

Contract Contract

Constructor Constructor
(public)

a8d61f	
Const	0
StateVariableStore	STORE Contract.a = 0
Const	0
StateVariableStore	STORE Contract.b = 0
Const	0
StateVariableStore	STORE Contract.c = 0
RET []	

Function foo
(public)

Function
{x}, {i}
Jump

CONTINUATION	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD a
BinaryOp	(SENDER == LOAD a)
Branch (SENDER == LOAD a)	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE
HALT

Function set5
(public)

Function
{x}, {i}
Const 0
BinaryOp ({i} > 0)
Branch ({i} > 0)

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD c
BinaryOp	(SENDER == LOAD c)
Branch (SENDER == LOAD c)	

IF_FALSE	
StateVariableStore	STORE Contract.b = {x}
Goto	

IF_TRUE	
StateVariableStore	STORE Contract.a = {x}
Goto	

IF_FALSE
HALT

IF_JOIN
RET []

Function set4
(public)

Function
{x}, {i}
Jump

CONTINUATION
RET []

Function set3
(public)

Function
{x}, {i}
Jump

CONTINUATION
RET []

Function set2
(public)

Function
{x}, {i}
Jump

CONTINUATION
RET []

Function set1
(public)

Function
{x}, {i}
Jump

CONTINUATION
RET []