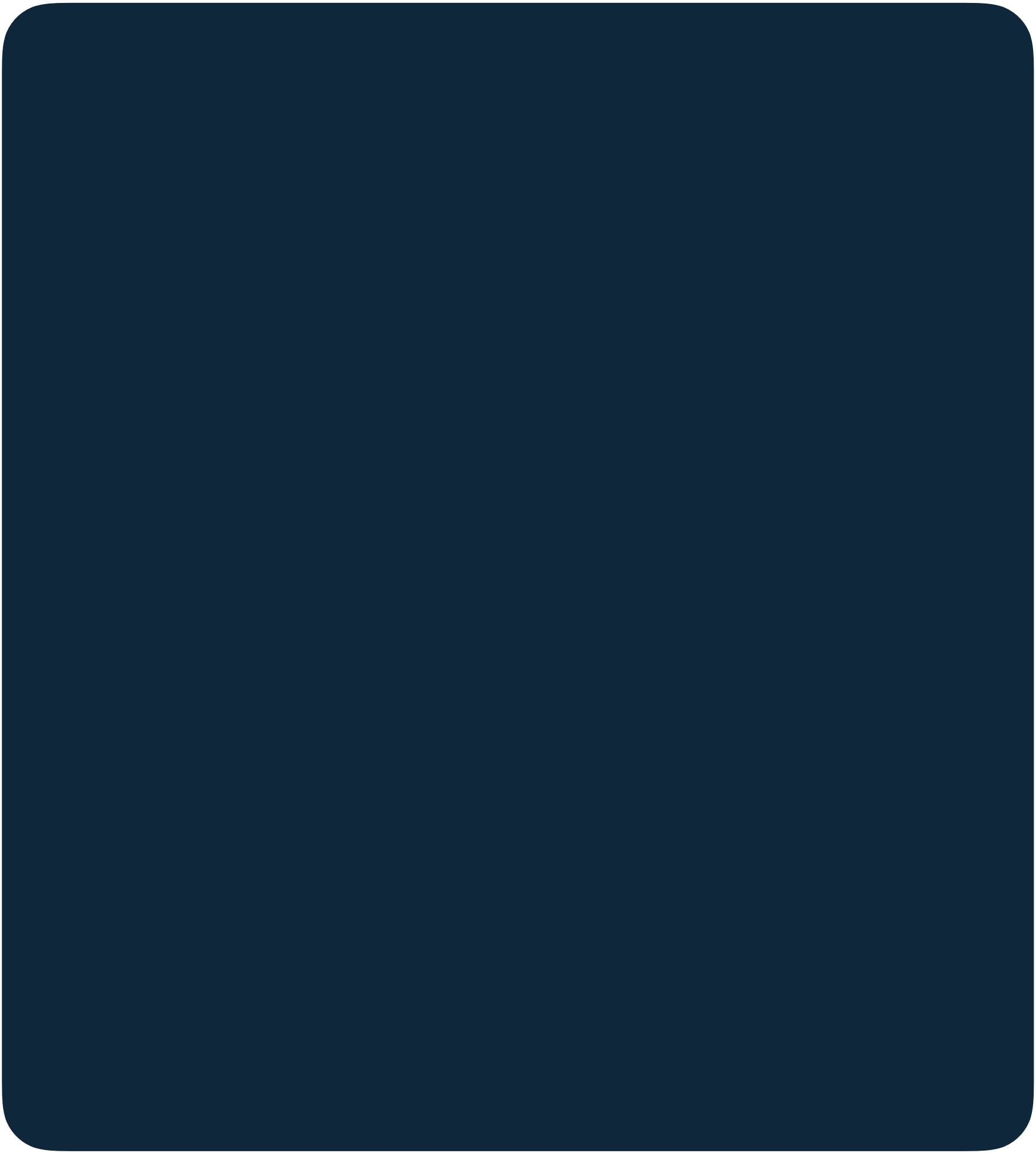


```
mapping(bytes32⇒bool)
mapping(bytes32⇒uint)
mapping(bytes32⇒int)
mapping(bytes32⇒address)
mapping(bytes32⇒string)
mapping(bytes32⇒bytes)
```

```
function voteForCoke() returns uint
```

```
function voteForPepsi() returns uint
```







```
mapping(bytes32⇒bool)
mapping(bytes32⇒uint)
mapping(bytes32⇒int)
mapping(bytes32⇒address)
mapping(bytes32⇒string)
mapping(bytes32⇒bytes)
```

```
address
```

```
address
```

```
function setAddress(address
```

```
)
```

```
function payable public
    delegatecall
```

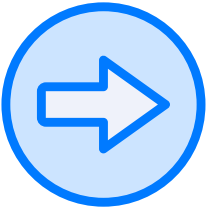
















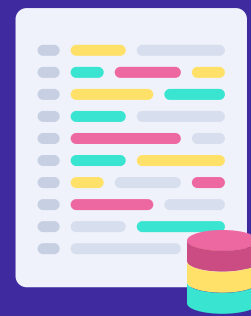












Eternal Storage

```
contract Proxy is 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;
```

```
address implementation;  
address owner;
```

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

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

Proxy

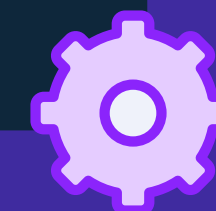


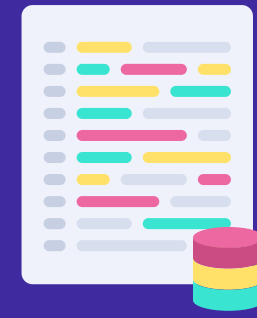
```
contract Poll is EternalStorage {
```

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

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

Logic





Eternal Storage

```
contract Proxy is 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;
```

```
    address implementation;  
    address owner;
```

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

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

Proxy



```
contract Poll is 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;
```

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

Logic

