Block 1:
```
0x00000000  PUSH1 0x80
0x00000002  PUSH1 0x40
0x00000004  MSTORE
0x00000005  PUSH8 0xde0b6b3a7640000
0x0000000e  CALLVALUE
0x0000000f  EQ
0x00000010  PUSH2 0x18
0x00000013  JUMPI
```

Block 2:
```
0x0000005b  STOP
```

Block 3:
```
0x00000014  PUSH1 0x0
0x00000016  DUP1
0x00000017  REVERT
```

Block 4:
```
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
0x00000034  SWAP1
0x00000035  SHA3
0x00000036  PUSH1 0x0
0x00000038  DUP1
0x00000039  SLOAD
0x0000003a  PUSH1 0xff
0x0000003c  SWAP1
0x0000003d  SWAP3
0x0000003e  AND
0x0000003f  PUSH1 0xff
0x00000041  NOT
0x00000042  SWAP1
0x00000043  SWAP3
0x00000044  AND
0x00000045  SWAP2
0x00000046  SWAP1
0x00000047  SWAP2
0x00000048  OR
0x00000049  SWAP1
0x0000004a  SSTORE
0x0000004b  PUSH2 0x12c
0x0000004e  DUP1
0x0000004f  PUSH1 0x5d
0x00000051  PUSH1 0x0
0x00000053  CODECOPY
0x00000054  CALLER
0x00000055  PUSH1 0x1
0x00000057  SSTORE
0x00000058  PUSH1 0x0
0x0000005a  RETURN
```