

BLOCK	B00
T00	JUMP B02

A00

BLOCK	B01
T01	RETURN

BLOCK	B02
T02	JUMP B04

A01

BLOCK	B03
T03	RETURN

BLOCK	B04
T04	JUMP B06

A02

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	JUMP B08

A03

BLOCK	B07
T07	RETURN

BLOCK	B08
T08	JUMP B10

A04

BLOCK	B09
T09	RETURN

BLOCK	B10
T10	JUMP B12

A05

BLOCK	B11
T11	RETURN

BLOCK	B12
T12	JUMP B14

A06

BLOCK	B13
T13	RETURN

BLOCK	B14
T14	JUMP B16

A07

BLOCK	B15
T15	RETURN

BLOCK	B16
S00	= STORE V00 = A08
S01	= STORE V01 = A08
T16	RETURN

BLOCK	B17
T17	JUMP B00

A09

BLOCK	B18
S02	= msg
S03	= SENDER
S04	= LOAD V02
S05	= S03 == S04
T18	:: S05

BLOCK	B19
S06	= msg
S07	= SENDER
S08	= SELFDESTRUCT(S07)
T19	RETURN

BLOCK	B20
T20	REVERT

BLOCK	B21
S09	= 0
S10	= STORE V00 = S09
S11	= 0
S12	= STORE V01 = S11
S13	= 0
S14	= STORE V02 = S13
T21	RETURN