

## Homework 4

1. Look at the example of init code in today's notes

See [gist](#)

When we do the CODECOPY operation, what are we overwriting ?  
(debugging this in Remix might help here)

2. Could the answer to Q1 allow an optimisation ?
3. Can you trigger a revert in the init code in Remix ?
4. Write some Yul to
  1. Add 0x07 to 0x08
  2. store the result at the next free memory location.
  3. (optional) write this again in opcodes
5. Can you think of a situation where the opcode EXTCODECOPY is used ?