```
0x00000000 PUSH1 0x60
0x000000002 PUSH1 0x40
0x000000004 MSTORE
0x00000005 PUSH1 0x0
0x00000007 DUP1
0x00000008 SLOAD
0x00000009 PUSH1 0xff
0x00000000 NOT
0x00000000 SWAP1
0x00000000 SSTORE
0x00000001 ISZERO
0x00000011 PUSH2 0x19
0x00000014 JUMPI
```

0x00000027 STOP

```
0x00000019 JUMPDEST
0x00000001a PUSH2 0x23a
0x00000001d DUP1
0x00000001e PUSH2 0x28
0x000000021 PUSH1 0x0
0x000000023 CODECOPY
0x000000024 PUSH1 0x0
0x000000026 RETURN
```

0x00000015 PUSH1 0x0 0x00000017 DUP1 0x00000018 REVERT