

BLOCK	B00
T00	JUMP B02

A00, A01

BLOCK	B01
T01	RETURN

BLOCK	B02
T02	JUMP B04

A02, A03

BLOCK	B03
T03	RETURN

BLOCK	B04
T04	JUMP B06

A04, A05

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	JUMP B08

A06, A07

BLOCK	B07
T07	RETURN

BLOCK	B08
S00	= 0
S01	= A09 > S00
T08	:: S01

BLOCK	B09
S02	= msg
S03	= SENDER
S04	= LOAD V02
S05	= S03 == S04
T09	:: S05

BLOCK	B13
S07	= STORE V01 = A08
T13	GOTO

BLOCK	B10
S06	= STORE V00 = A08
T10	GOTO

BLOCK	B12
T12	REVERT

BLOCK	B11
T11	RETURN

BLOCK	B14
T14	JUMP B00

A10, A11

BLOCK	B15
S08	= msg
S09	= SENDER
S10	= LOAD V00
S11	= S09 == S10
T15	:: S11

BLOCK	B16
S12	= msg
S13	= SENDER
S14	= SELFDESTRUCT(S13)
T16	RETURN

BLOCK	B18
S15	= 0
S16	= STORE V00 = S15
S17	= 0
S18	= STORE V01 = S17
S19	= 0
S20	= STORE V02 = S19
T18	RETURN

BLOCK	B17
T17	REVERT