

BLOCK	B00
S00	= True
T00	:: S00

BLOCK	B03
S04	= 0
S05	= STORE V00 = S04
T03	RETURN

BLOCK	B01
S01	= msg
S02	= SENDER
S03	= SELFDESTRUCT(S02)
T01	RETURN

BLOCK	B02
T02	REVERT