```
contract MY_BANK {
                                                                                                                                                                                  Node Type:
       function Put(uint _unlockTime) public payable
                                                                                                                                                                                 ENTRY_POINT
          var acc = Acc[msg.sender];
          acc.balance += msg.value;
                                                                                                            MY_BANK
                                                                                                                                                                                                        Node Type: NEW_VARIABLE
          acc.unlockTime = _unlockTime>now?_unlockTime:now;
                                                                                                                                                        MY_BANK-Collect
                                                                                                                                                                                                                Expression:
          LogFile.AddMessage(msg.sender,msg.value,"Put");}
                                                                                                                                                                                                          acc = Acc[msg.sender]
       function Collect(uint _am) public payable {
                                                                                       MY_BANK
                                                                                                           fallback
                                                                                                                                                                             Node Type:IF
                                                                                                                              collect
          var acc = Acc[msg.sender];
                                                                                                                                                                              Expression:
           if(acc.balance>=MinSum && acc.balance>=_am && now>acc.unlockTime){
                                                                                                                                                               acc.balance >= MinSum && acc.balance >=
                                                                                                                                                                      _am && now > acc.unlockTime
              if(msg.sender.call.value(_am)()){
                                                                                                     Internal_Call
                acc.balance-=_am;
                LogFile.AddMessage(msg.sender,_am,"Collect");} } }
                                                                                              Put
       function() public payable {Put(0);}
                                                                                                                                                            Node Type: IF
                                                                                                                                                                                              Node Type: EXPRESSION
       struct Holder{
                                                                                                                                                             Expression:
                                                                                                                                                                                                    Expression:
          uint unlockTime;
                                                                                                                                                     msg.sender.call.value(_am)()
                                                                                                                                                                                                 acc.balance -= _am
          uint balance;}
                                                                                                           External_Call
       mapping (address => Holder) public Acc;
                                                                                External_Call
       Log LogFile;
                                                                                                                                                                                                       Node Type:
       uint public MinSum = 1 ether;
                                                                                                                                                                                                      EXPRESSION
                                                                                                                                                                   Node Type:
       function MY_BANK(address log) public{
                                                                                                                                                                     END_IF
                                                                                                                                                                                                       Expression:
           LogFile = Log(log);}
                                                                                           Log
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                                                                                                                                                                                            LogFile.AddMessage(msg.sender,
                                                                                                                                 FALLBACK_NODE Node
                                                                                                                                                                                                       am, Collect)
                                                                                                 AddMessage
    contract Log {
                                                                                                                                 FUNCTION_NAME Node
       struct Message{address Sender; string Data; uint Val; uint Time;}
                                                                                                                                 ENTRY_POINT Node
        Message[] public History;
                                                                                                                                                                                                    Node Type:
       Message LastMsg;
                                                                                                                                 NEW_VARIABLE Node
                                                                                                                                                                                                      END_IF
        function AddMessage(address _adr,uint _val,string _data) public{
                                                                                                                                 EXPRESSION Node
                                                                                                                                                        → True edge
           LastMsg.Sender = _adr;
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           LastMsg.Time = now;
                                                                                                                                 IF Node
                                                                                                                                                        False edge
           LastMsg.Val = _val;
                                                                                                                             END_IF Node
                                                                                                                                                        → Next edge
           LastMsg.Data = _data;
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```