

BLOCK	B00
S00	= False
S01	= S00
S02	= A01
S03	= msg
S04	= SENDER
S05	= S04 == A00
T00	RETURN

BLOCK	B01
S06	= LOAD V00
T01	JUMP B00

S06, A02

BLOCK	B02
T02	:: A03

BLOCK	B03
S07	= msg
S08	= SENDER
S09	= SELFDESTRUCT(S08)
T03	RETURN

BLOCK	B04
T04	REVERT

BLOCK	B05
T05	JUMP B00

A04, A04

BLOCK	B06
T06	:: A05

BLOCK	B07
S10	= msg
S11	= SENDER
S12	= SELFDESTRUCT(S11)
T07	RETURN

BLOCK	B08
T08	REVERT

BLOCK	B09
S13	= 0
S14	= STORE V00 = S13
T09	RETURN