

source code

```
1 contract OverflowExample {  
2     uint256 public totalSupply = 1000000;  
3     mapping(address=> uint256) public balances;  
4  
5     function mint(uint256 amount) public {  
6         require(totalSupply + amount >= totalSupply, "Integer overflow");  
7         totalSupply += amount;  
8         balances[msg.sender] += amount;  
9     }  
10 }
```

bytecode

```
6080604052620f424060005534801561001  
757600080fd5b5061021880610027600039  
6000f3fe6080604052348015610010576000  
80fd5b50600436106100415760003560e01c  
806318160ddd1461004657806327e235e31  
4610064578063a0712d68146100bc575b60  
0080fd5b61004e6100ea565b604051808281  
5260200191505060405180910390f35b610  
0a66004803603602081101561007a576000  
80fd5b81019080803573ffffffffffffffffff  
ffffffffffff1690602001909291905050506  
100f0565b60405180828152602001915050  
60405180910390f35b6100
```

Ether

opcode

```
PUSH1 0x80  
PUSH1 0x40  
MSTORE  
PUSH3 0xF4240  
PUSH1 0x0  
SSTORE  
CALLVALUE  
DUP1  
ISZERO  
PUSH2 0x17  
JUMPI  
PUSH1 0x0  
DUP1  
REVERT  
JUMP  
DESTPOP  
....
```

Block_1

```
PUSH1 0x0  
PUSH2 0x51  
JUMPI  
....
```

Block 5

```
CALLVALUE  
DUP1  
ISZERO  
....
```

Block_2

```
PUSH1 0x0  
PUSH2 0x5b  
JUMPI  
....
```

Block 3

```
RETURN  
STOP  
....
```

CFG

Block 4

```
JUMPDEST  
CALLVALUE  
DUP1  
....
```