```
0x246
                                                    -----
                                                    $s2 = c[0x4]
                                                    $s4 = calldatasize
                                                    calldatacopy($m, 0x0, $s4)
                                                    $s7 = $m + $s4
                                                    m[\$s7] = block.number
                                                    $s4 = intcall4(sha3($m, (0x20 + $s7) - $m), 0x6a4)
                                                    if (0 == $s4) goto 0x7c6
                                     0x6aa
                                     $s4 = intcall1($s2, 0x6b2)
                                     if (0 == \$s4) goto 0x6bd
                                   0x6bd
                                    = intcall0(0x6c5)
                                   if (s[0x1] \ge 0xfa){
                                     $$4 = intcall2(0x6dc)
                                   if (s[0x1] < 0xfa) goto 0x6f3
                         0x6f3
                         s[0x1] = 0x1 + s[0x1]
                         $s6 = s[0x1]
                         if (\$s6 >= 0x100) goto 0x2
          0x6ee
                         s[0x2 + $s6] = ad mask & $s2
          goto 0x7c8
                         m[0x0] = ad mask \overline{\&} $s2
                         m[0\times20] = 0\overline{\times}102
                         s[sha3(0x0, 0x40)] = s[0x1]
                         m[$m] = ad_mask & $s2
                         log1(\$m, (\overline{0}x20 + \$m) - \$m, 0x994a936646fe87ffe4f1e469d3d6aa417d6b855598397f323de5b449f765f0c3)
                                                                        0x7c6
0x6b8
goto 0x7c8
           0x7c8
           stop()
```