

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= STORE V01 = S01
T00	RETURN

BLOCK	B01
S03	= msg
S04	= SENDER
S05	= LOAD V02
S06	= S04 == S05
T01	:: S06

BLOCK	B04
S11	= msg
S12	= SENDER
S13	= LOAD V00
S14	= S12 == S13
T04	:: S14

BLOCK	B07
S18	= 0
S19	= STORE V00 = S18
S20	= 0
S21	= STORE V01 = S20
S22	= 0
S23	= STORE V02 = S22
T07	RETURN

BLOCK	B02
S07	= LOAD V01
S08	= STORE V00 = S07
S09	= LOAD V02
S10	= SELFDESTRUCT(S09)
T02	RETURN

BLOCK	B03
T03	REVERT

BLOCK	B05
S15	= msg
S16	= SENDER
S17	= SELFDESTRUCT(S16)
T05	RETURN

BLOCK	B06
T06	REVERT