

BLOCK	B00
T00	JUMP B02

A00

BLOCK	B01
T01	RETURN

BLOCK	B02
T02	JUMP B04

A01

BLOCK	B03
T03	RETURN

BLOCK	B04
T04	JUMP B06

A02

BLOCK	B05
T05	RETURN

BLOCK	B06
S00	= STORE V00 = A03
S01	= STORE V01 = A03
T06	RETURN

BLOCK	B07
T07	JUMP B00

A04

BLOCK	B08
S02	= msg
S03	= SENDER
S04	= LOAD V00
S05	= S03 == S04
T08	:: S05

BLOCK	B09
S06	= msg
S07	= SENDER
S08	= SELFDESTRUCT(S07)
T09	RETURN

BLOCK	B10
T10	REVERT

BLOCK	B11
S09	= 0
S10	= STORE V00 = S09
S11	= 0
S12	= STORE V01 = S11
S13	= 0
S14	= STORE V02 = S13
T11	RETURN