BL0CK	B00	
S00	= L0AD V00	
S01	= A00 == S00	
T00	:: S01	

BL0CK	B03
S05	= 0
S06	= STORE V00 = S05
T03	RETURN

BLOCK	B01
S02	= msg
S03	= SENDER
S04	= SELFDESTRUCT(S03)
T01	RETURN

BL0CK	B02
T02	REVERT