

Contract Contract

Constructor Constructor  
(public)

9b51c1	
Const	0
StateVariableStore	STORE Contract.user = 0
Const	0
StateVariableStore	STORE Contract.owner = 0
RET []	

Function kill  
(public)

Function	
StateVariableLoad	LOAD owner
SelfDestruct	SELFDESTRUCT
RET []	

Function changeOwner  
(public)

Function	
{newOwner}	
Const	0
Assignment	(x=0)
Const	3735928559
Assignment	(x=3735928559)
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD user
BinaryOp	(SENDER == LOAD user)
Branch (SENDER == LOAD user)	

True False

IF_FALSE	
MagicVariable	msg
SENDER	SENDER
BinaryOp	(SENDER == (x=3735928559))
Branch (SENDER == (x=3735928559))	

True

IF_TRUE	
StateVariableStore	STORE Contract.owner = {newOwner}
Const	16843009
Assignment	(x=16843009)
Goto	

(x=16843009)

IF_TRUE	
StateVariableStore	STORE Contract.owner = {newOwner}
Goto	

(x=3735928559)

IF_JOIN	
{x}	
Assignment	(x={x})
RET []	

Function registerUser  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
StateVariableStore	STORE Contract.user = SENDER
RET []	

False

IF_FALSE	
HALT	