

Contract Contract

Constructor Constructor  
(public)

fcfdbf	
Const	0
StateVariableStore	STORE Contract.owner = 0
Const	0
StateVariableStore	STORE Contract.y = 0
RET []	

Function func4  
(public)

Function	
{x}	
StateVariableLoad	LOAD y
BinaryOp	(LOAD y + {x})
StateVariableStore	STORE Contract.y = (LOAD y + {x})
StateVariableLoad	LOAD y
BinaryOp	(LOAD y - {x})
StateVariableStore	STORE Contract.y = (LOAD y - {x})
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD owner
BinaryOp	(SENDER == LOAD owner)
StateVariableLoad	LOAD y
Const	1
BinaryOp	(LOAD y > 1)
BinaryOp	((SENDER == LOAD owner)    (LOAD y > 1))
Branch ((SENDER == LOAD owner)    (LOAD y > 1))	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

Function func3  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
MagicVariable	msg
SENDER	SENDER
BinaryOp	(SENDER == SENDER)
Branch (SENDER == SENDER)	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

Function func2  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD owner
BinaryOp	(SENDER == LOAD owner)
Const	True
BinaryOp	((SENDER == LOAD owner)    True)
Branch ((SENDER == LOAD owner)    True)	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

Function func1  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD owner
BinaryOp	(SENDER != LOAD owner)
Branch (SENDER != LOAD owner)	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	