

BLOCK	B00
S00	= False
S01	= S00
S02	= A00
S03	= S02 == S02
T00	RETURN

BLOCK	B01
S04	= LOAD V00
T01	JUMP B00

S04

BLOCK	B02
S05	= A01
S06	= msg
S07	= SENDER
S08	= SELFDESTRUCT(S07)
T02	RETURN

BLOCK	B03
S09	= msg
S10	= SENDER
S11	= S10
T03	JUMP B00

S11

BLOCK	B04
S12	= A02
S13	= msg
S14	= SENDER
S15	= SELFDESTRUCT(S14)
T04	RETURN

BLOCK	B05
S16	= 0
S17	= STORE V00 = S16
T05	RETURN