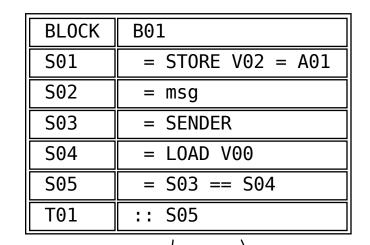
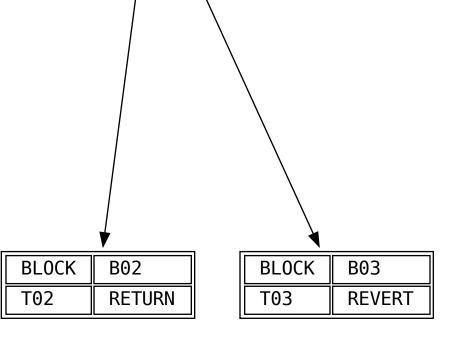
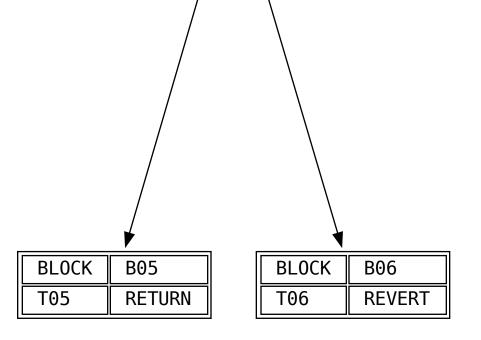
BL0CK	B00
S00	= STORE V01 = A00
T00	RETURN





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



BL0CK	B07
S11	= L0AD V02
S12	= S11
S13	= L0AD V03
S14	= 2
S15	= S13 + S14
S16	= S15 - S12
S17	= S16
S18	= msg
S19	= SENDER
S20	= L0AD V00
S21	= S19 == S20
S22	= 10
S23	= S17 < S22
S24	= S21    S23
T07	:: S24
/	

BL0CK	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

_		<i>y</i>
	BL0CK	B08
	S25	= msg
	S26	= SENDER
	S27	= SELFDESTRUCT(S26)
	T08	RETURN

BLOCK B09
T09 REVERT