```
0x00000000 PUSH1 0x80
0x00000002 PUSH1 0x40
0x00000004 MSTORE
0x00000005 PUSH1 0x1
0x00000007 DUP1
0x00000008 SLOAD
0x00000009 CALLER
0x0000000a PUSH1 0x1
0x0000000c PUSH1 0xa0
0x0000000e PUSH1 0x2
0x00000010 EXP
0x00000011 SUB
0x00000012 NOT
0x00000013 SWAP2
0x00000014 DUP3
0x00000015 AND
0x00000016 DUP2
0x00000017 OR
0x00000018 SWAP1
0x00000019 SWAP3
0x0000001a SSTORE
0x0000001b PUSH1 0x2
0x0000001d DUP1
0x0000001e SLOAD
0x0000001f SWAP1
0x00000020 SWAP2
0x00000021 AND
0x00000022 SWAP1
0x00000023 SWAP2
0x00000024 OR
0x00000025 SWAP1
0x00000026 SSTORE
0x00000027 CALLVALUE
0x00000028 DUP1
0x00000029 ISZERO
0x0000002a PUSH2 0x32
0x0000002d JUMPI
```

0x00000040 STOP

```
0x00000032 JUMPDEST
0x000000033 POP
0x000000034 PUSH2 0x43f
0x00000037 DUP1
0x00000038 PUSH1 0x42
0x0000003a PUSH1 0x0
0x0000003c CODECOPY
0x0000003d PUSH1 0x0
0x0000003f RETURN
```

0x0000002e PUSH1 0x0 0x00000030 DUP1 0x00000031 REVERT