

BLOCK	B00
T00	JUMP B02

BLOCK	B02
T02	JUMP B04

BLOCK	B04
T04	JUMP B06

BLOCK	B06
T06	JUMP B08

BLOCK	B08
S00	= 0
S01	= A09 > S00
T08	:: S01

BLOCK	B14
T14	JUMP B00

BLOCK	B18
S15	= 0
S16	= STORE V00 = S15
S17	= 0
S18	= STORE V01 = S17
S19	= 0
S20	= STORE V02 = S19
T18	RETURN

BLOCK	B01
T01	RETURN

BLOCK	B03
T03	RETURN

BLOCK	B05
T05	RETURN

BLOCK	B07
T07	RETURN

BLOCK	B09
S02	= msg
S03	= SENDER
S04	= LOAD V02
S05	= S03 == S04
T09	:: S05

BLOCK	B15
S08	= msg
S09	= SENDER
S10	= LOAD V00
S11	= S09 == S10
T15	:: S11

BLOCK	B13
S07	= STORE V01 = A08
T13	GOTO

BLOCK	B10
S06	= STORE V00 = A08
T10	GOTO

BLOCK	B12
T12	REVERT

BLOCK	B16
S12	= msg
S13	= SENDER
S14	= SELFDESTRUCT(S13)
T16	RETURN

BLOCK	B17
T17	REVERT

BLOCK	B11
T11	RETURN

A00, A01

A02, A03

A04, A05

A06, A07

A10, A11