```
0x00000000 PUSH1 0x60
             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
                                       0x00000055 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 ISZERO
             0x00000022 PUSH2 0x2a
             0x00000025 JUMPI
                          0x00000026 PUSH1 0x0
 0x0000002a JUMPDEST
                          0x00000028 DUP1
                          0x00000029 REVERT
0x0000002b JUMPDEST
0x0000002c PUSH1 0x0
0x0000002e DUP1
0x0000002f SLOAD
0x00000030 PUSH1 0x1
0x00000032 PUSH1 0xa0
0x00000034 PUSH1 0x2
0x00000036 EXP
0x00000037 SUB
0x00000038 NOT
0x00000039 AND
0x0000003a CALLER
0x0000003b PUSH1 0x1
0x0000003d PUSH1 0xa0
0x0000003f PUSH1 0x2
0x00000041 EXP
0x00000042 SUB
0x00000043 AND
0x00000044 OR
0x00000045 SWAP1
0x00000046 SSTORE
 0x00000047 JUMPDEST
0x00000048 JUMPDEST
0x00000049 PUSH2 0xb08
0x0000004c DUP1
0x0000004d PUSH1 0x57
0x0000004f PUSH1 0x0
0x00000051 CODECOPY
```

0x00000052 PUSH1 0x0

0x00000054 RETURN