

BLOCK	B00
S00	= STORE V00 = A00
S01	= msg
S02	= SENDER
S03	= LOAD V01
S04	= S02 == S03
T00	:: S04

BLOCK	B03
S05	= STORE V01 = A01
S06	= msg
S07	= SENDER
S08	= LOAD V02
S09	= S07 == S08
T03	:: S09

BLOCK	B06
S10	= STORE V02 = A02
S11	= msg
S12	= SENDER
S13	= LOAD V00
S14	= S12 == S13
T06	:: S14

BLOCK	B09
S15	= LOAD V00
S16	= SELFDESTRUCT(S15)
T09	RETURN

BLOCK	B10
S17	= LOAD V01
S18	= SELFDESTRUCT(S17)
T10	RETURN

BLOCK	B11
S19	= LOAD V02
S20	= SELFDESTRUCT(S19)
T11	RETURN

BLOCK	B12
S21	= 0
S22	= STORE V00 = S21
S23	= 0
S24	= STORE V01 = S23
S25	= 0
S26	= STORE V02 = S25
T12	RETURN

BLOCK	B01
T01	RETURN

BLOCK	B02
T02	REVERT

BLOCK	B04
T04	RETURN

BLOCK	B05
T05	REVERT

BLOCK	B07
T07	RETURN

BLOCK	B08
T08	REVERT