0x00000000	PUSH1 0x80
0x00000002	PUSH1 0x40
0x00000004	MSTORE
0x00000005	PUSH1 0x3
0x0000007	PUSH1 0x2
0x00000009	SSTORE
0x0000000a	PUSH1 0x40
0x0000000c	MLOAD
0x0000000d	PUSH1 0x20
0x0000000f	DUP1
0x0000010	PUSH2 0x314
0x00000013	DUP4
0x00000014	CODECOPY
0x00000015	DUP2
0x00000016	ADD
0x00000017	PUSH1 0x40
0x00000019	MSTORE
0x0000001a	MLOAD
0x0000001b	PUSH1 0x0
0x0000001d	DUP1
0x000001e	SLOAD
0x000001f	PUSH1 0x1
0x00000021	PUSH1 0xa0
0x00000023	PUSH1 0x2
0x00000025	EXP
0x00000026	SUB
0x00000027	SWAP1
0x00000028	SWAP3
0x00000029	AND
0x0000002a	PUSH1 0x1
0x0000002c	PUSH1 0xa0
0x0000002e	PUSH1 0x2
0x00000030	EXP
0x00000031 $0x00000032$	SUB NOT
0x00000032 $0x00000033$	SWAP1
0x00000033 $0x00000034$	SWAP3
0x00000034 $0x00000035$	AND
0x00000033	SWAP2
0x00000030 $0x00000037$	
0x00000037 $0x00000038$	O 111 - 1
0x00000030	OR
0x00000033	0 = 1
0x0000003a	
0x0000003b	PUSH2 0x2ca
0x0000003f	
0x00000001	
1 1 1 1 3 - 0	

0x00000043 PUSH1 0x0

0x00000045 CODECOPY

0x00000046 PUSH1 0x0

0x00000048 RETURN

0x00000049 STOP