

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= STORE V00 = S01
T00	RETURN

BLOCK	B01
S03	= 0
S04	= S03
S05	= msg
S06	= SENDER
S07	= A00 == S06
T01	:: S07

BLOCK	B02
T02	RETURN

BLOCK	B03
T03	GOTO

BLOCK	B04
S08	= LOAD V00
T04	RETURN

BLOCK	B05
S09	= msg
S10	= SENDER
T05	JUMP B01

BLOCK	B09
S17	= 0
S18	= STORE V00 = S17
S19	= 0
S20	= STORE V01 = S19
T09	RETURN

BLOCK	B06
S11	= A01
S12	= msg
S13	= SENDER
S14	= S11 == S13
T06	:: S14

BLOCK	B07
S15	= LOAD V01
S16	= SELFDESTRUCT(S15)
T07	RETURN

BLOCK	B08
T08	REVERT