

BLOCK	B00
S00	= 5
S01	= A00 > S00
T00	:: S01

BLOCK	B04
S02	= 2
T04	JUMP B06

BLOCK	B06
S03	= 1
S04	= A04 != S03
T06	:: S04

BLOCK	B11
S07	= 6
T11	JUMP B00

BLOCK	B15
S15	= 0
S16	= STORE V00 = S15
S17	= 0
S18	= STORE V01 = S17
S19	= 0
S20	= STORE V02 = S19
T15	RETURN

BLOCK	B01
T01	JUMP B04

BLOCK	B05
T05	RETURN

BLOCK	B07
S05	= STORE V00 = A03
S06	= STORE V01 = A03
T07	GOTO

BLOCK	B09
T09	GOTO

BLOCK	B12
S08	= msg
S09	= SENDER
S10	= LOAD V01
S11	= S09 == S10
T12	:: S11

BLOCK	B02
T02	GOTO

BLOCK	B10
T10	GOTO

BLOCK	B08
T08	RETURN

BLOCK	B13
S12	= msg
S13	= SENDER
S14	= SELFDESTRUCT(S13)
T13	RETURN

BLOCK	B14
T14	REVERT

BLOCK	B03
T03	RETURN

A02, S02

S07, A05

A01