BLOCK	B00
S00	= STORE V01 = A00
T00	RETURN

BLOCK	B01
S01	= STORE V02 = A01
S02	= msg
S03	= SENDER
S04	= LOAD V00
S05	= S03 == S04
T01	:: S05

BLOCK	B02
T02	RETURN

BLOCK	B03
T03	REVERT

BLOCK	B04
S06	= STORE V03 = A02
S07	= msg
S08	= SENDER
S09	= LOAD V01
S10	= S08 == S09
T04	:: S10

BLOCK	B05
T05	RETURN

BLOCK	B06
T06	REVERT

BLOCK	B07
S11	= False
S12	= S11
S13	= LOAD V02
S14	= 5
S15	= S13 > S14
T07	:: S15

BLOCK	B08
S16	= msg
S17	= SENDER
S18	= LOAD V00
S19	= S17 == S18
T08	RETURN

BLOCK	B09
S20	= msg
S21	= SENDER
S22	= LOAD V01
S23	= S21 == S22
T09	RETURN

BLOCK	B10
T10	JUMP B07

BLOCK	B11
T11	:: A03

BLOCK	B12
S24	= msg
S25	= SENDER
S26	= SELFDESTRUCT(S25)
T12	RETURN

BLOCK	B13
T13	REVERT

BLOCK	B14
S27	= 0
S28	= STORE V00 = S27
S29	= 0
S30	= STORE V01 = S29
S31	= 0
S32	= STORE V02 = S31
S33	= 0
S34	= STORE V03 = S33
T14	RETURN