```
0x00000000 PUSH1 0x80
            0x00000002 PUSH1 0x40
            0x00000004 MSTORE
            0x00000005 PUSH1 0x0
            0x00000007 DUP1
            0x00000008 SLOAD
            0x00000009 PUSH1 0xa0
            0x0000000b PUSH1 0x2
            0x0000000d EXP
            0x0000000e PUSH1 0xff
            0x00000010 MUL
            0x00000011 NOT
            0x00000012 AND
            0x00000013 DUP2
                                       0x0000004b STOP
            0x00000014 SSTORE
            0x00000015 PUSH1 0x1
            0x00000017 DUP1
            0x00000018 SSTORE
            0x00000019 NUMBER
            0x0000001a PUSH1 0x2
            0x0000001c SSTORE
            0x0000001d PUSH1 0x3
            0x0000001f SSTORE
            0x00000020 CALLVALUE
            0x00000021 DUP1
            0x00000022 ISZERO
            0x00000023 PUSH2 0x2b
            0x00000026 JUMPI
                         0x0000002b JUMPDEST
                         0x0000002c POP
                         0x0000002d PUSH1 0x0
                         0x0000002f DUP1
                         0x00000030 SLOAD
                         0x00000031 PUSH1 0x1
                         0x00000033 PUSH1 0xa0
                         0x00000035 PUSH1 0x2
                         0x00000037 EXP
                         0x00000038 SUB
0x00000027 PUSH1 0x0
                         0x00000039 NOT
0x00000029 DUP1
                         0x0000003a AND
0x0000002a REVERT
                         0x0000003b CALLER
                         0x0000003c OR
                         0x0000003d SWAP1
                         0x0000003e SSTORE
                         0x0000003f PUSH2 0x9aa
                         0x00000042 DUP1
                         0x00000043 PUSH1 0x4d
                         0x00000045 PUSH1 0x0
                         0x00000047 CODECOPY
```

0x00000048 PUSH1 0x0

0x0000004a RETURN