

BLOCK	B00
S00	= STORE V00 = A00
S01	= msg
S02	= SENDER
S03	= LOAD V01
S04	= S02 == S03
T00	:: S04

BLOCK	B01
T01	RETURN

BLOCK	B02
T02	REVERT

BLOCK	B03
S05	= STORE V00 = A01
S06	= msg
S07	= SENDER
S08	= LOAD V01
S09	= S07 == S08
T03	:: S09

BLOCK	B04
T04	GOTO

BLOCK	B06
T06	GOTO

BLOCK	B05
T05	RETURN

BLOCK	B07
S10	= LOAD V00
S11	= SELFDESTRUCT(S10)
T07	RETURN

BLOCK	B08
S12	= 0
S13	= STORE V00 = S12
S14	= 0
S15	= STORE V01 = S14
T08	RETURN