

```
typedef struct {
```

```
    int x;
```

```
    int y;
```

```
    unsigned char m[256];
```

```
} mbedtls_arc4_context;
```

32-to-32 map

```
typedef struct rc4_key_st {
```

```
    unsigned int x, y;
```

```
    unsigned int data[256];
```

```
} RC4_KEY;
```

8-to-32-zero-extend  
256 array entries



direction of  
adaptation