

Contract Contract

Constructor Constructor
(public)

1250bb	
Const	0
StateVariableStore	STORE Contract.unsafe_int = 0
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	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD b
BinaryOp	(SENDER == LOAD b)
Branch (SENDER == LOAD b)	

True

False

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

Function set_rec
(public)

Function	
{i}, {x}	
Const	5
BinaryOp	{{i}} >= 5
Branch {{i}} >= 5	

True

False

IF_FALSE	
Const	0
Const	5
BinaryOp	(0 - 5)
BinaryOp	{{i}} <= (0 - 5)
StateVariableLoad	LOAD unsafe_int
Const	1
BinaryOp	(LOAD unsafe_int > 1)
BinaryOp	{{{i}} <= (0 - 5)} (LOAD unsafe_int > 1)}
Branch {{{i}} <= (0 - 5)} (LOAD unsafe_int > 1)}	

True

False

IF_TRUE	
StateVariableStore	STORE Contract.a = {x}
Goto	

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

True

False

IF_TRUE	
StateVariableStore	STORE Contract.b = {x}
Goto	

IF_FALSE	
HALT	

CONTINUATION	
Goto	

IF_JOIN	
Goto	

IF_JOIN	
RET []	

Function set_unsafe_int
(public)

Function	
{i}	
StateVariableStore	STORE Contract.unsafe_int = {i}
RET []	

{{i}} + 1, {x}