```
0x00000000 PUSH1 0x80
0x000000002 PUSH1 0x40
0x00000004 MSTORE
0x00000005 PUSH8 0x1bc16d674ec80000
0x0000000e PUSH1 0x2
0x00000010 SSTORE
0x00000011 CALLVALUE
0x00000012 DUP1
0x00000013 ISZERO
0x00000014 PUSH2 0x1c
0x00000017 JUMPI
```

0x0000005b STOP

0x00000018 PUSH1 0x0 0x0000001a DUP1 0x0000001b REVERT

```
0x0000001c JUMPDEST
0x0000001d POP
0x0000001e PUSH1 0x40
0x00000020 MLOAD
0x00000021 PUSH1 0x20
0x00000023 DUP1
0x00000024 PUSH2 0x398
0x00000027 DUP4
0x00000028 CODECOPY
0x00000029 DUP2
0x0000002a ADD
0x0000002b PUSH1 0x40
0x0000002d MSTORE
0x0000002e MLOAD
0x0000002f PUSH1 0x1
0x00000031 DUP1
0x00000032 SLOAD
0x00000033 PUSH1 0x1
0x00000035 PUSH1 0xa0
0x00000037 PUSH1 0x2
0x00000039 EXP
0x0000003a SUB
0x0000003b NOT
0x0000003c AND
0x0000003d PUSH1 0x1
0x0000003f PUSH1 0xa0
0x00000041 PUSH1 0x2
0x00000043 EXP
0x00000044 SUB
0x00000045 SWAP1
0x00000046 SWAP3
0x00000047 AND
0x00000048 SWAP2
0x00000049 SWAP1
0x0000004a SWAP2
0x0000004b OR
0x0000004c SWAP1
0x0000004d SSTORE
0x0000004e PUSH2 0x33c
0x00000051 DUP1
0x00000052 PUSH2 0x5c
0x00000055 PUSH1 0x0
0x00000057 CODECOPY
0x00000058 PUSH1 0x0
0x0000005a RETURN
```