

Contract Contract

Constructor Constructor  
(public)

1da548	
Const	0
StateVariableStore	STORE Contract.user = 0
Const	0
StateVariableStore	STORE Contract.owner = 0
RET []	

Function kill  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
Jump	

{arg\_ba1}

CONTINUATION	
{arg_ba1}	
Assignment	(y={arg_ba1})
MagicVariable	msg
SENDER	SENDER
BinaryOp	((y={arg_ba1}) == SENDER)
Branch ((y={arg_ba1}) == SENDER)	

True

IF_TRUE	
StateVariableLoad	LOAD owner
SelfDestruct	SELFDESTRUCT
RET []	

False

IF_FALSE	
HALT	

Function foo  
(public)

SENDER

Function	
{x}	
Const	0
Assignment	(=0)
MagicVariable	msg
SENDER	SENDER
BinaryOp	(({x} == SENDER)
Branch ({x} == SENDER)	

True

IF_TRUE	
RET [{x}]	

False

IF_FALSE	
Goto	

IF\_JOIN

IF_JOIN	
StateVariableLoad	LOAD user
RET [LOAD user]	

Function registerUser  
(public)

Function	
MagicVariable	msg
SENDER	SENDER
StateVariableStore	STORE Contract.user = SENDER
RET []	