

BLOCK	B00
S00	= STORE V01 = A00
T00	RETURN

BLOCK	B01
S01	= STORE V02 = A01
S02	= msg
S03	= SENDER
S04	= LOAD V00
S05	= S03 == S04
T01	:: S05

BLOCK	B02
T02	RETURN

BLOCK	B03
T03	REVERT

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

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	REVERT

BLOCK	B07
S11	= LOAD V03
S12	= A03 * S11
S13	= 4
S14	= S12 / S13
S15	= S14
S16	= LOAD V02
S17	= 8
S18	= S16 * S17
S19	= S18
S20	= msg
S21	= SENDER
S22	= LOAD V00
S23	= S21 == S22
S24	= 10
S25	= S19 < S24
S26	= S23    S25
T07	:: S26

BLOCK	B08
S27	= msg
S28	= SENDER
S29	= SELFDESTRUCT(S28)
T08	RETURN

BLOCK	B09
T09	REVERT

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