```
0x00000000 PUSH1 0x60
0x00000002 PUSH1 0x40
0x00000004 MSTORE
0x00000005 PUSH1 0x1
0x00000007 DUP1
0x00000008 SLOAD
0x00000009 PUSH1 0x1
0x0000000b PUSH1 0xa0
0x0000000d PUSH1 0x2
0x0000000f EXP
0x00000010 SUB
0x00000011 CALLER
0x00000012 AND
0x00000013 PUSH1 0x1
0x00000015 PUSH1 0xa0
0x00000017 PUSH1 0x2
0x00000019 EXP
0x0000001a SUB
0x0000001b NOT
0x0000001c SWAP2
0x0000001d DUP3
0x0000001e AND
0x0000001f DUP2
0x00000020 OR
0x00000021 SWAP1
0x00000022 SWAP3
0x00000023 SSTORE
0x00000024 PUSH1 0x2
0x00000026 DUP1
0x00000027 SLOAD
0x00000028 SWAP1
0x00000029 SWAP2
0x0000002a AND
0x0000002b SWAP1
0x0000002c SWAP2
0x0000002d OR
0x0000002e SWAP1
0x0000002f SSTORE
0x00000030 CALLVALUE
0x00000031 ISZERO
0x00000032 PUSH2 0x3a
0x00000035 JUMPI
```

0x00000048 STOP

```
0x0000003a JUMPDEST
0x0000003b PUSH2 0x42b
0x0000003e DUP1
0x0000003f PUSH2 0x49
0x00000042 PUSH1 0x0
0x00000044 CODECOPY
```

0x00000045 PUSH1 0x0

0x00000047 RETURN

0x00000036 PUSH1 0x0 0x00000038 DUP1 0x00000039 REVERT