

Contract Contract

Constructor Constructor
(public)

Function kill
(public)

Function changeOwner
(public)

Function registerUser
(public)

7eb4f5	
Const	0
StateVariableStore	STORE Contract.user = 0
Const	0
StateVariableStore	STORE Contract.owner = 0
RET []	

Function	
{x}	
Jump	

{arg_f41}, {arg_962}

CONTINUATION	
{arg_f41}, {arg_962}	
Assignment	(a={arg_f41})
Assignment	(b={arg_962})
SelfDestruct	SELFDESTRUCT
RET []	

Function	
{newOwner}	
StateVariableStore	STORE Contract.owner = {newOwner}
RET []	

Function	
{x}	
Const	0
Const	0
Assignment	(=0)
Assignment	(=0)
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD owner
BinaryOp	(SENDER == LOAD owner)
Branch (SENDER == LOAD owner)	

True

False

IF_TRUE	
StateVariableLoad	LOAD owner
RET [{x}, LOAD owner]	

IF_FALSE	
HALT	