

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= STORE V00 = S01
T00	RETURN

BLOCK	B01
S03	= msg
S04	= SENDER
S05	= S04 == A00
T01	:: S05

BLOCK	B04
S07	= LOAD V01
S08	= SELFDESTRUCT(S07)
T04	RETURN

BLOCK	B05
S09	= 0
S10	= STORE V00 = S09
S11	= 0
S12	= STORE V01 = S11
T05	RETURN

BLOCK	B02
S06	= STORE V01 = A00
T02	RETURN

BLOCK	B03
T03	REVERT

