

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= STORE V00 = S01
S03	= msg
S04	= SENDER
S05	= LOAD V02
S06	= S04 == S05
T00	:: S06

BLOCK	B01
T01	RETURN

BLOCK	B02
T02	REVERT

BLOCK	B03
S07	= msg
S08	= SENDER
S09	= STORE V01 = S08
S10	= msg
S11	= SENDER
S12	= LOAD V00
S13	= S11 == S12
T03	:: S13

BLOCK	B04
T04	RETURN

BLOCK	B05
T05	REVERT

BLOCK	B06
S14	= msg
S15	= SENDER
S16	= LOAD V01
S17	= S15 == S16
T06	:: S17

BLOCK	B07
T07	GOTO

BLOCK	B09
T09	GOTO

BLOCK	B08
S18	= msg
S19	= SENDER
S20	= SELFDESTRUCT(S19)
T08	RETURN

BLOCK	B10
S21	= 0
S22	= STORE V00 = S21
S23	= 0
S24	= STORE V01 = S23
S25	= 0
S26	= STORE V02 = S25
T10	RETURN