

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= S01
S03	= A00
S04	= S02 == A00
T00	:: S04

BLOCK	B08
S13	= 0
S14	= STORE V00 = S13
T08	RETURN

BLOCK	B01
S05	= A00
S06	= LOAD V00
S07	= S05 == S06
T01	:: S07

BLOCK	B07
T07	GOTO

BLOCK	B02
S08	= SELFDESTRUCT(S02)
T02	GOTO

BLOCK	B06
T06	REVERT

BLOCK	B03
S09	= A01
S10	= LOAD V00
S11	= S09 == S10
T03	:: S11

BLOCK	B04
S12	= SELFDESTRUCT(S02)
T04	RETURN

BLOCK	B05
T05	REVERT

