

BLOCK	B00
S00	= 5
S01	= A00 > S00
T00	:: S01

BLOCK	B04
S02	= 2
T04	JUMP B06

BLOCK	B06
S03	= 1
S04	= A04 != S03
T06	:: S04

BLOCK	B13
S11	= LOAD V03
T13	JUMP B00

BLOCK	B17
S19	= 0
S20	= STORE V00 = S19
S21	= 0
S22	= STORE V01 = S21
S23	= 0
S24	= STORE V02 = S23
S25	= 0
S26	= STORE V03 = S25
T17	RETURN

BLOCK	B01
T01	JUMP B04

BLOCK	B05
T05	RETURN

BLOCK	B09
S06	= msg
S07	= SENDER
S08	= LOAD V02
S09	= S07 == S08
T09	:: S09

BLOCK	B14
S12	= msg
S13	= SENDER
S14	= LOAD V01
S15	= S13 == S14
T14	:: S15

BLOCK	B07
S05	= STORE V00 = A03
T07	GOTO

BLOCK	B10
S10	= STORE V01 = A03
T10	GOTO

BLOCK	B11
T11	REVERT

BLOCK	B15
S16	= msg
S17	= SENDER
S18	= SELFDESTRUCT(S17)
T15	RETURN

BLOCK	B16
T16	REVERT

A01

A02, S02

S11, A05