BLOCK	B00
S00	= STORE V01 = A00
T00	RETURN

BLOCK	B01
S01	= STORE V02 = A01
S02	= msg
S03	= SENDER
S04	= LOAD V00
S05	= S03 == S04
T01	:: S05

BLOCK	B02
T02	RETURN

BLOCK	B03
T03	REVERT

BLOCK	B04
S06	= STORE V03 = A02
S07	= msg
S08	= SENDER
S09	= LOAD V01
S10	= S08 == S09
T04	:: S10

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	REVERT

BLOCK	B07
S11	= 0
S12	= A03 > S11
T07	:: S12

BLOCK	B16
S25	= 0
S26	= STORE V00 = S25
S27	= 0
S28	= STORE V01 = S27
S29	= 0
S30	= STORE V02 = S29
S31	= 0
S32	= STORE V03 = S31
T16	RETURN

BLOCK	B08
S13	= msg
S14	= SENDER
S15	= LOAD V00
S16	= S14 == S15
T08	:: S16

BLOCK	B12
S18	= LOAD V03
S19	= 0
S20	= S18 > S19
T12	:: S20

BLOCK	B11
T11	REVERT

BLOCK	B13
S21	= LOAD V00
S22	= STORE V01 = S21
T13	GOTO

BLOCK	B15
T15	GOTO

BLOCK	B09
S17	= STORE V00 = A04
T09	GOTO

BLOCK	B14
S23	= LOAD V01
S24	= SELFDESTRUCT(S23)
T14	GOTO

BLOCK	B10
T10	RETURN