```
0x00000000 PUSH1 0x80
0x00000002 PUSH1 0x40
0x00000004 MSTORE
0x00000005 PUSH1 0x3
0x00000007 PUSH1 0x2
0x00000009 SSTORE
0x0000000a PUSH1 0x40
0x0000000c MLOAD
0x0000000d PUSH2 0x300
0x00000010 DUP1
0x00000011 PUSH1 0x4a
0x00000013 PUSH1 0x0
0x00000015 CODECOPY
0x00000016 DUP2
0x00000017 ADD
0x00000018 PUSH1 0x40
0x0000001a MSTORE
0x0000001b MLOAD
0x0000001c PUSH1 0x0
0x0000001e DUP1
0x0000001f SLOAD
0x00000020 PUSH1 0x1
0x00000022 PUSH1 0xa0
0x00000024 PUSH1 0x2
0x00000026 EXP
0x00000027 SUB
0x00000028 SWAP1
0x00000029 SWAP3
0x0000002a AND
0x0000002b PUSH1 0x1
0x0000002d PUSH1 0xa0
0x0000002f PUSH1 0x2
0x00000031 EXP
0x00000032 SUB
0x00000033 NOT
0x00000034 SWAP1
0x00000035 SWAP3
0x00000036 AND
0x00000037 SWAP2
0x00000038 SWAP1
0x00000039 SWAP2
0x0000003a OR
0x0000003b SWAP1
0x0000003c SSTORE
0x0000003d PUSH2 0x2b4
0x00000040 DUP1
0x00000041 PUSH2 0x4a
0x00000044 PUSH1 0x0
0x00000046 PUSH1 0x0
0x00000048 RETURN
```

0x00000049 STOP