

BLOCK	B00
S00	= 1
S01	= A00 > S00
T00	:: S01

BLOCK	B05
S07	= 0
S08	= STORE V00 = S07
T05	RETURN

BLOCK	B01
S02	= 1
S03	= A00 - S02
T01	JUMP B00

BLOCK	B04
T04	GOTO

BLOCK	B02
T02	GOTO

BLOCK	B03
S04	= msg
S05	= SENDER
S06	= SELFDESTRUCT(S05)
T03	RETURN

