

BLOCK	B00
S00	= False
S01	= S00
T00	JUMP B02

A00

BLOCK	B01
T01	RETURN

BLOCK	B02
S02	= False
S03	= S02
S04	= msg
S05	= SENDER
S06	= S05 == A02
T02	RETURN

BLOCK	B03
S07	= LOAD V00
T03	JUMP B00

S07

BLOCK	B04
T04	:: A03

BLOCK	B05
S08	= msg
S09	= SENDER
S10	= STORE V01 = S09
T05	RETURN

BLOCK	B06
T06	REVERT

BLOCK	B07
S11	= LOAD V01
T07	JUMP B00

S11

BLOCK	B08
T08	:: A04

BLOCK	B09
S12	= msg
S13	= SENDER
S14	= SELFDESTRUCT(S13)
T09	RETURN

BLOCK	B10
T10	REVERT

BLOCK	B11
S15	= 0
S16	= STORE V00 = S15
S17	= 0
S18	= STORE V01 = S17
T11	RETURN