

BLOCK	B00
T00	JUMP B02

A00

BLOCK	B01
T01	RETURN

BLOCK	B02
S00	= STORE V01 = A01
T02	RETURN

BLOCK	B03
S01	= LOAD V00
T03	JUMP B00

S01

BLOCK	B04
T04	JUMP B00

A02

BLOCK	B05
S02	= LOAD V00
T05	JUMP B00

S02

BLOCK	B06
S03	= msg
S04	= SENDER
S05	= LOAD V01
S06	= S04 == S05
T06	:: S06

BLOCK	B07
S07	= msg
S08	= SENDER
S09	= SELFDESTRUCT(S08)
T07	RETURN

BLOCK	B08
T08	REVERT

BLOCK	B09
S10	= 0
S11	= STORE V00 = S10
S12	= 0
S13	= STORE V01 = S12
T09	RETURN