

BLOCK	B00
S00	= STORE V01 = A00
T00	RETURN

BLOCK	B01
S01	= STORE V02 = A01
S02	= msg
S03	= SENDER
S04	= LOAD V00
S05	= S03 == S04
T01	:: S05

BLOCK	B02
T02	RETURN

BLOCK	B03
T03	REVERT

BLOCK	B04
S06	= STORE V03 = A02
S07	= msg
S08	= SENDER
S09	= LOAD V01
S10	= S08 == S09
T04	:: S10

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	REVERT

BLOCK	B07
S11	= LOAD V02
S12	= S11
S13	= LOAD V03
S14	= 2
S15	= S13 + S14
S16	= S15 - S12
S17	= S16
S18	= msg
S19	= SENDER
S20	= LOAD V00
S21	= S19 == S20
S22	= 10
S23	= S17 < S22
S24	= S21    S23
T07	:: S24

BLOCK	B08
S25	= msg
S26	= SENDER
S27	= SELFDESTRUCT(S26)
T08	RETURN

BLOCK	B09
T09	REVERT

BLOCK	B10
S28	= 0
S29	= STORE V00 = S28
S30	= 0
S31	= STORE V01 = S30
S32	= 0
S33	= STORE V02 = S32
S34	= 0
S35	= STORE V03 = S34
T10	RETURN