

BLOCK	B00
S00	= 0
S01	= S00
S02	= A00
T00	RETURN

BLOCK	B01
S03	= False
S04	= False
S05	= S03
S06	= S04
S07	= A01
S08	= A02
T01	JUMP B00

S07

BLOCK	B02
S09	= A03
T02	JUMP B00

S08

BLOCK	B03
S10	= A04
S11	= True
T03	:: S11

BLOCK	B04
T04	GOTO

BLOCK	B06
T06	GOTO

BLOCK	B05
S12	= S10 == S10
S13	= S09 == S09
T05	RETURN

BLOCK	B07
S14	= LOAD V00
S15	= LOAD V00
T07	JUMP B01

S14, S15

BLOCK	B08
S16	= A05
S17	= A06
S18	= msg
S19	= SENDER
S20	= SELFDESTRUCT(S19)
T08	RETURN

BLOCK	B09
S21	= 3735928559
S22	= S21
S23	= msg
S24	= SENDER
S25	= msg
S26	= SENDER
S27	= S24 == S26
T09	:: S27

BLOCK	B14
S37	= 0
S38	= STORE V00 = S37
T14	RETURN

BLOCK	B10
S28	= 3735924751
S29	= S28
T10	GOTO

BLOCK	B13
T13	GOTO

S29

S22

BLOCK	B11
S30	= A07
S31	= LOAD V00
T11	JUMP B01

S31, S30

BLOCK	B12
S32	= A08
S33	= A09
S34	= msg
S35	= SENDER
S36	= SELFDESTRUCT(S35)
T12	RETURN