BLOCK	B00
S00	= LOAD V00
S01	= 0
S02	= S00 <= S01
T00	:: S02

BLOCK	B05
S09	= msg
S10	= SENDER
S11	= LOAD V01
S12	= S10 == S11
T05	:: S12

BLOCK	B08
S16	= 0
S17	= STORE V00 = S16
S18	= 0
S19	= STORE V01 = S18
S20	= 0
S21	= STORE V02 = S20
S22	= 0
S23	= STORE V03 = S22
T08	RETURN

BLOCK	B03
S05	= LOAD V00
S06	= 1
S07	= S05 - S06
S08	= STORE V00 = S07
T03	JUMP B00

BLOCK	B06
S13	= msg
S14	= SENDER
S15	= SELFDESTRUCT(S14)
T06	RETURN

BLOCK	B07
T07	REVERT

BLOCK	B01
S03	= STORE V01 = A00
S04	= STORE V02 = A00
T01	GOTO

A00

BLOCK	B04
T04	GOTO

BLOCK	B02
T02	RETURN