

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= STORE V00 = S01
T00	RETURN

BLOCK	B01
S03	= msg
S04	= SENDER
S05	= STORE V01 = S04
S06	= msg
S07	= SENDER
S08	= LOAD V00
S09	= S07 == S08
T01	:: S09

BLOCK	B04
S10	= msg
S11	= SENDER
S12	= STORE V02 = S11
S13	= msg
S14	= SENDER
S15	= LOAD V01
S16	= S14 == S15
T04	:: S16

BLOCK	B07
S17	= msg
S18	= SENDER
S19	= LOAD V02
S20	= S18 == S19
T07	:: S20

BLOCK	B10
S24	= 0
S25	= STORE V00 = S24
S26	= 0
S27	= STORE V01 = S26
S28	= 0
S29	= STORE V02 = S28
T10	RETURN

BLOCK	B02
T02	RETURN

BLOCK	B03
T03	REVERT

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	REVERT

BLOCK	B08
S21	= msg
S22	= SENDER
S23	= SELFDESTRUCT(S22)
T08	RETURN

BLOCK	B09
T09	REVERT