

BLOCK	B00
S00	= STORE V00 = A00
T00	RETURN

BLOCK	B01
S01	= 5
S02	= A01 >= S01
T01	:: S02

BLOCK	B11
S19	= msg
S20	= SENDER
S21	= LOAD V02
S22	= S20 == S21
T11	:: S22

BLOCK	B14
S26	= 0
S27	= STORE V00 = S26
S28	= 0
S29	= STORE V01 = S28
S30	= 0
S31	= STORE V02 = S30
S32	= 0
S33	= STORE V03 = S32
T14	RETURN

BLOCK	B04
S04	= 0
S05	= 5
S06	= S04 - S05
S07	= A01 <= S06
S08	= LOAD V00
S09	= 1
S10	= S08 > S09
S11	= S07 S10
T04	:: S11

BLOCK	B12
S23	= msg
S24	= SENDER
S25	= SELFDESTRUCT(S24)
T12	RETURN

BLOCK	B13
T13	REVERT

BLOCK	B02
S03	= STORE V01 = A02
T02	GOTO

BLOCK	B05
S12	= msg
S13	= SENDER
S14	= LOAD V03
S15	= S13 == S14
T05	:: S15

BLOCK	B09
S17	= 1
S18	= A01 + S17
T09	JUMP B01

BLOCK	B06
S16	= STORE V02 = A02
T06	GOTO

BLOCK	B08
T08	REVERT

BLOCK	B10
T10	GOTO

BLOCK	B07
T07	GOTO

BLOCK	B03
T03	RETURN

