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	= False
S12	= S11
S13	= LOAD V02
S14	= 5
S15	= S13 > S14
T07	:: S15

BLOCK	B08
S16	= msg
S17	= SENDER
S18	= LOAD V00
S19	= S17 == S18
T08	RETURN

BLOCK	B09
S20	= LOAD V00
S21	= LOAD V00
S22	= S20 == S21
T09	RETURN

BLOCK	B10
T10	JUMP B07

BLOCK	B11
T11	:: A03

BLOCK	B12
S23	= msg
S24	= SENDER
S25	= SELFDESTRUCT(S24)
T12	RETURN

BLOCK	B13
T13	REVERT

BLOCK	B14
S26	= 0
S27	= STORE V00 = S26
S28	= 0
S29	= STORE V01 = S28
S30	= 0
S31	= STORE V02 = S30
S32	= 0
S33	= STORE V03 = S32
T14	RETURN