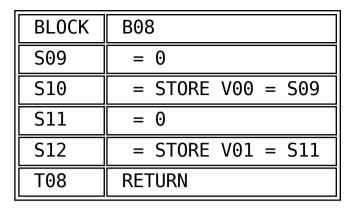


BL0CK	B02
S00	= STORE V01 = A01
T02	RETURN

BL0CK	B03
S01	= LOAD V00
T03	JUMP B00
	1

S01



	BLOCK	B04		
	T04	JUMP	B00	
•		A02		
		AUZ		

BL0CK	B05
S02	= msg
S03	= SENDER
S04	= LOAD V01
S05	= S03 == S04
T05	:: S05

	·
BL0CK	B06
S06	= msg
S07	= SENDER
S08	= SELFDESTRUCT(S07)
T06	RETURN

BL0CK	B07	
T07	REVERT	