```
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
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
```

0x0000004c STOP

0x0000002b JUMPDEST 0x0000002c POP 0x0000002d PUSH1 0x0 0x0000002f DUP1 0x00000030 SLOAD 0x00000031 PUSH1 0x1 0x00000033 PUSH1 0xa0 0x00000035 PUSH1 0x2 0x00000037 EXP 0x00000038 SUB 0x00000039 NOT 0x0000003a AND 0x0000003b CALLER 0x0000003c OR 0x0000003d SWAP1 0x0000003e SSTORE 0x0000003f PUSH2 0x8ee 0x00000042 DUP1 0x00000043 PUSH2 0x4d 0x00000046 PUSH1 0x0 0x00000048 CODECOPY 0x00000049 PUSH1 0x0

0x0000004b RETURN

0x00000027 PUSH1 0x0 0x00000029 DUP1 0x0000002a REVERT