```
0x00000000 PUSH1 0x80
0x00000002 PUSH1 0x40
0x00000004 MSTORE
0x00000005 PUSH1 0x0
0x00000007 DUP1
0x00000008 SLOAD
0x00000009 PUSH1 0xff
0x0000000b NOT
0x0000000c AND
0x0000000d SWAP1
0x0000000e SSTORE
0x0000000f CALLVALUE
0x00000010 DUP1
0x00000011 ISZERO
0x00000012 PUSH2 0x1a
0x00000015 JUMPI
```

0x00000029 STOP

```
0x0000001a JUMPDEST
0x0000001b POP
0x0000001c PUSH2 0x210
0x0000001f DUP1
0x000000020 PUSH2 0x2a
0x000000023 PUSH1 0x0
0x00000025 CODECOPY
0x00000026 PUSH1 0x0
0x00000028 RETURN
```

0x00000016 PUSH1 0x0 0x00000018 DUP1 0x00000019 REVERT