

BLOCK	B00
S00	= STORE V03 = A00
T00	RETURN

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

BLOCK	B05
S03	= 2
T05	JUMP B07

BLOCK	B07
S04	= 1
S05	= A05 != S04
T07	:: S05

BLOCK	B14
S12	= 6
T14	JUMP B01

BLOCK	B19
S20	= 0
S21	= STORE V00 = S20
S22	= 0
S23	= STORE V01 = S22
S24	= 0
S25	= STORE V02 = S24
S26	= 0
S27	= STORE V03 = S26
T19	RETURN

BLOCK	B02
T02	JUMP B05

BLOCK	B06
T06	RETURN

BLOCK	B10
S07	= msg
S08	= SENDER
S09	= LOAD V02
S10	= S08 == S09
T10	:: S10

BLOCK	B15
S13	= msg
S14	= SENDER
S15	= LOAD V01
S16	= S14 == S15
T15	:: S16

BLOCK	B13
T13	GOTO

BLOCK	B08
S06	= STORE V00 = A04
T08	GOTO

BLOCK	B11
S11	= STORE V01 = A04
T11	GOTO

BLOCK	B12
T12	REVERT

BLOCK	B16
S17	= LOAD V03
T16	JUMP B07

BLOCK	B18
T18	REVERT

BLOCK	B03
T03	GOTO

BLOCK	B04
T04	RETURN

BLOCK	B09
T09	RETURN

BLOCK	B17
S18	= LOAD V01
S19	= SELFDESTRUCT(S18)
T17	RETURN