

BLOCK	B00
S00	= LOAD V01
S01	= S00 + A00
S02	= STORE V01 = S01
S03	= LOAD V01
S04	= S03 - A00
S05	= STORE V01 = S04
S06	= msg
S07	= SENDER
S08	= LOAD V00
S09	= S07 == S08
S10	= LOAD V01
S11	= 1
S12	= S10 > S11
S13	= S09    S12
T00	:: S13

BLOCK	B03
S17	= 0
S18	= STORE V00 = S17
S19	= 0
S20	= STORE V01 = S19
T03	RETURN

BLOCK	B01
S14	= msg
S15	= SENDER
S16	= SELFDESTRUCT(S15)
T01	RETURN

BLOCK	B02
T02	REVERT