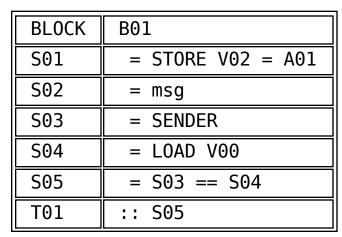
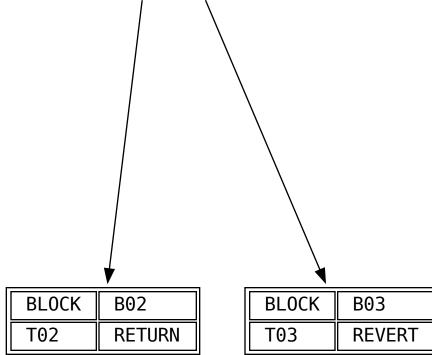
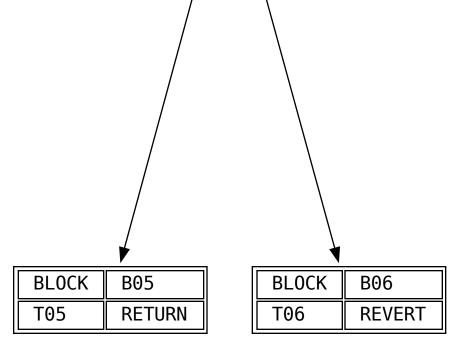
BL0CK	B00
S00	= STORE V01 = A00
T00	RETURN





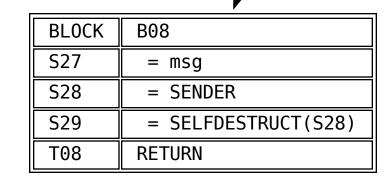
BL0CK	B04
S06	= STORE V03 = A02
S07	= msg
S08	= SENDER
S09	= LOAD V01
S10	= S08 == S09
T04	:: S10



S11	= L0AD V03
S12	= A03 * S11
S13	= 4
S14	= S12 / S13
S15	= S14
S16	= L0AD V02
S17	= 8
S18	= S16 * S17
S19	= S18
S20	= msg
S21	= SENDER
S22	= L0AD V00
S23	= S21 == S22
S24	= 10
S25	= S19 < S24
S26	= S23 S25
T07	:: S26

BLOCK B07

BL0CK	B10
S30	= 0
S31	= STORE V00 = S30
S32	= 0
S33	= STORE V01 = S32
S34	= 0
S35	= ST0RE V02 = S34
S36	= 0
S37	= STORE V03 = S36
T10	RETURN



BLOCK B09
T09 REVERT