```
0x00000000 PUSH1 0x80
0x00000002 PUSH1 0x40
0x00000004 MSTORE
0x00000005 PUSH1 0x0
0x00000007 DUP1
0x00000008 SLOAD
0x00000009 PUSH1 0x1
0x0000000b PUSH1 0xa0
0x0000000d PUSH1 0x2
0x0000000f EXP
0x00000010 SUB
0x00000011 NOT
0x00000012 AND
0x00000013 CALLER
0x00000014 OR
0x00000015 SWAP1
0x00000016 SSTORE
0x00000017 CALLVALUE
0x00000018 DUP1
0x00000019 ISZERO
0x0000001a PUSH2 0x22
0x0000001d JUMPI
```

0x00000031 STOP

```
0x00000022 JUMPDEST
0x00000023 POP
0x00000024 PUSH2 0x329
0x00000027 DUP1
0x00000028 PUSH2 0x32
0x0000002b PUSH1 0x0
0x0000002d CODECOPY
0x0000002e PUSH1 0x0
0x00000030 RETURN
```

0x0000001e PUSH1 0x0 0x00000020 DUP1 0x00000021 REVERT