```
0x00000000 PUSH1 0x80
       0x00000002 PUSH1 0x40
       0x00000004 MSTORE
       0x00000005 PUSH8 0xde0b6b3a7640000
       0x0000000e CALLVALUE
       0x0000000f EQ
       0x00000010 PUSH2 0x18
       0x00000013 JUMPI
0x00000018 JUMPDEST
0x00000019 PUSH1 0x40
0x0000001b DUP1
0x0000001c MLOAD
0x0000001d PUSH1 0x0
0x0000001f NOT
0x00000020 NUMBER
0x00000021 ADD
0x00000022 BLOCKHASH
0x00000023 DUP2
0x00000024 MSTORE
0x00000025 TIMESTAMP
0x00000026 PUSH1 0x20
0x00000028 DUP3
0x00000029 ADD
0x0000002a MSTORE
0x0000002b DUP2
0x0000002c MLOAD
0x0000002d SWAP1
0x0000002e DUP2
0x0000002f SWAP1
0x00000030 SUB
0x00000031 SWAP1
0x00000032 SWAP2
0x00000033 ADD
                           0x00000014 PUSH1 0x0
0x00000034 SWAP1
                           0x00000016 DUP1
0x00000035 SHA3
                           0x00000017 REVERT
0x00000036 PUSH1 0x0
0x00000038 DUP1
0x00000039 SLOAD
0x0000003a PUSH1 0xff
0x0000003c SWAP1
0x0000003d SWAP3
0x0000003e AND
0x0000003f PUSH1 0xff
```

0x00000041 NOT

0x00000044 AND

0x00000042 SWAP1

0x00000043 SWAP3

0x00000045 SWAP2

0x00000046 SWAP1

0x00000047 SWAP2

0x00000049 SWAP1

0x0000004e DUP1

0x0000004a SSTORE

0x0000004b PUSH2 0x109

0x0000004f PUSH2 0x59

0x00000052 PUSH1 0x0

0x00000054 CODECOPY

0x00000055 PUSH1 0x0

0x00000057 RETURN

0x00000048 OR

0x00000058 STOP