

BLOCK	B00
S00	= STORE V02 = A00
T00	RETURN

BLOCK	B01
S01	= LOAD V00
S02	= S01
S03	= LOAD V02
S04	= 0
S05	= S03 > S04
T01	:: S05

BLOCK	B02
S06	= LOAD V01
S07	= S06
T02	GOTO

BLOCK	B06
T06	GOTO

BLOCK	B03
S08	= A01
S09	= msg
S10	= SENDER
S11	= S10 == S08
T03	:: S11

BLOCK	B04
S12	= msg
S13	= SENDER
S14	= SELFDESTRUCT(S13)
T04	RETURN

BLOCK	B05
T05	REVERT

BLOCK	B07
S15	= LOAD V01
S16	= S15
S17	= msg
S18	= SENDER
S19	= LOAD V01
S20	= S18 == S19
T07	:: S20

BLOCK	B13
S29	= 0
S30	= STORE V00 = S29
S31	= 0
S32	= STORE V01 = S31
S33	= 0
S34	= STORE V02 = S33
T13	RETURN

BLOCK	B08
S21	= LOAD V00
S22	= S21
T08	GOTO

BLOCK	B12
T12	GOTO

BLOCK	B09
S23	= A02
S24	= 3735928559
S25	= S23 == S24
T09	:: S25

BLOCK	B10
S26	= msg
S27	= SENDER
S28	= SELFDESTRUCT(S27)
T10	RETURN

BLOCK	B11
T11	REVERT