

BLOCK	B02
S00	= STORE V01 = A01
T02	RETURN

B03
= LOAD V00
JUMP B00

S01

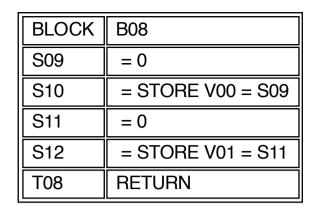
B04

A02

JUMP B00

BLOCK

T04



▼		
BLOCK	B05	
S02	= msg	
S03	= SENDER	
S04	= LOAD V01	
S05	= S03 == S04	
T05	:: S05	

BLOCK	B06
S06	= msg
S07	= SENDER
S08	= SELFDESTRUCT(S07)
T06	RETURN

BLOCK B07
T07 REVERT