

Contract Contract

Constructor Constructor  
(public)

092cf5	
Const	0
StateVariableStore	STORE Contract.owner = 0
RET []	

Function bar  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
Assignment	(a=SENDER)
Jump	
{arg_3d2}	
CONTINUATION	
{arg_3d2}	
Assignment	(b={arg_3d2})
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

Function foo  
(public)

Function	
StateVariableLoad	LOAD owner
Jump	
{arg_d73}	
CONTINUATION	
{arg_d73}	
Assignment	(b={arg_d73})
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

Function check  
(public)

Function	
{x}	
Const	False
Assignment	(=False)
Assignment	(y={x})
BinaryOp	((y={x}) == (y={x}))
RET [((y={x}) == (y={x}))]	

LOAD owner (a=SENDER)